

# Settlers of K'tah

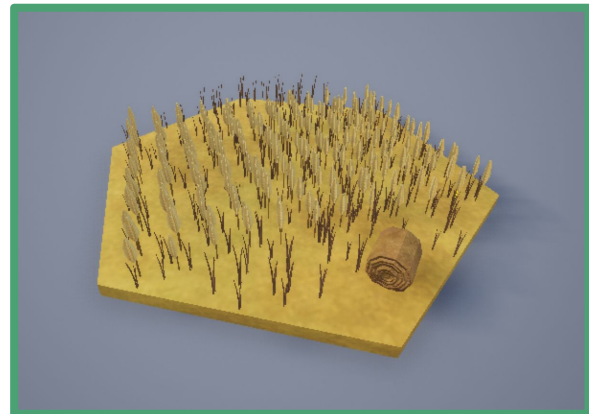
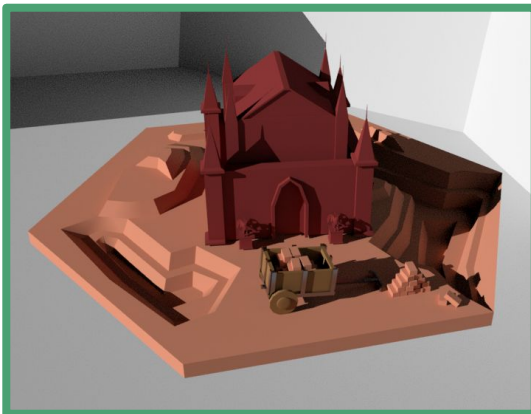
Maddie Louis, Merissa Tan  
+ Kaitlyn Behrens, Haley Mech

9 December 2020



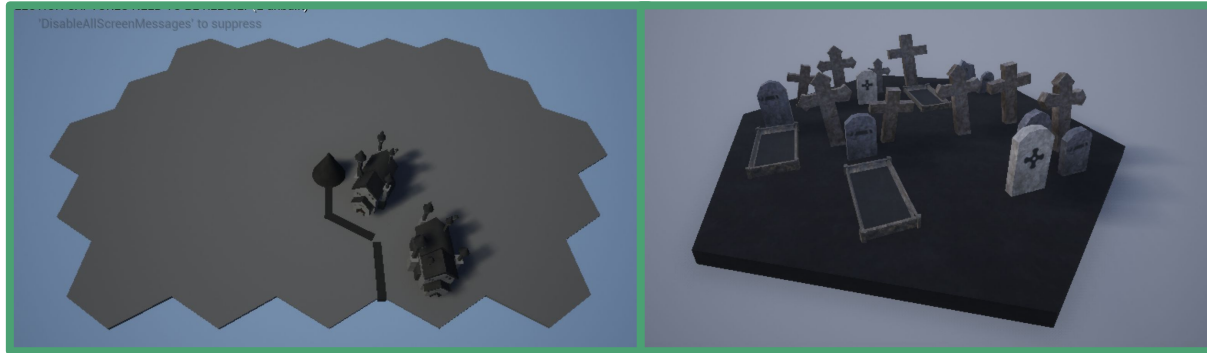
# PROJECT DESCRIPTION

- Turn-based 3D video board game
- Inspired by Dr. Forney's K'tah and the board game Settlers of Catan
- Zombie-themed with 2-4 players competing and collaborating
- Built in Unreal Engine



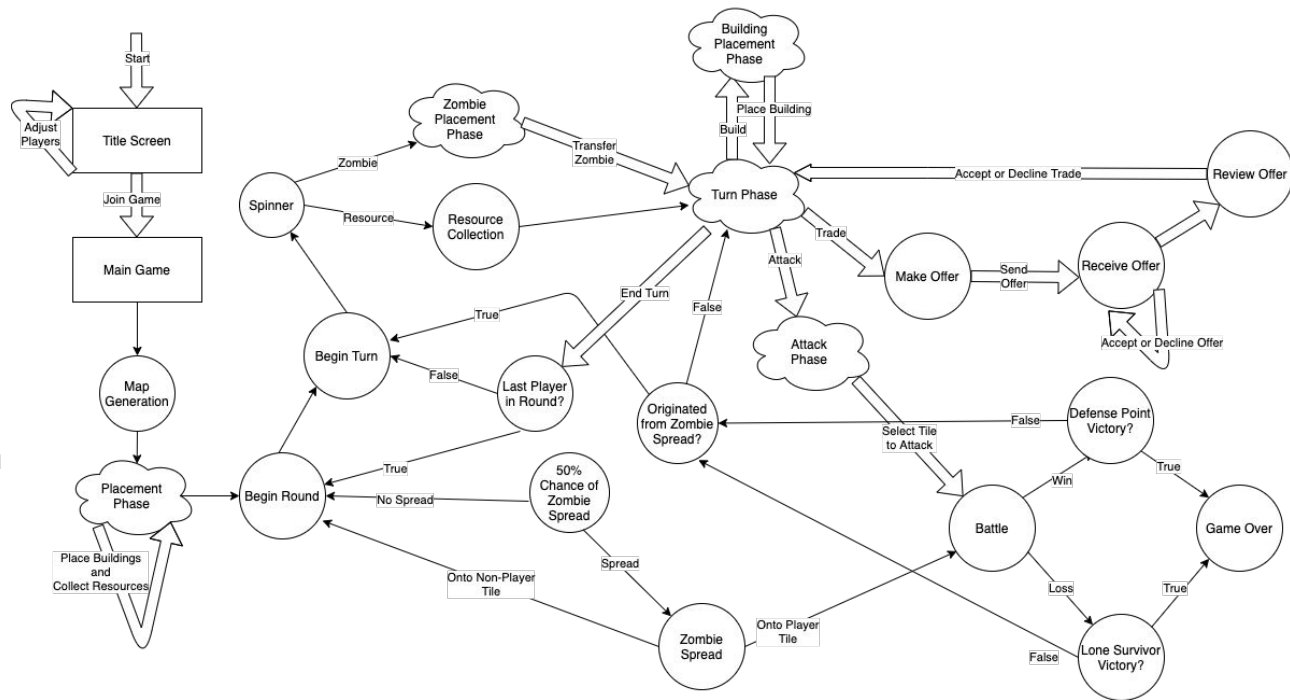
# PROJECT GOALS & JUSTIFICATION

- Create a fun and functional game
- Learn how to work effectively on an interdisciplinary team
- Understand and work with Unreal Engine
- Use knowledge from classes such as Data Structures & Game Development



# GAMEFLOW

- Title Screen
- Placement Phase
- Turn Phase
  - Resource Collection
  - Zombie spread
  - Building
  - Trading
  - Attacking
- Victory Paths / End Screen





Kaitlyn

research: 5  
defense: 2  
knights: 3



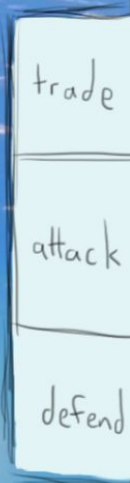
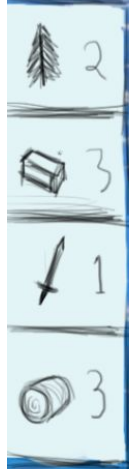
Haley

research: 9  
defense: 2  
knights: 3



Zombies

1







Maddie

Research: 0

Defense: 0

Knights: 1



Merissa

Research: 0

Defense: 0

Knights: 0



Zombies

Tiles Infected 6



0



3

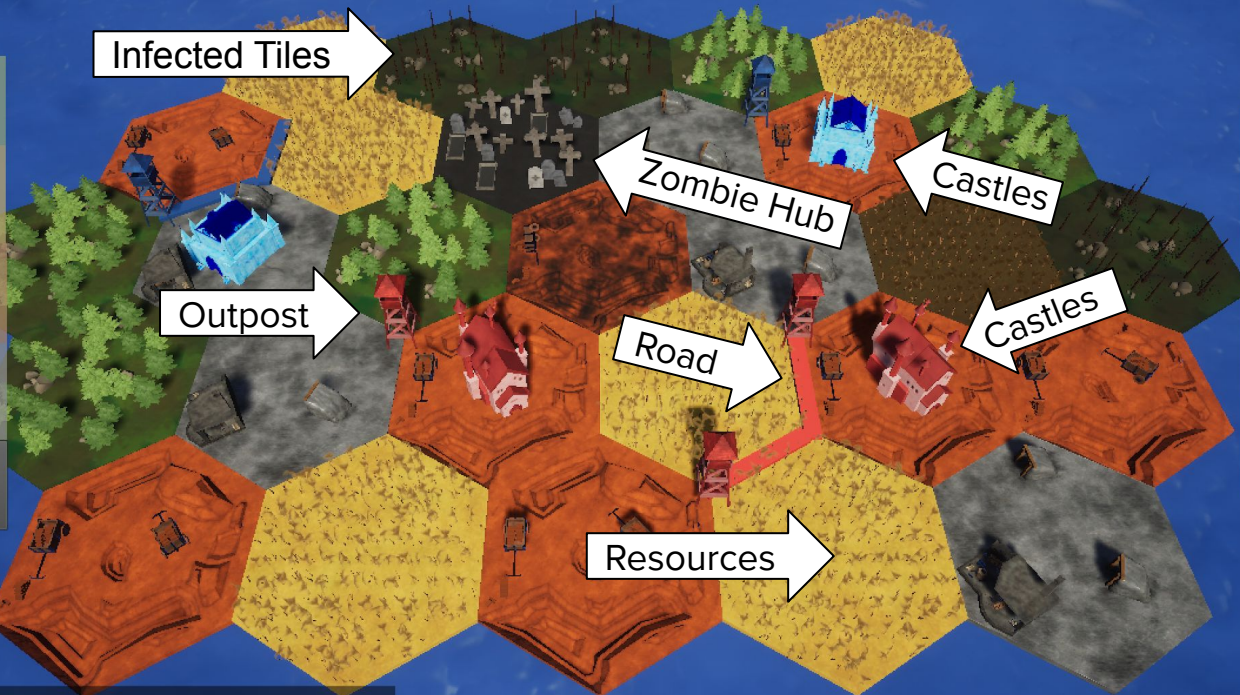


5



2

Toggle Bounty



Build

Trade

Attack

End Turn

Toggle Log

Maddie has built an Outpost.  
 Maddie has completed a trade with Merissa!  
 Maddie has initiated a trade offer!  
 Maddie has built a Road.

 **Maddie**  
Research: 0  
Defense: 0  
Knights: 1

 **Merissa**  
Research: 0  
Defense: 0  
Knights: 0

 **Zombies**  
Tiles Infected  
6

 0  
 3  
 5  
 2  
Toggle Bounty

Resource Panel

Player Panel

Action Panel

Build  
Trade  
Attack  
End Turn

Toggle Log

Maddie has built an Outpost.  
Maddie has completed a trade with Merissa!  
Maddie has initiated a trade offer!  
Maddie has built a Road.

Game Log





Maddie

Research: 0  
Defense: 0  
Knights: 1



Merissa

Research: 0  
Defense: 0  
Knights: 0



Zombies

Tiles Infected  
6


2


4


11


2

Toggle Bounty



Outpost

 x2
 x4
 x6

Road

 x2
 x2

Knight

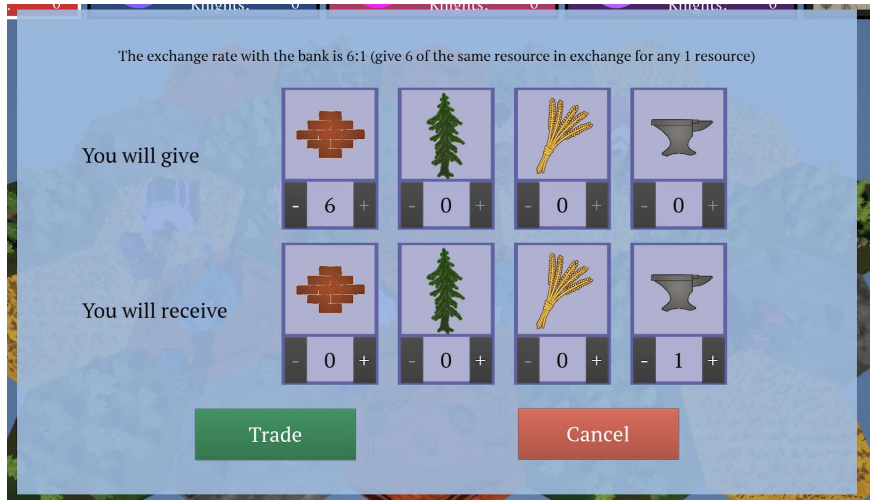
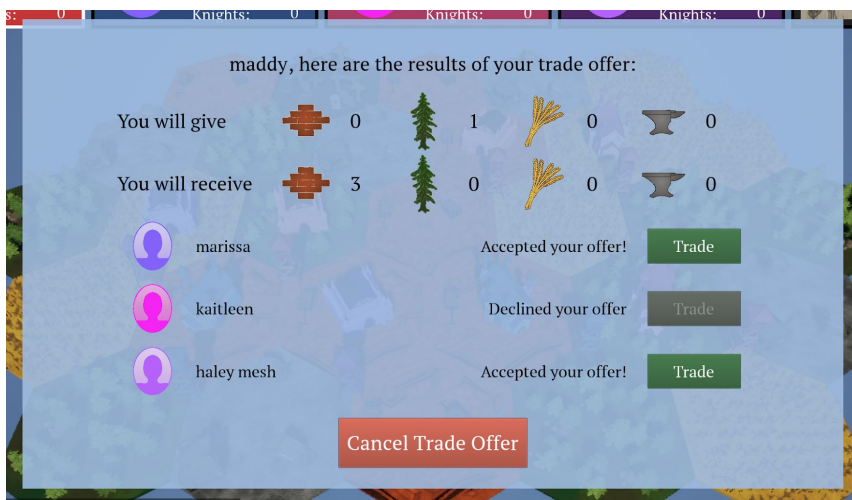
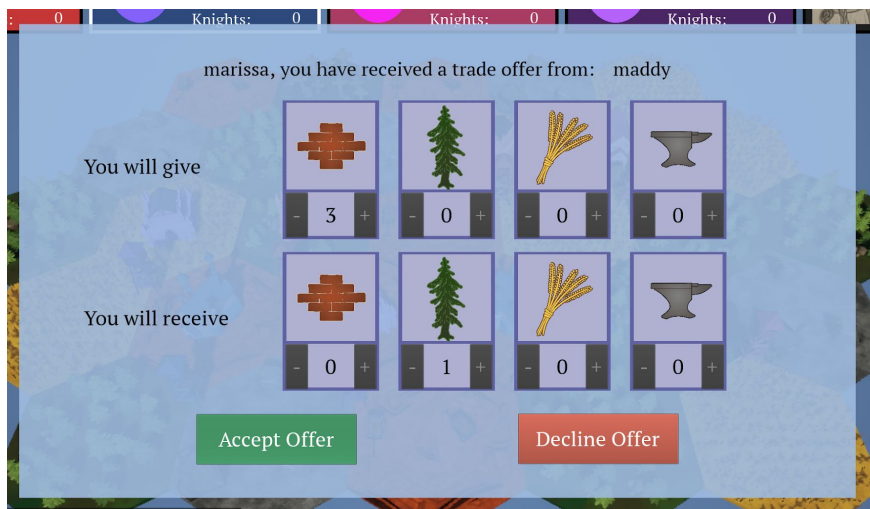
 x4
 x2

Back

Toggle Log

Merissa has completed a trade with the bank!  
Merissa has completed a trade with Maddie!  
Merissa has initiated a trade offer!  
Merissa has canceled their trade offer.



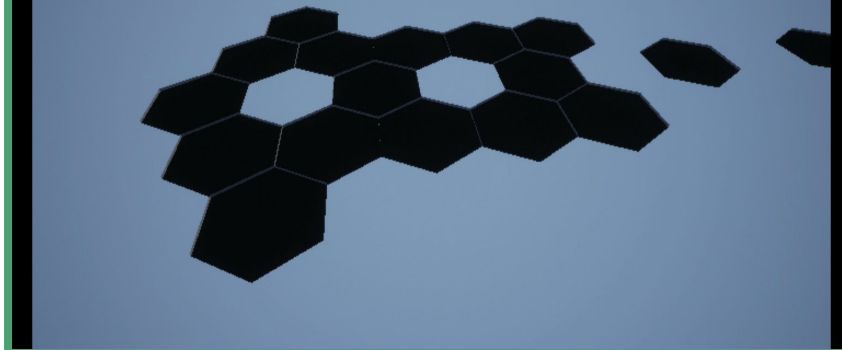


DEMONSTRATION

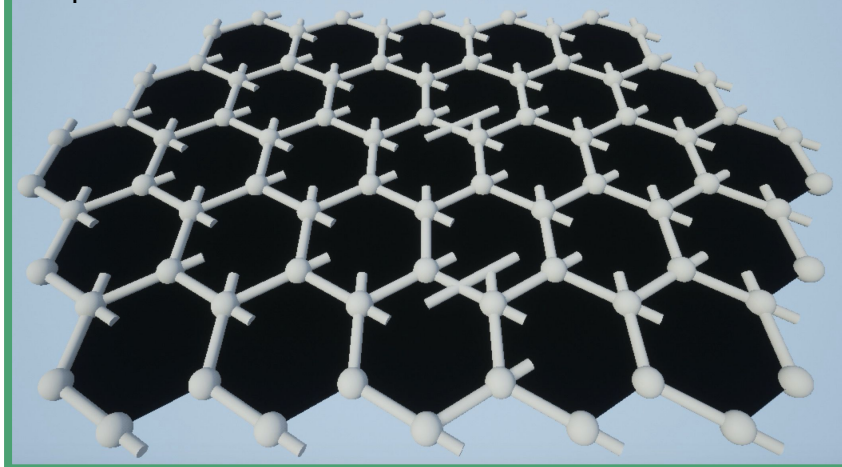
# CHALLENGES FACED

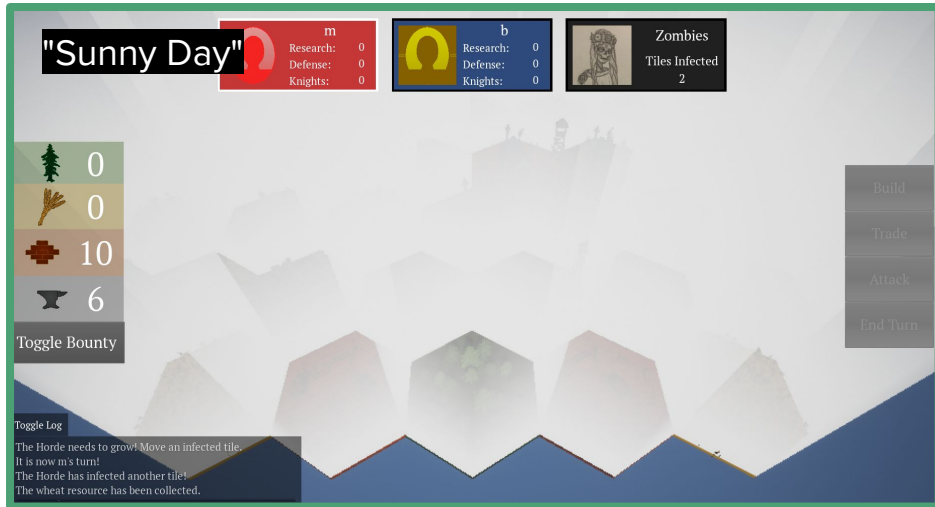
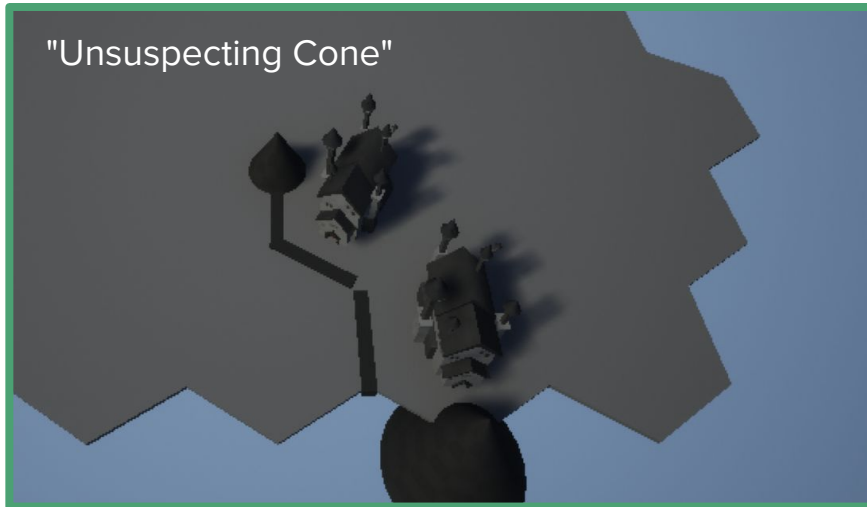
- No Unreal Engine experience
- Unreal data structures problems
- Building the Hex Grid
  - Coordinate logic
  - Edge placement
- Complex game logic
  - Lots and lots of components
  - Game flow (action restriction, intuitive UI)
- Small team, big work!

"Abstract Art"



"Spider Web"

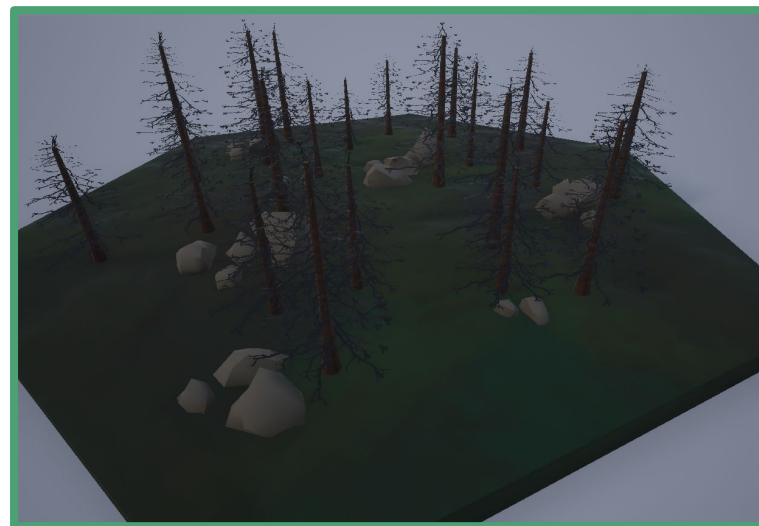
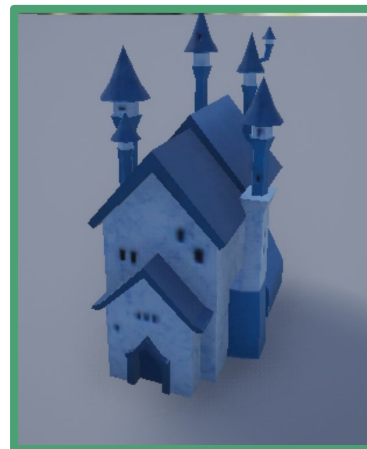






# GAME STATUS

- This semester:
  - Accomplished all our goals and more!
- Goals for next semester:
  - Game balance
    - QOL updates
  - Online multiplayer
  - Zombie attack updates
  - More victory paths



# THANK YOU

- Our animation team!
  - Haley Mech
  - Kaitlyn Behrens
- Our awesome advisors!
  - Dr. Andrew Forney
  - Josh Morgan
- Dr. BJ Johnson!



# Questions?

