(After Action Report)

<u>Project State</u>

Game design
The game design is completely finished. We came up with a new upgrade system and changed how the waves work.

Engine
We have implemented the new upgrade system, added several new upgrades, and updated the trap system.

Gameplay
We are very happy with the current gameplay state. Player can now choose his way to play the game by mixing upgrades from the three sections (offence, defence, utility).After that we focused mainly on balancing the game.
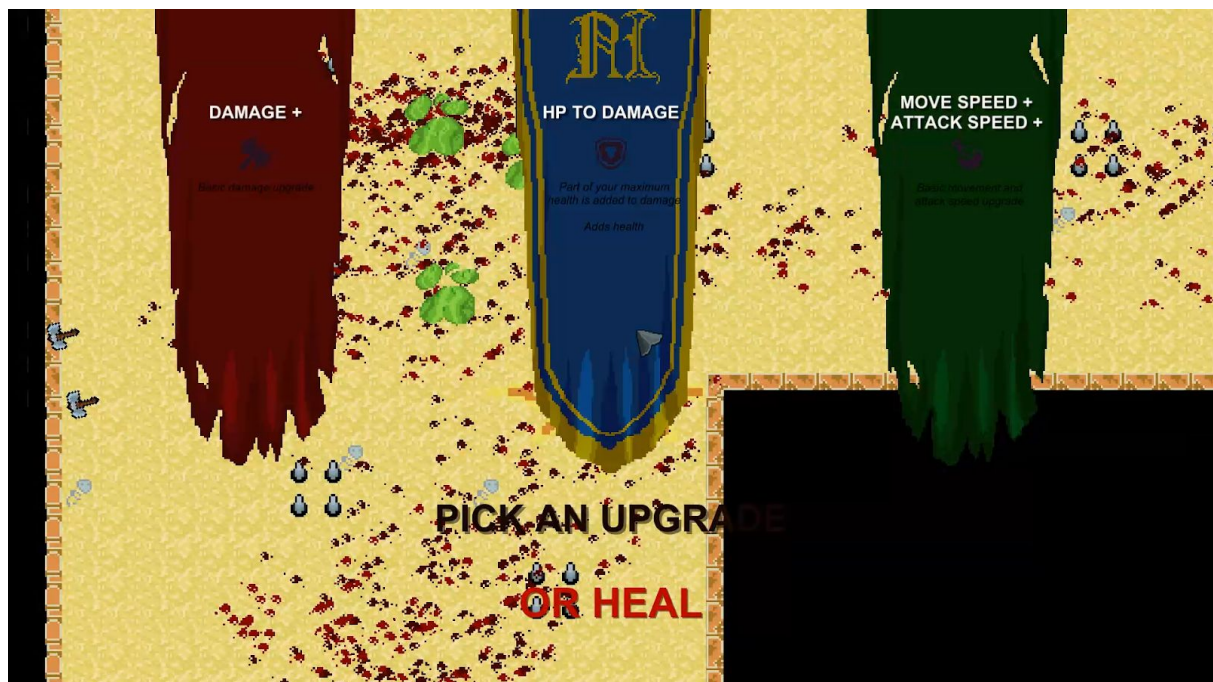
Assets
We have updated the whole level, added sprites for traps and the rest of the enemies and updated our HUD and main menu scene.

Screenshots
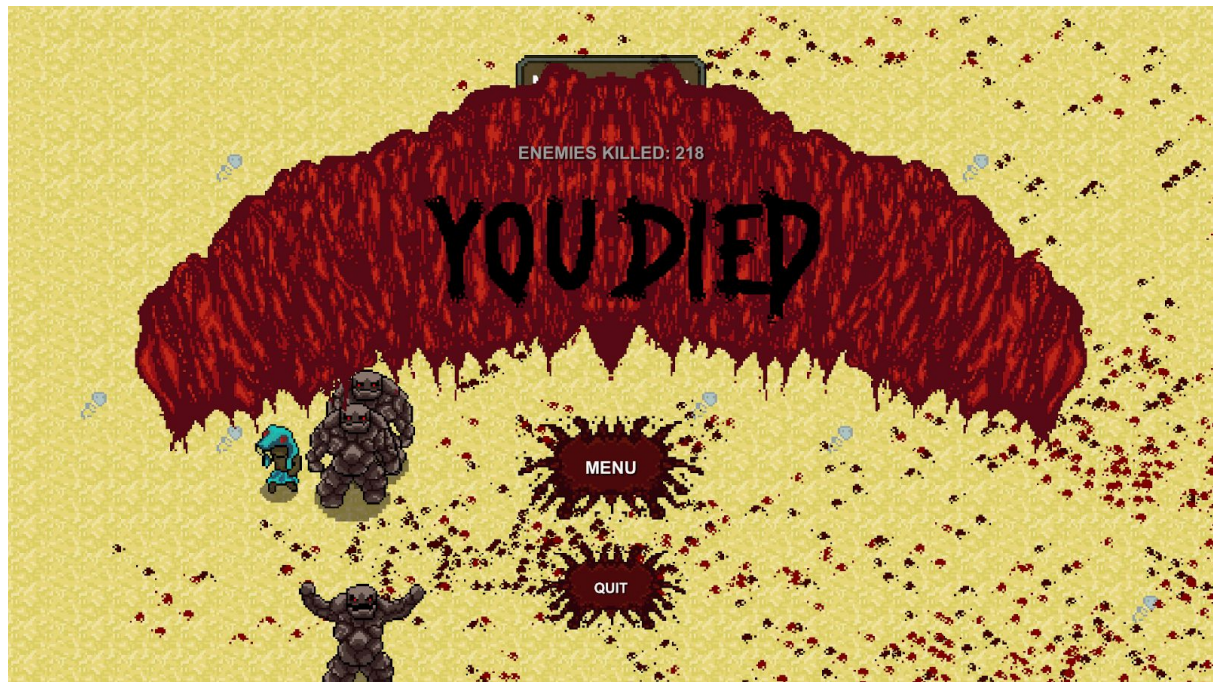
Death screen

Upgrade screen

Pause menu

Main menu

Gameplay

Work Done

(hours roughly estimated)

Matěj Gargula - 300h
David Možný - 200h
Cyril Janeček - 80h
Lukáš Zahradník - 100h

Project Conclusion

To summarize, we are really happy with how the game turned out. We stuck to the core of our original idea and improved upon it through iterative development and play-testing. We have also gathered feedback from our friends and families and incorporated it into the final product. This step-by-step finetuning was essential in making the difficulty of our game just right as we wanted to provide substantial challenge for veteran players while also not discouraging the ones on the more casual side.