


SETTLER

START

EXIT

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- Resource manager/idle game
 - 3 resources:
 - Gold
 - Wood
 - Food
 - You have population as workforce
 - They must be feed
 - Main objective: Reach 50 gold

2Y 50D ❄️

17 / 35 🕯️ 37 / 70 🪨 43 / 80 🐷 4 / 4 👤 ⚙️



Activar Windows
Ve a Configuración para activar W

Isometric tilemap

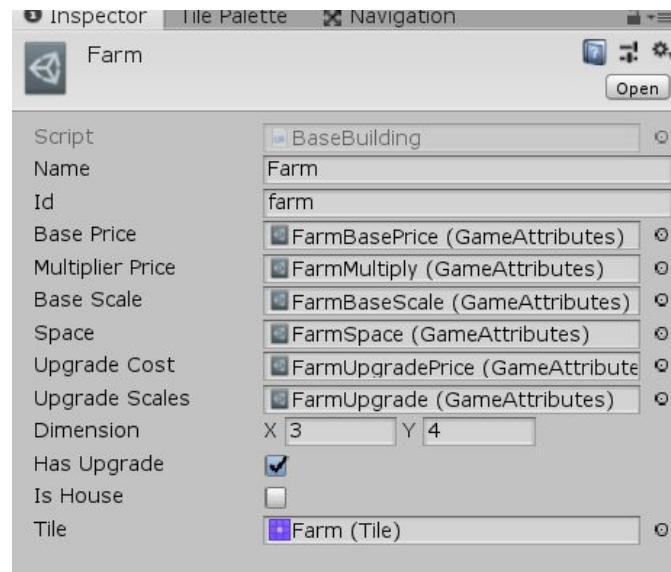



Game manager

Computes gain and loss



All is ScriptableObject



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- Timer (seasons production)
 - Audio manager
 - Popup system
 - Dynamic build price



Future work

- Improve UI
 - Visual
 - Feel and feedback
- More buildings and resources
- Random events (plague, wars, binary decision)
- Add mobile phone support