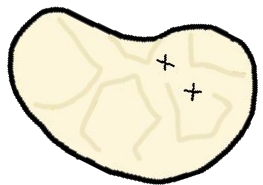
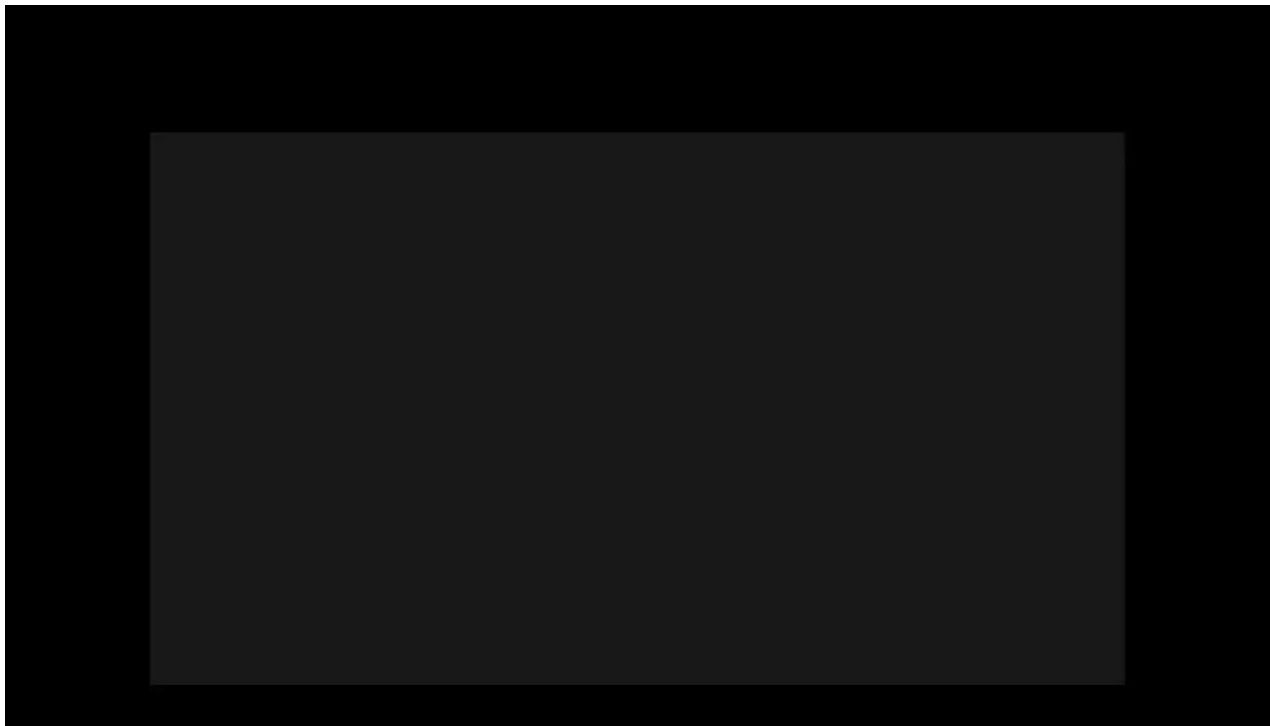


Trailer



Storyline

- Waiter working at a restaurant
- Mutant potatoes run rampage and invade
 - Tired of being cooked and eaten a lot
 - Seeking revenge for their fallen siblings
- Survive and exterminate the potatoes



Current Features

- Point-and-shoot game (using the mouse to shoot, keyboard to move)
- Dungeon crawler
- Key and door mechanism
- Animations
- Boss fight
- Ranged + Melee attacks



Game Development vs Reality

- Wanted more complex mechanics like different ammo types
 - Wanted more enemy mechanics
 - Shooting bullets back
 - Uniqueness
 - More bosses
 - Lots of level progression
-
- 1 level with boss and LOTS of enemies
 - Some implementations included but not all
 - Variety of bullets not present (yet)
 - Ammo pickup and drops

Future Plans

- Continue updating it for fun and more experience
 - Add enemies that can shoot something at the player / have projectiles
 - Expand level to feel like a Zelda dungeon
 - Add different bullet types
 - Add more weapons

Thank You!

