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| |  | | --- | | The Team | | **Derek Kerner: Lead Design**  **Jesse Plaetz: Project Mananger**  **UI Artist**  **Programmer**  **Chris Barbera: Lead Artist**  **Sound**  **Nathan Cregut: Lead Programmer**  **Andrew Eppe: Narrative**  **Utilities**  **Connor Johnson: Level Design**  **Utilities**  **Our Goal**  **To create a game that combines the unit management from RTS’s with the stealth genre to create something that is best described as stealth on a mass scale.** | |  | |  |  | |  | | --- | |  | |  | | **Team Lucky Feet** | |  |  | |  | | --- | | Warrenbound | | The land has been ravaged by human construction, forcing a herd of rabbits to flee and seek sanctuary. Their only hope of finding a new home lies in their guide from above, the rabbit deity Aimon. In this top down stealth/RTS, direct rabbits, create distractions, and use the terrain to your advantage to keep your followers away from an early grave. | |  | |  | |

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| |  | | --- | |  | | The NarrativeIt all begins when a construction site begins working on top of what used to be a rabbit warren. The rabbits that managed to escape are now homeless and don’t know where to go. However, they are in luck as the rabbit deity Aimon has taken pity on the group. From above he will guide the herd to a new place where they can prosper. Who is Aimon? In the game player’s will play as Aimon, a rabbit deity who can influence the world with his abilities. Aimon is a guide for rabbit’s in both life and afterlife which is why they willingly follow your commands.  From Aimon’s perspective you will be able to see the map from a top down view to help you find predators. Use this knowledge to your advantage as you plan paths for your rabbits to take. | |  |  | |  | | --- | | The Gameplay Your goal in the game is to get as many of your rabbits to the end of the forest alive. It will not be easy as there will be wolves patrolling the area in search of their next meal. Deity Powers While not present in the current build of the game, deity powers will help you sneak past predators. By interacting with objects in the environment you can create noise that will get enemy’s attention for a small amount of time.  Use this time to your advantage to sneak past while they are away from their patrol path! | |  | |  | |  |  | |  | | --- | | Key Features in the full version:   * Guide up to 10 rabbits at once through predator filled areas. * Use your power as a rabbit deity to distract predators. * Avoid predators as much as you can, or else your rabbits might panic from the built-up stress and ruin your plans. * Multiple ways to beat a level.  The Art The main art style for the game is papercraft to give the game a pop-up story book feel. This is to help give the feel of playing though a tale in a storybook.  **Want More?**  If you want to learn more about the game be sure to like us on Facebook to see updates on the game as we continue development. | |  | | Follow Us on Facebook  Team Lucky Feet  Facebook https://www.facebook.com/warrenboundgame/ | |