Presentation by

Artless

RTIS

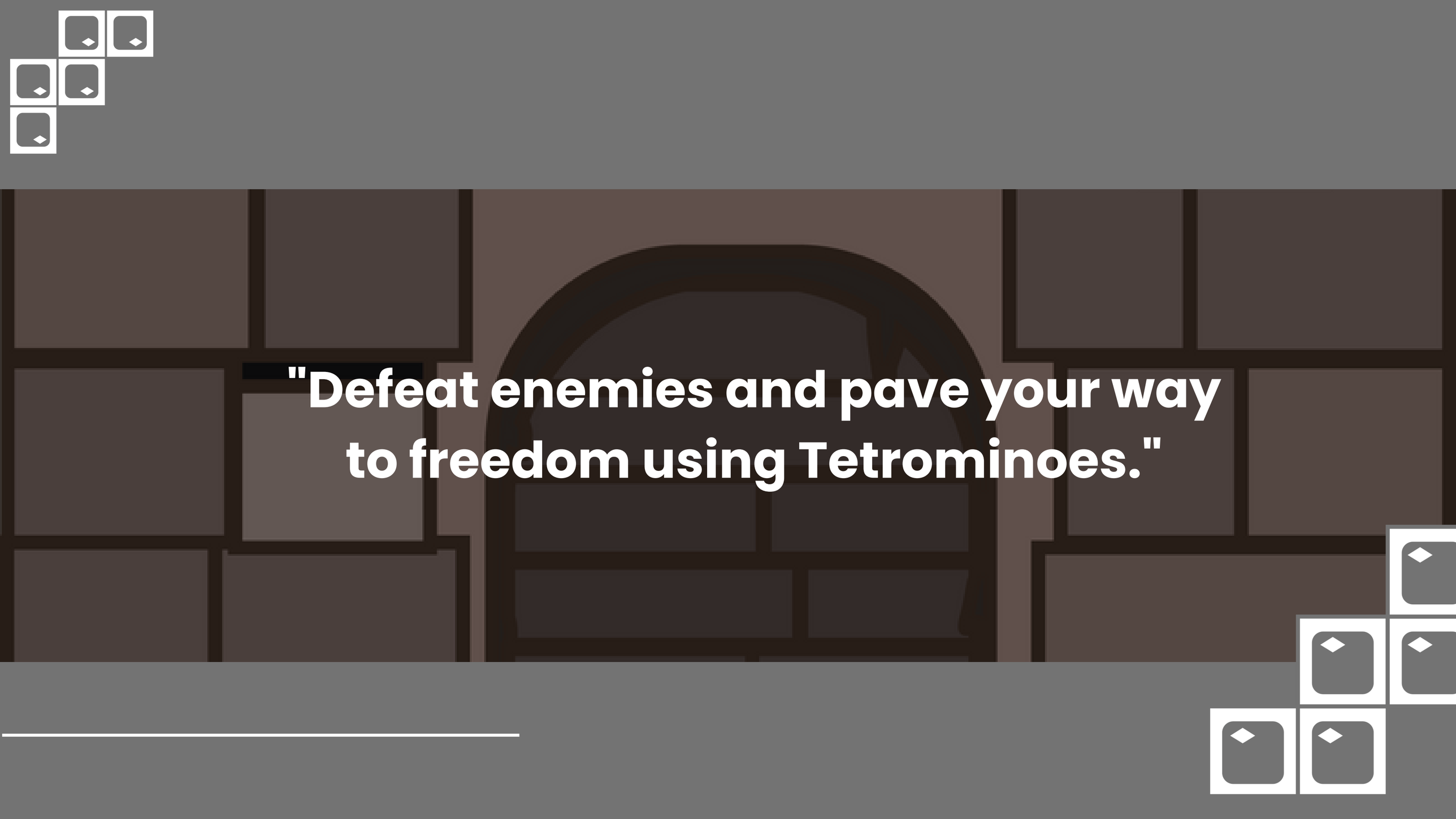
- Lucas
- Man Cong
- Zafir
- Zhen Xiong

IMGD

- Darrion
- Stanley

UXGD

- Delia
- Xavier


"Defeat enemies and pave your way
to freedom using Tetrominoes."

Game Overview

2D Topdown

Turn based Strategy Combat

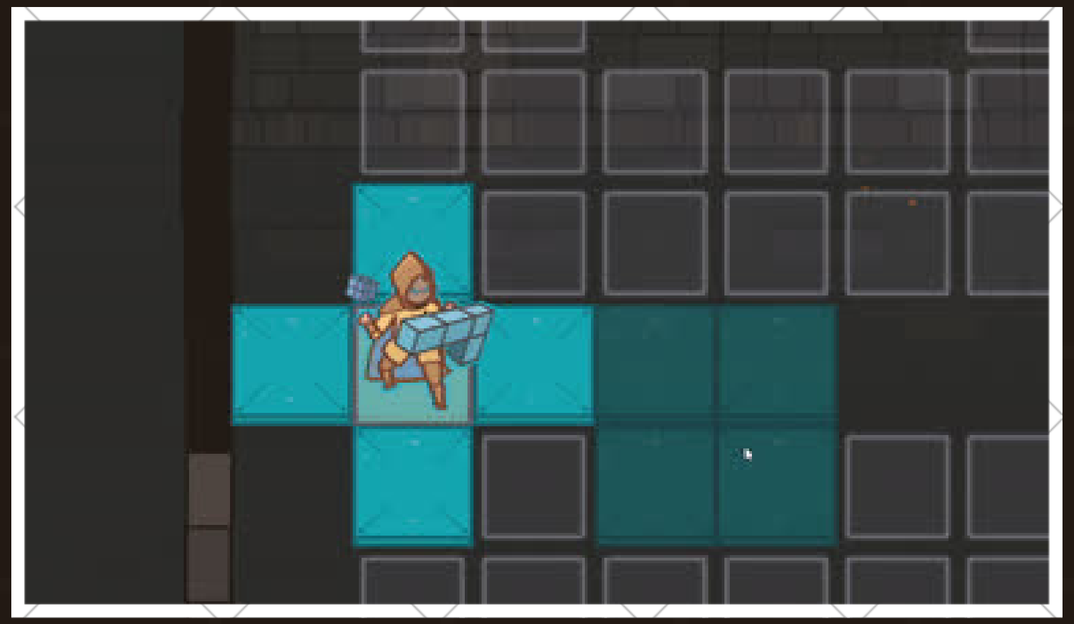
Medieval Fantasy RPG

Core Gameplay

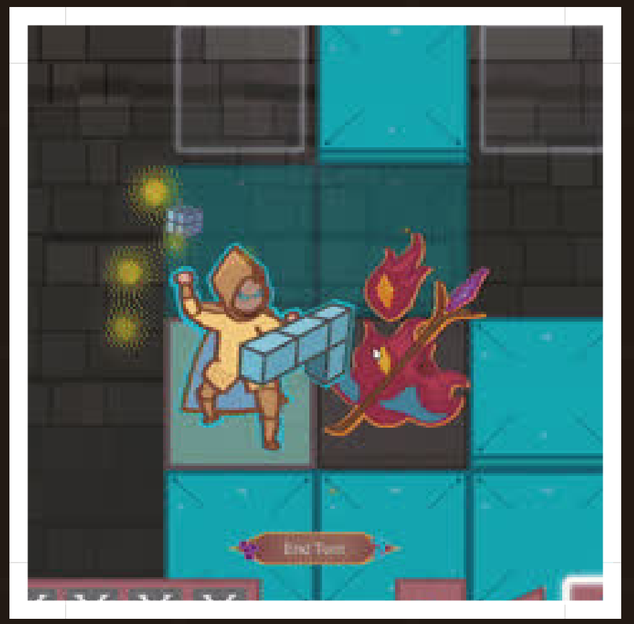
Building your
own pathway

Fantasy-like
Combat using Skills

Core Gameplay



Building your
own pathway



Fantasy-like
Combat using Skills

Game Demo

Plans for Gold

01 **Complete Tutorial Level (week 11-12)**

02 **Polishing of Game (week 11-13)**

Tech

Plans for Gold

01 **Feedback to New HUD (week 11-12)**

02 **Balancing of Game (week 11-13)**

03 **Polishing and VFX (week 11-13)**

Design

Risk & Mitigation

Refactoring of Code Led to Halt in Development	Other developers work on the old system while one person ports the engine to the new system
Not Enough Time to Complete All Planned Features	Cutting of certain features that are deemed unnecessary

TECH

Risk & Mitigation

New features & UI are untested	Conduct own playtest once fully integrated
Balancing of Skills	Constant testing and rebalancing of skills/stats.

DESIGN

Thank You!

Presentation by

Presented For M5

	Module	LAST NAME First Name	Presented for M5 (YES or NO)
M5	RTIS	NGUYEN Lucas	YES
M5	RTIS	WONG Man Cong	NO
M5	RTIS	MOHAMED Zafir	YES
M5	RTIS	TAN Zhen Xiong	YES
M5	IMGD	CHAN Jie Ming Stanley	YES
M5	IMGD	AW Wei Ting Darrion	YES
M5	UXGD	NG Yong Rui	YES
M5	UXGD	HO Delia	NO