

# Game Presentation

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# Game Description

Premise of game

- humans attacking forest

How it incorporates the theme

- the humans bring with them a cold winter. As you defeat them, it brings the forest into the spring. Our levels become more spring like the further into the game you get.

Type of game/how to play

- single player, Turn based, grid based, strategy...

# Game Trailer



# Key Features

Four Unique Character types:

- Forest Deer (Tan) - Primarily deals melee-damage
- Fauna Deer (Blue) - Primarily deals ranged-damage
- Griffen - Can fly over obstacles
- Treant - Has armor to reduce attacks

Other things we are proud of:

- An Enemy AI
- Use of Dijkstra's Algorithm for state of the art movement
- Four levels that gradually introduce information
- Hover UI for additional information

(Basically what makes our game cool)

# Similar Games/Inspirations

Our primary inspiration: Into the Breach

Other similar games: final fantasy, guardians of gridvale, chess (lol, kinda just came up with random games - feel free to change these)

Art style: root (board game)

(Compare them to our game?... not sure exactly what this slide should look like)

# Data From Playtests

Objective numbers - (how they have improved from beta to final)

Positive statements -

- "The idea of the game is good. The artwork is nice. The movement system is well made. Attacking is fun. The strategy component is good"
- "The variance in characters and resulting strategies was fun"
- "Game art looks great and appealing, movement is easy and intuitive"
- "Great map, animations, and game mechanics!"

Link to raw playtesting data:

[https://docs.google.com/spreadsheets/d/1j6m5TQvm0KblXe3o7wGeTp\\_Ivj0Wv7WpBHxaITdI-jA/edit?resourcekey#gid=490240955](https://docs.google.com/spreadsheets/d/1j6m5TQvm0KblXe3o7wGeTp_Ivj0Wv7WpBHxaITdI-jA/edit?resourcekey#gid=490240955)