Anturions

INTRODUCTION

The Team! A little about us.

Yu-Ching: Business Representative. Handles cost and development.

Muthar: Sound & Music organizer. Assistant programmer.

David: Programmer and Artist.

WHY CREATE THIS GAME

A unique puzzle game!

Nothing like it for quite some time.

Create game for Mobile Technology.

Play on the go for a short time or play for hours. Replayability is important.

Substantially cheaper development costs than console and PC.

Indie development, don't need a large team.

Realistic goal. Start small, think big.

Experience is the best teacher.

PREMISE OF GAME

Humans land on Mars and build a colony.

Difficult to survive.

Exploration of Mars leads to discovery of water underground.

Discovery of new life.

Ant-like specie known as Anturions!

Live in colonies.

Humans develop device to communicate with Queen Anturion.

Unhostile race of specie.

Agreement reached to help Humans find water.

Direct water to Human settlements.

OVERVIEW

2D side scrolling puzzle game.

Camera can move any 2D direction and zoom.

Get Anturions from a start to end.

Create tunnels to direct flows of water to a Human hub.

Anturions are similar to ants.

Docile creatures controlled by Queen (The player).

Oblivious to dangers!

Will walk into dangers or down holes.

Your job;

Make the Anturions perform actions or give them upgrades to aid them through the levels.

Similar control scheme as Lemmings!

THE FINE DETAILS

Perform actions & give them upgrades

Dig through walls

Climb over obstacles

Jump over holes

Create bridges

Fire Anturion; immune to fire
Endoskeleton; no fall damage

These are just some examples.

Unlock more as the game progresses!

Replay levels to achieve better efficiency, bettering your reputation!

ART INSPIRATION

H. R. Giger - Swiss - Born 1940, Died 2014 (aged 74)

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Zdzisław Beksiński - Polish - Born 1929, Died 2005 (aged 75)

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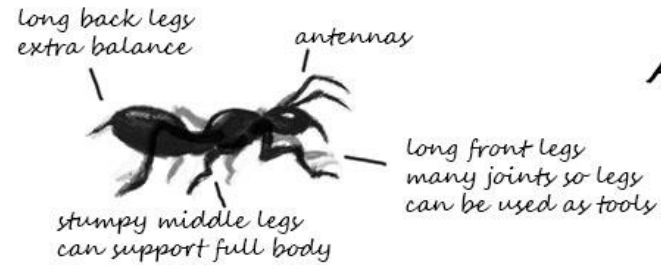
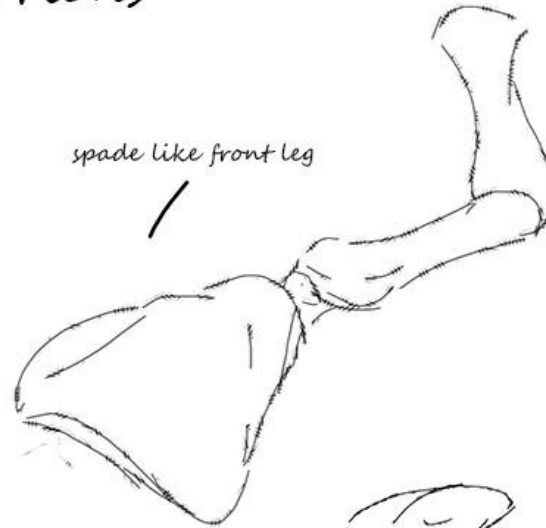Tim Burton - American - Born 1958 (aged 57)

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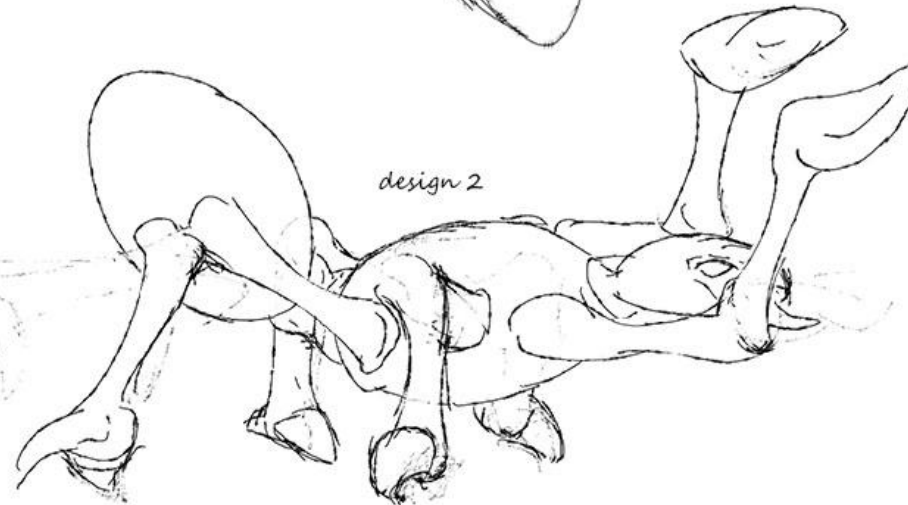Tim Burton - American - Born 1958 (aged 57)

EARLY CONCEPT ART

long back legs
extra balance

antennas

Anturions

long front legs
many joints so legs
can be used as tools

stumpy middle legs
can support full body

spade like front leg

digger ant
uses stong middle legs
to stand upright
front legs used to dig

design 2

design 2

spade like front legs
can be used to dig

Storyboard and Cutscenes

- Main story - Humans searching for water on Mars

- Queen Anturion meet the Humans and come to an agreement

- Story in a comic book style

Background Music and Sound Effects

Voices

- Oddworld: Abe's Oddysee

- Worms Armageddon

- Minions

- Chipmunk sounds

Background music

- Cannon Fodder
- Turrican and Turrican 2 soundtrack
- Alien Breed
- Final Fantasy 6

Examples: Voices
- "Wimpy Goat"
https://www.youtube.com/watch?v=DV_3qx-oBms

- "Cameramen have feelings".
https://www.youtube.com/watch?v=mkc2z7qTrXQ

Examples: Background
- Amiga - Cannon Fodder Recruitment Music
https://www.youtube.com/watch?v=55cbGTlgHqI

User Interface

- Touch-screen

- Control bar

- Camera

Rendering System

- Similar to old school

- Simple sprites

- No 3D

Game Engines

- App Game Kit

- Unity

- GameSalad

- GameMaker

Money

Players can earn Reputation Points - RP.

What can they buy with RP?

4 ways to make money.

Players can buy RP with real money.

Voice packs

Chapters.

In-game advertising.
    Any purchase made, advertising will be gone

Marketing

- Website
  - Concept Art
  - Screen-shots
  - Videos

- Social media

- Development blog

The expenses on making the game.

Around £15,000 for everything
Programmers. Animators. Musicians. Testing. Marketing. Localisation.

Around 6 months to 1 year to break even.