

The background of the slide is a dark, almost black, space filled with numerous green, spherical cells. Each cell is covered in fine, hair-like projections and has several larger, more prominent spikes or filaments extending from its surface. The cells are scattered throughout the frame, with some appearing in sharp focus in the foreground and others blurred in the background, creating a sense of depth. The overall aesthetic is scientific and futuristic.

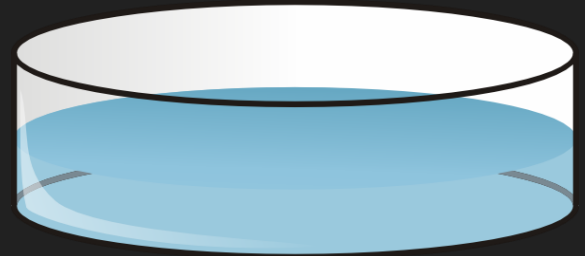
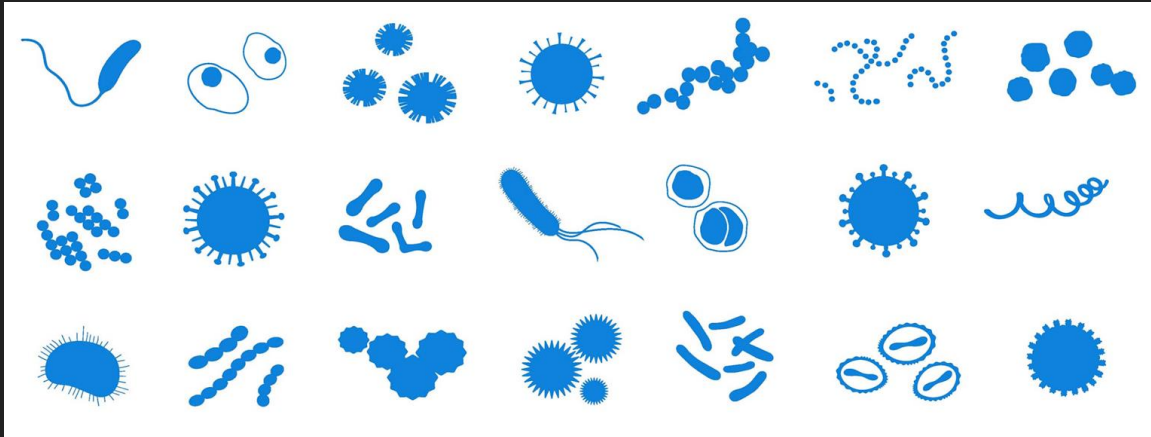
Cellular

Team Synapse

Aaron Jacobson, Conrad Jozef Dudziak, Mark Anthony Sorvik, Rachel Atijera

Storyline

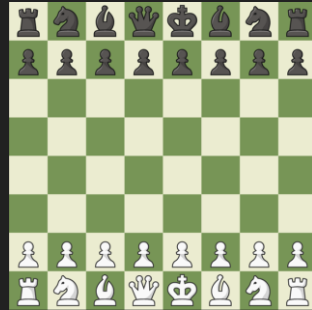
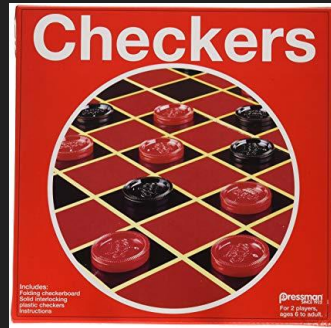
- Player and enemy controls red or blue **germs** in a **petri dish**
- Only the **best equipped** germs survive!
- Equip your germs with the **tools and weapons** needed to defeat the opponents germs.



Game Genre and Type

- Turn-based strategy (TBS)
 - Much like an extrapolated **board game**

Traditional



Modern (digit)



Examples of Similar Games

- Structure of **Civilization 5** (left)
- Combat & Mechanics of **Fire Emblem** (right)



Our Game - Cellular

- Add unit **customization** to the traditional turn-based experience
 - Modular attachments to define actions of units
- **Lower the barrier** to entry
 - Simplified user experience (no building, unit selection, or resource collection)



Character & Item Design

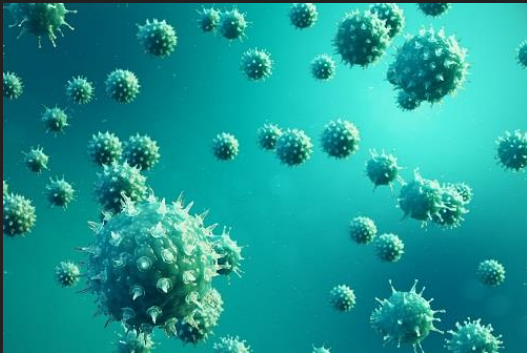
- Germs reside in a hexagon of the hex grid
- Each germ has **six ports**
- These ports can have **tools attached** to them
- When in combat, a germ uses the tools attached to its ports to **interact** with OR **react** to its neighboring germs



Gameplay & Objectives

- Organize your **randomly placed** team of germs
- **Upgrade your germs** with randomly placed items
- Complete levels by **eliminating all the opposing germs**

Population



Upgrades



Conquering



Level Design - Difficulty

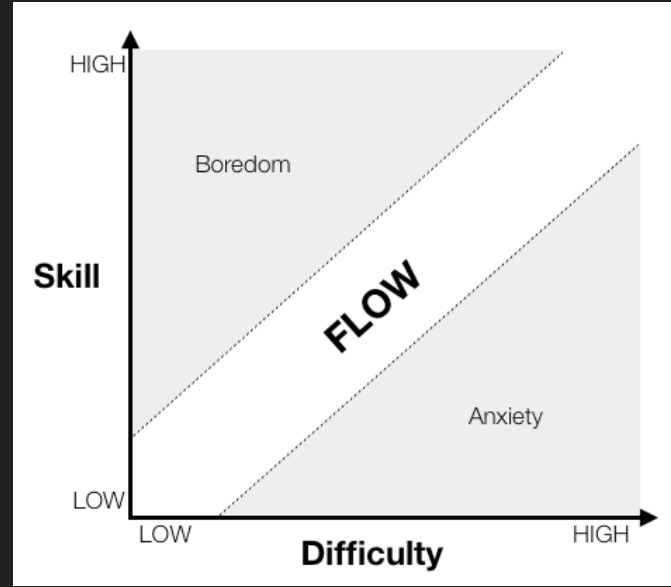
- Levels implemented through opponent **difficulty** & **unlockables**

Early difficulty:

- Opponent AI is simple with **basic** behaviors
- Available tools and attachments are **limited**

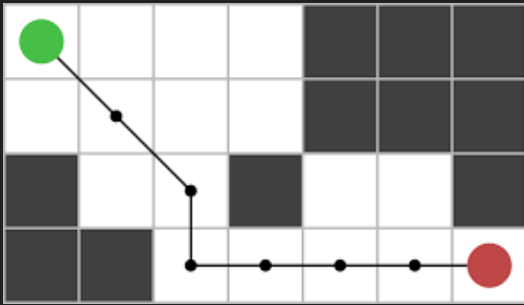
Late difficulty:

- Opponent AI begins exhibiting **complex** behavior
- Available tools and attachments **increases**



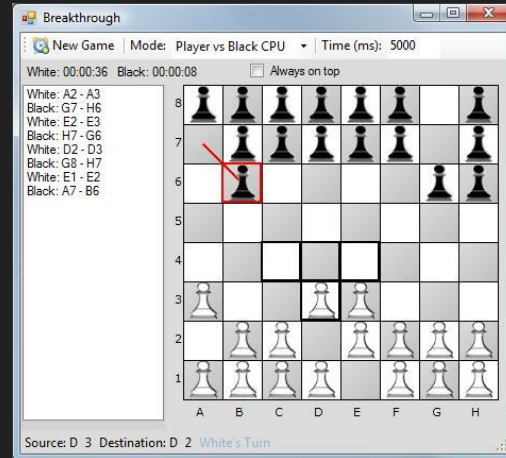
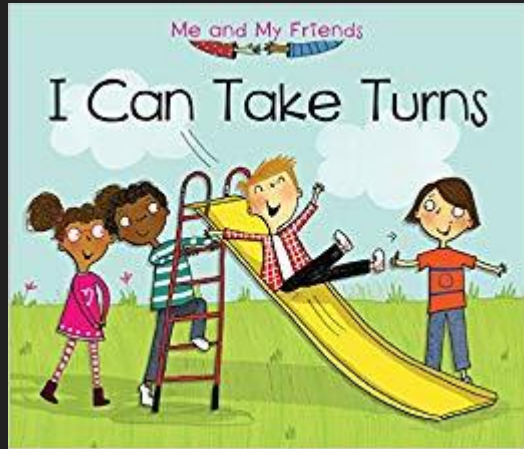
Prototyping (Must have's)

- Map initialization & Tile-based **movement**
- Creation of **Germ** objects
- **Tool and attachment** object with **a simple ability**
- **Combat** of germs (attack & ability interactions)



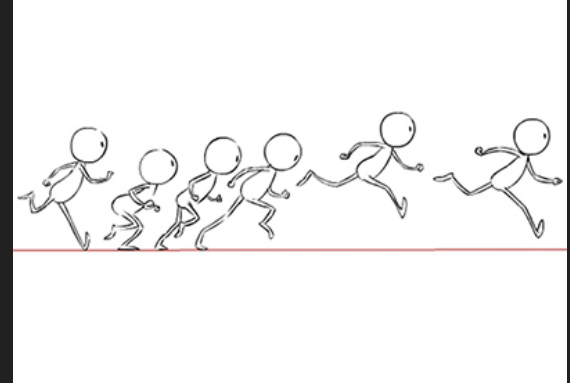
Prototyping (Must have's) cont.

- Player Turns
 - **Expiration** of turns, **passing** of turns
- Simple enemy AI
 - Moves a germ **randomly** (attempts to attack)



Features: Wants/Nice to Haves

- Pregame **unit placement** screen
- **Complex tools** and attachments
- Spawning point / **Bases**
- **Mitosis**
- **Animations**
- **Multiplayer**
- Story Mode



UI Sketch

