TRASH PLANET
GP1-Team1

The Concept

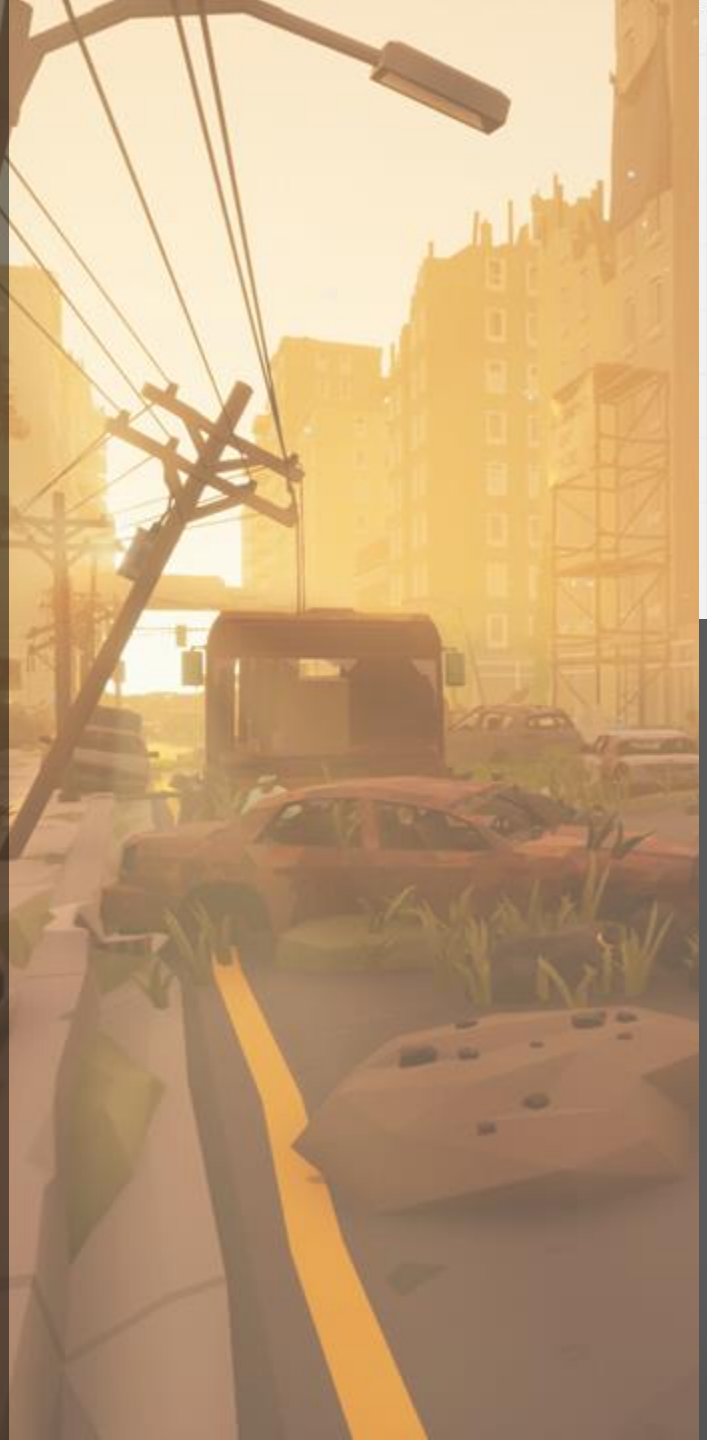
- **3D Third Person Runner**
- **(Smooth) Fast-Paced Movement**
- **Obstacles**
- **Time-Based High Score System**

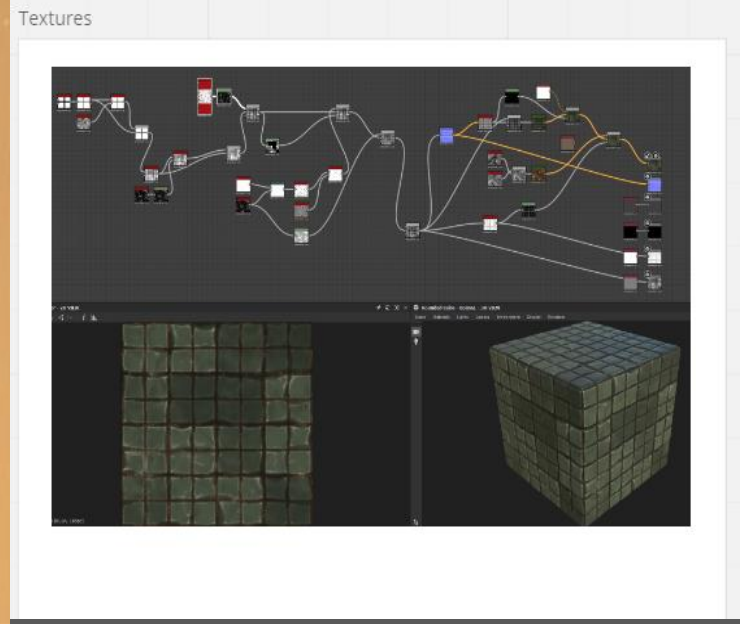
Inspiration

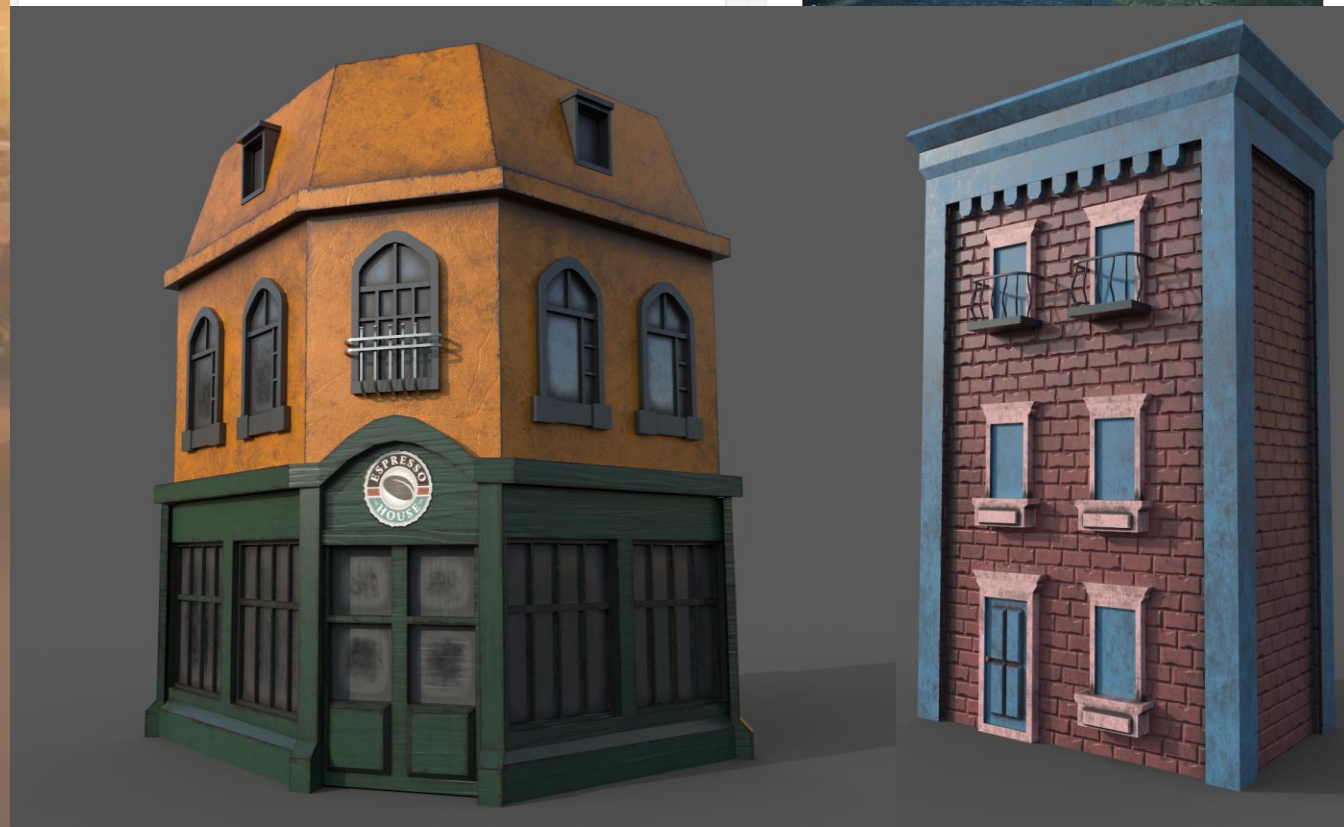
- **Accessibility**
- **Simplicity**
- **Games**
- **Movies**

Visuals

- **Stylized**
- **Simplistic**
- **Cartoony**

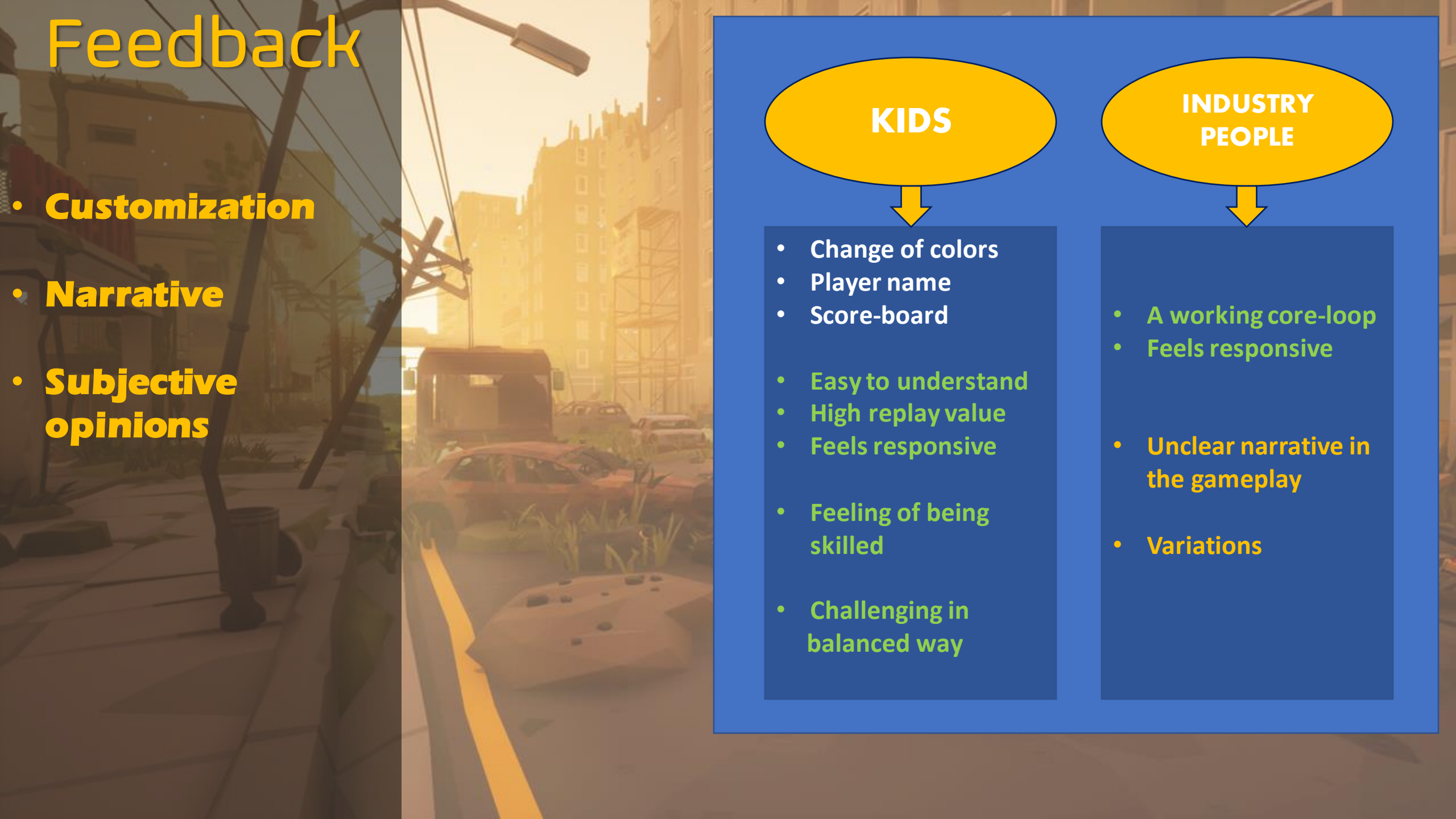






Feedback

- **Customization**
- **Narrative**
- **Subjective opinions**



KIDS

- Change of colors
- Player name
- Score-board

- Easy to understand
- High replay value
- Feels responsive

- Feeling of being skilled

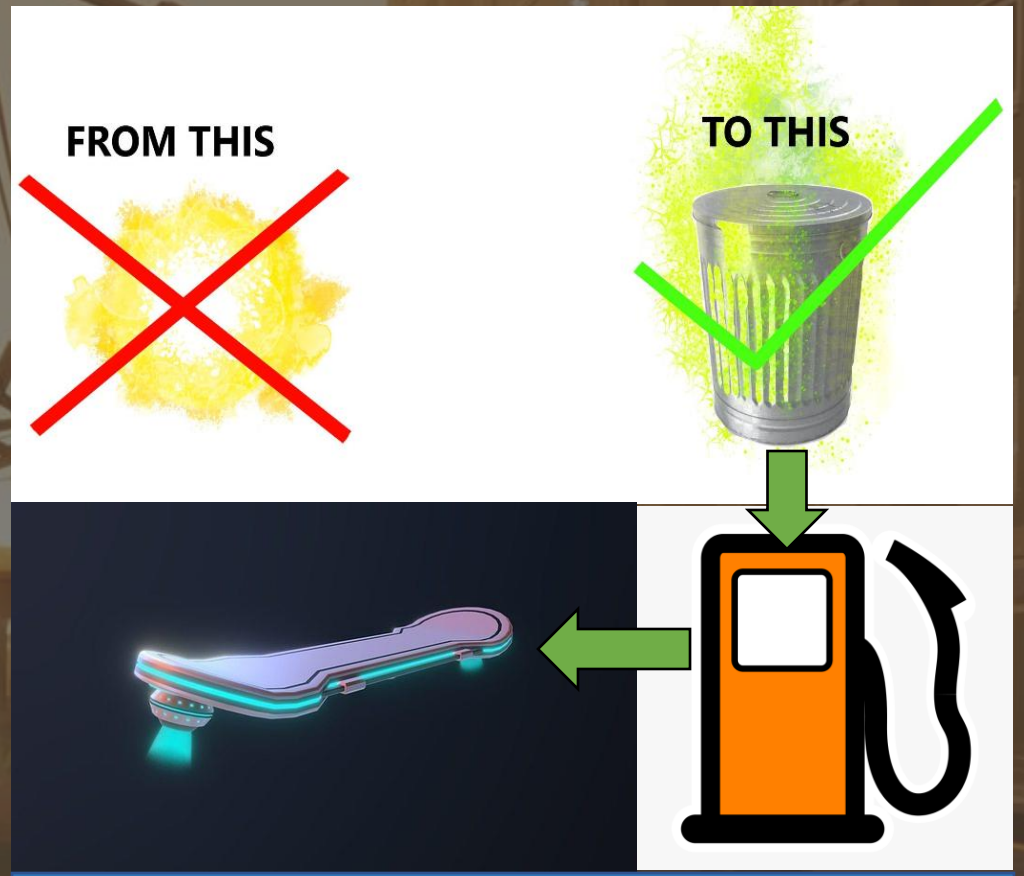
- Challenging in balanced way

INDUSTRY PEOPLE

- A working core-loop
- Feels responsive

- Unclear narrative in the gameplay

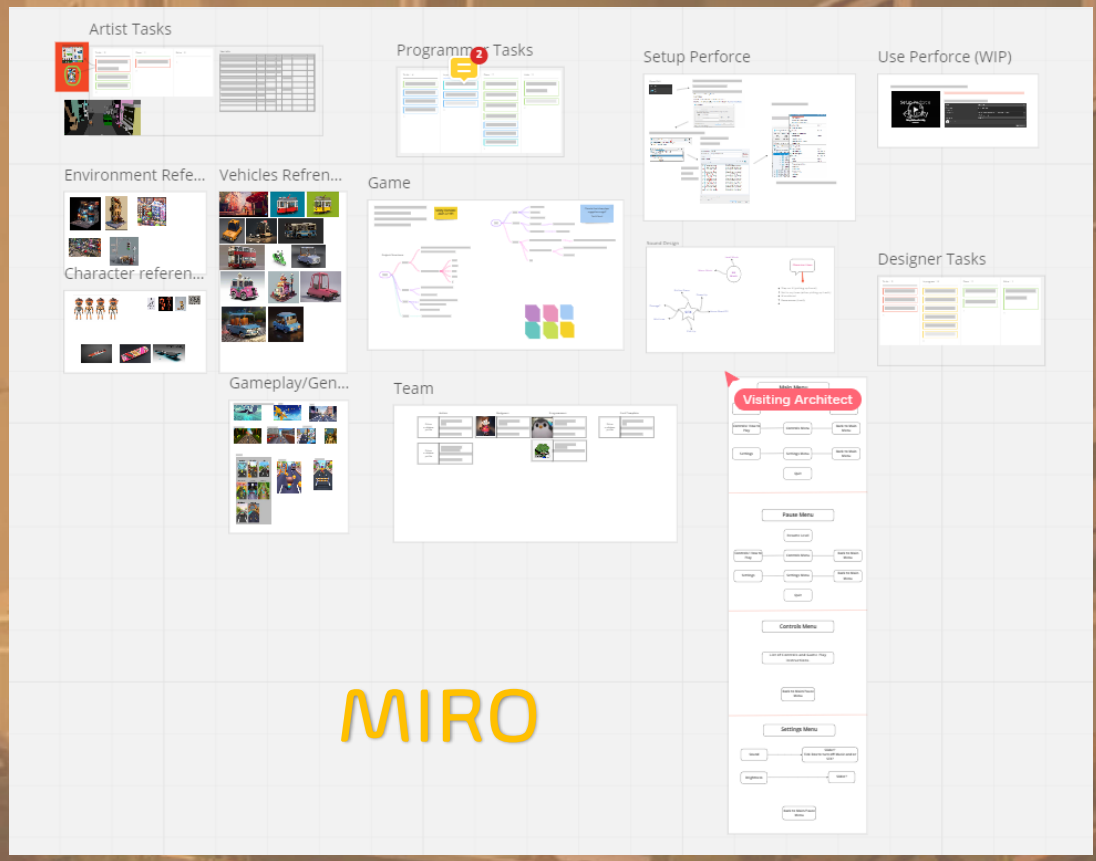
- Variations



- Trash cans serve as fuel for the hoverboard.
- We already had the trash can models from before.
- Player purpose.

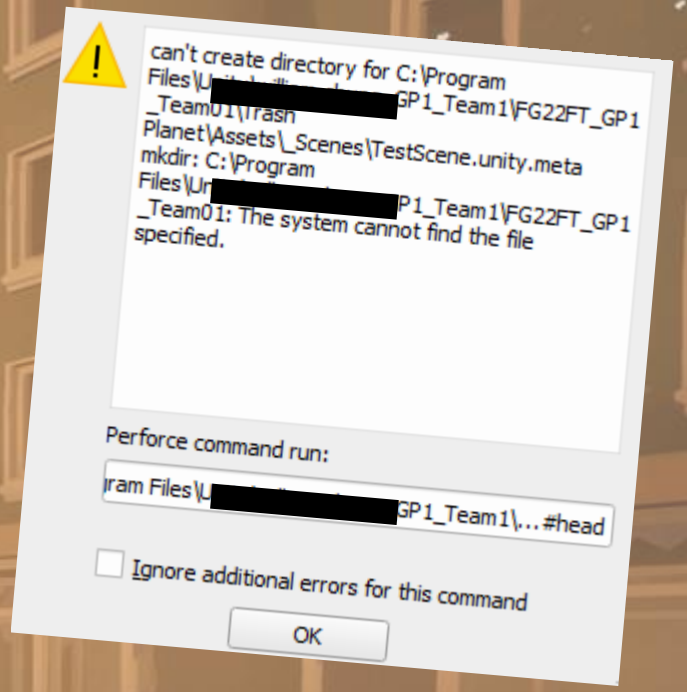
Teamwork

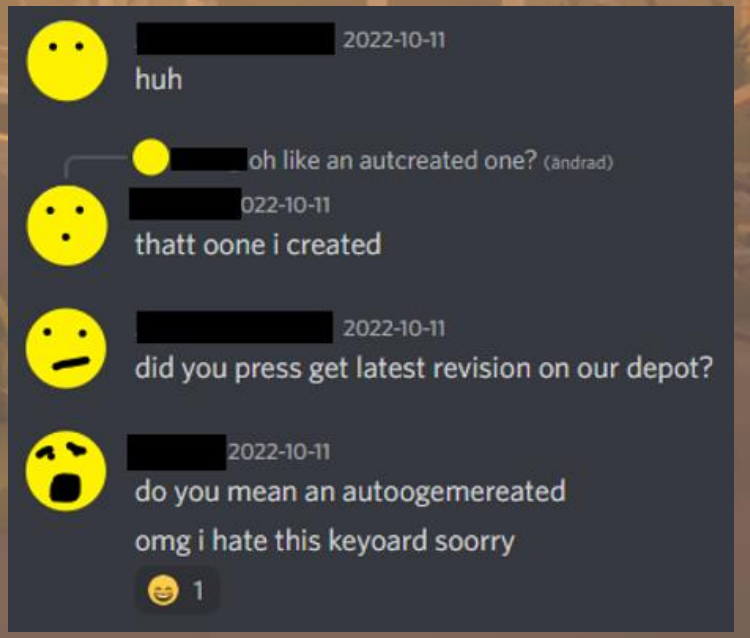
- **Communication**
- **Meetings**
- **Vision**



Problems & Obstacles

- **Getting started**
- **Perforce**

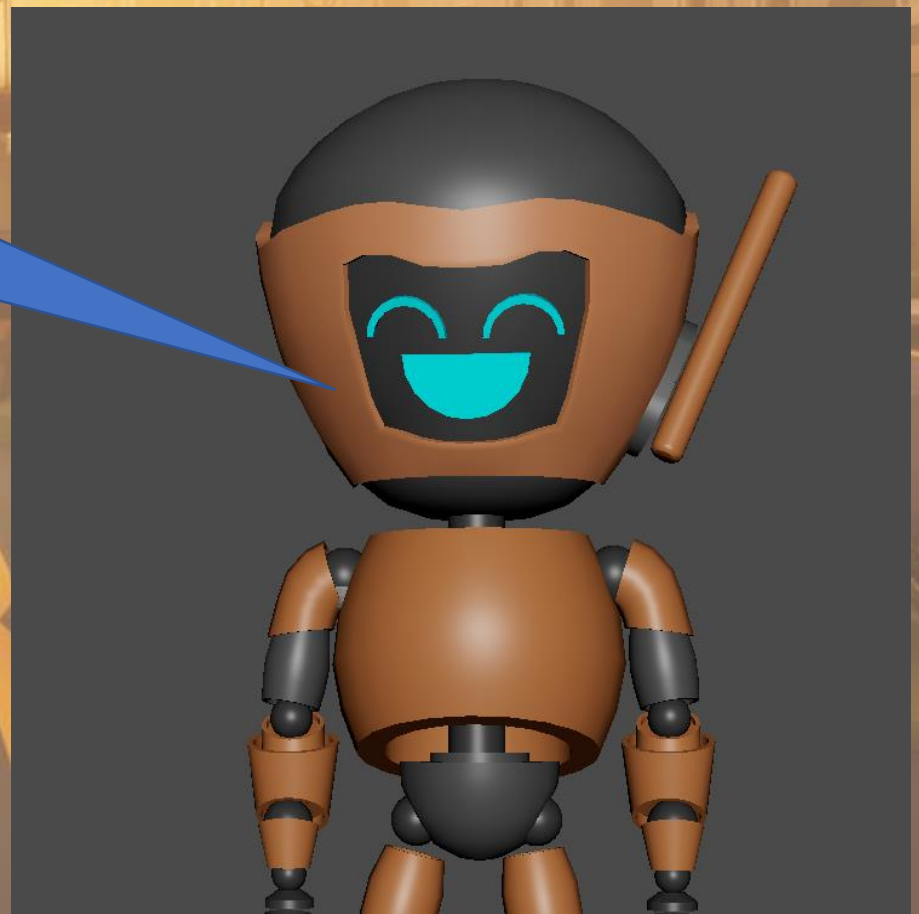




Results

First Playable

Final Version!

THANK YOU FOR WATCHING / LISTENING

SEE YOU!