

INFINITE  

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L∞P  
GAMES

INFINITE LOOP

# SPEAKERS



Ben Bricker

GUI Overhaul

Rocky Forehand

Level Design  
Waves



INFINITE LOOP

# SPEAKERS

Other Members

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Garrett Davis

Tom Wallace

Mitch Cooley

Camera

Skill Tree

Towers

Player Abilities

Collectables

TIMEBOX 5

# 5 MAJOR ACHIEVEMENTS



ACHIEVEMENT 1

# CARTOON GUI



## ACHIEVEMENT 1

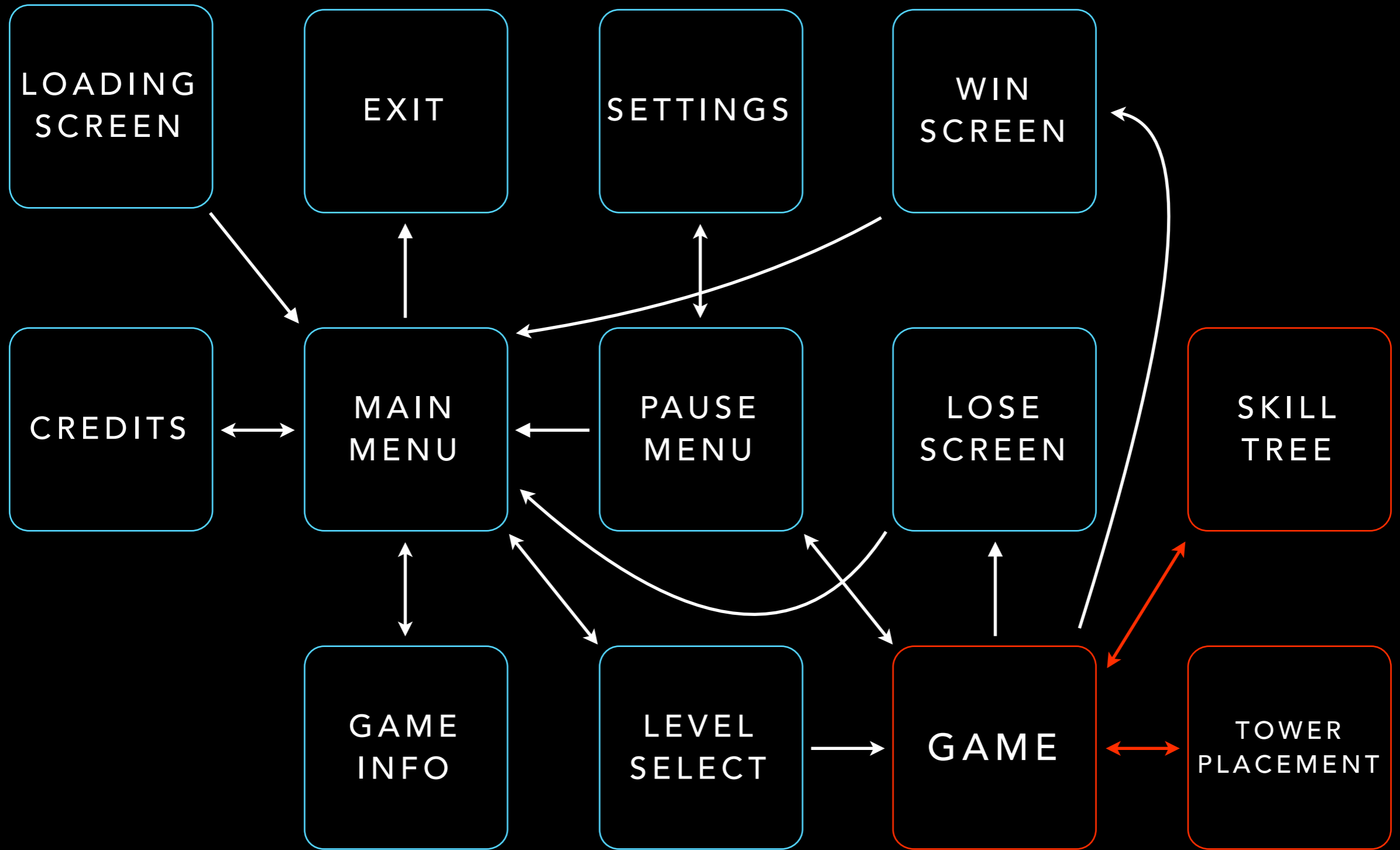
# CARTOON GUI

- Old GUI no longer fit art style
- New GUI stands out better
- Cleaner Look











ACHIEVEMENT 2

LEVEL  
CONTROL





## ACHIEVEMENT 2

# LEVEL CONTROL

- Enemies take different paths
- Have full control over paths
- What enemy types to spawn & how many
- Wave functionality





DESERT LEVEL

# DUSTY DUNES





ACHIEVEMENT 3

# CAMERA ADJUSTMENTS



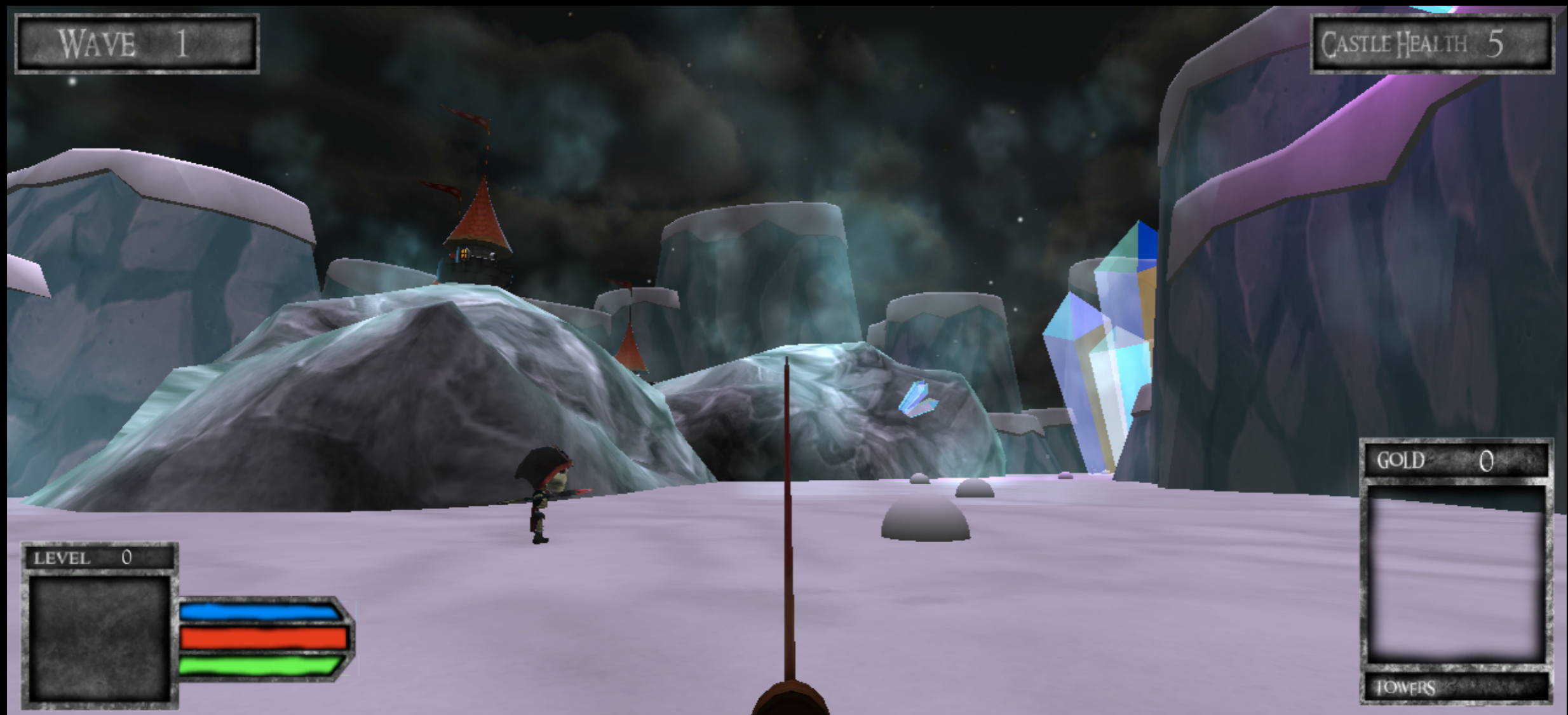
# CAMERA ISSUES

Where are the minions?

Players keep looking back

Are minions in formation?

Attack animations don't look great





## ACHIEVEMENT 3

# THIRD PERSON CAMERA

- Player can see minions
- Player can see the current formation
- No need to look back
- Broader view of map



ACHIEVEMENT 4

# PLAYER ABILITIES







VIKING  
MITCH





## ACHIEVEMENT 4

# PLAYER ABILITIES

- Lightning Strike
- Light Attack
- Heavy Attack





ACHIEVEMENT 5

NEW TOWERS





## ACHIEVEMENT 5

# NEW TOWERS

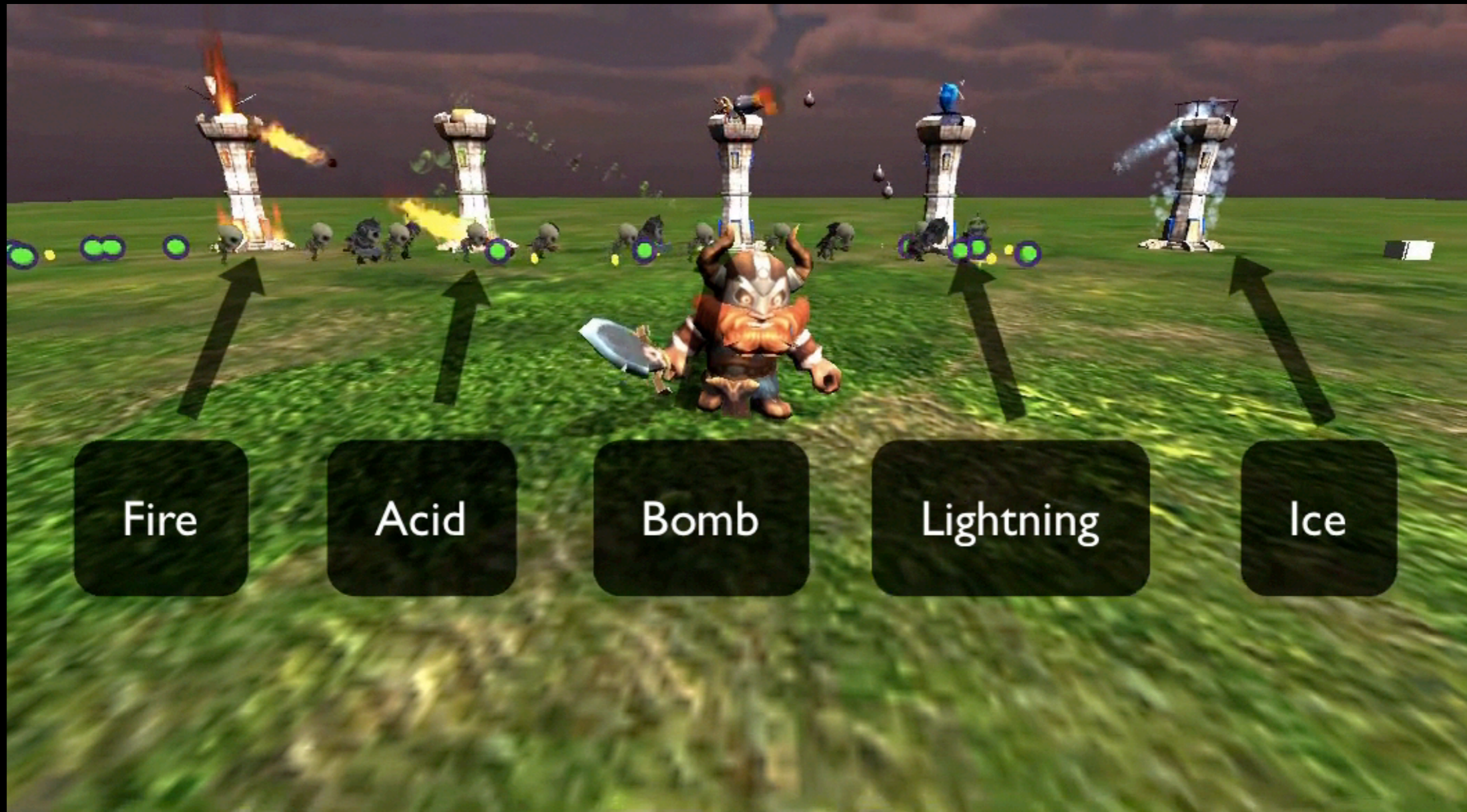
- New Assets
- Ice, Fire, Acid, Bomb, & Lighting
- Upgradable (3 Levels)





ACHIEVEMENT 5

# NEW TOWERS





MAGNETIZED

# COLLECTABLES



INFINITE LEGIONS

TIMEBOX 5 DEMO



# TIMEBOX 6 GOALS

- More abilities
- Tower upgrade GUI
- Sounds
- Balancing

