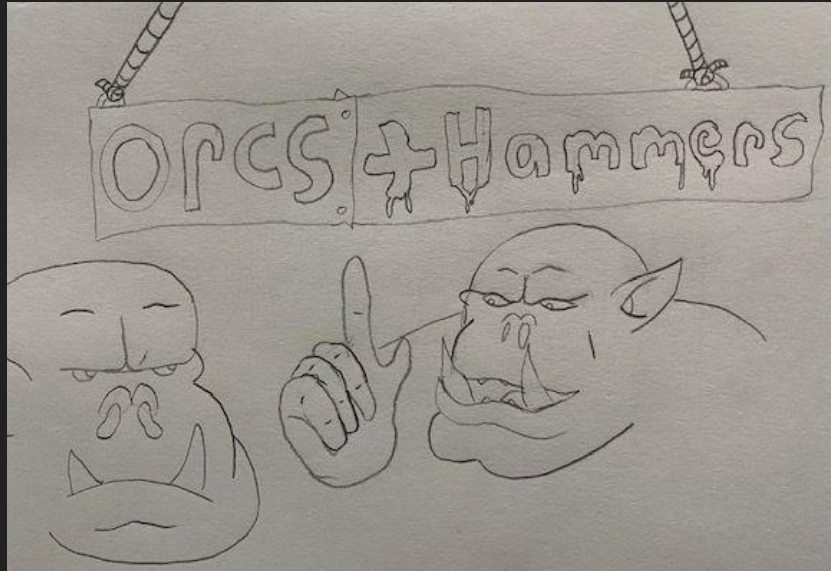


Orcs and Hammers

By Max
Kosempel



Game Description

Type of game/genre: settlement builder/resource manager

Key Game features

Title screen-transitions into start screen

- New game
- Exit

Movable player character

Different resources

- Wood
- Ore
- Iron
- weapons

Move resources from one building to the next to produce resources.

EX.(Move wood and ore to smeltery. Produces Iron. Move iron and wood to forge to make weapons.)

Game Controls

W

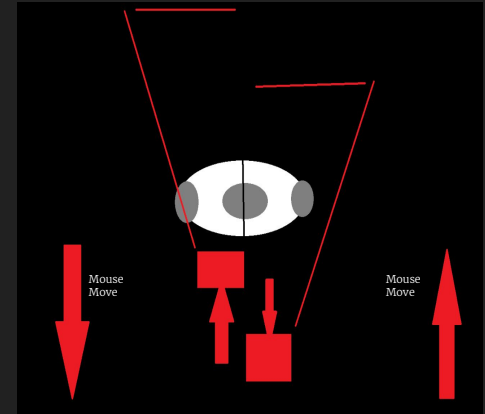
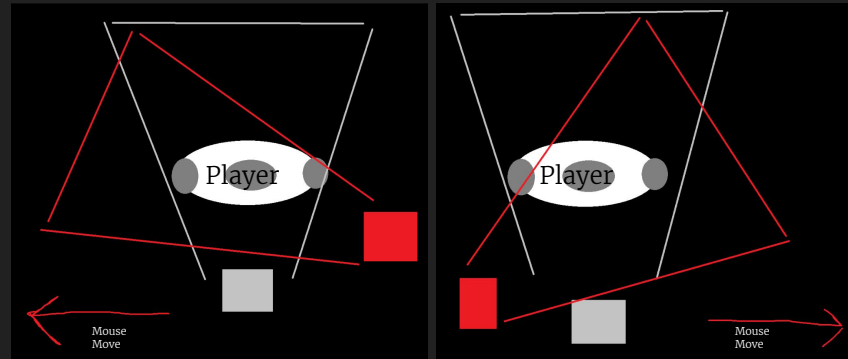
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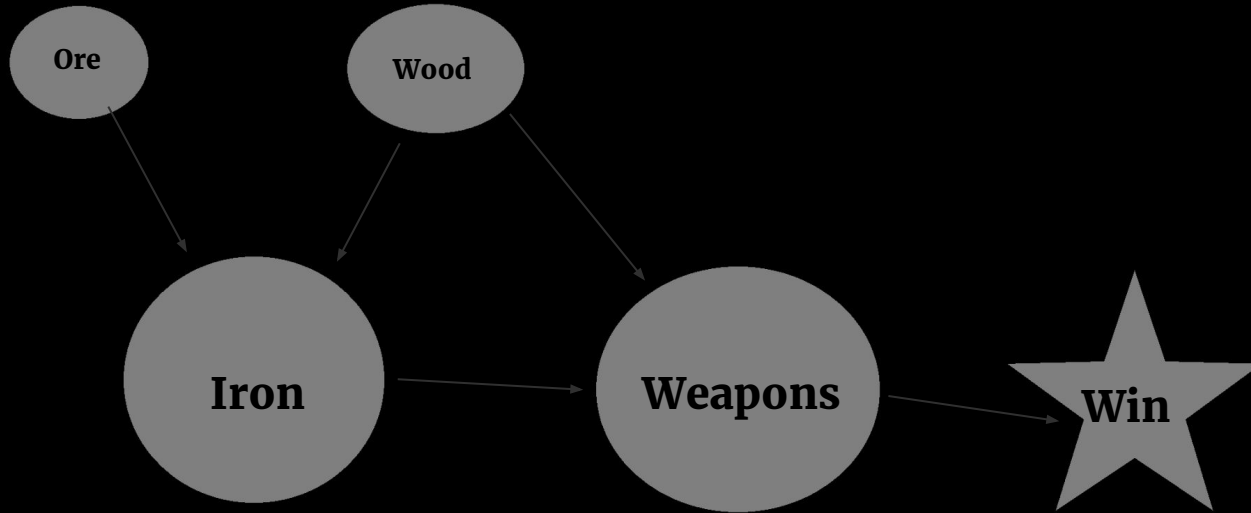
< v >

-Controls for moving

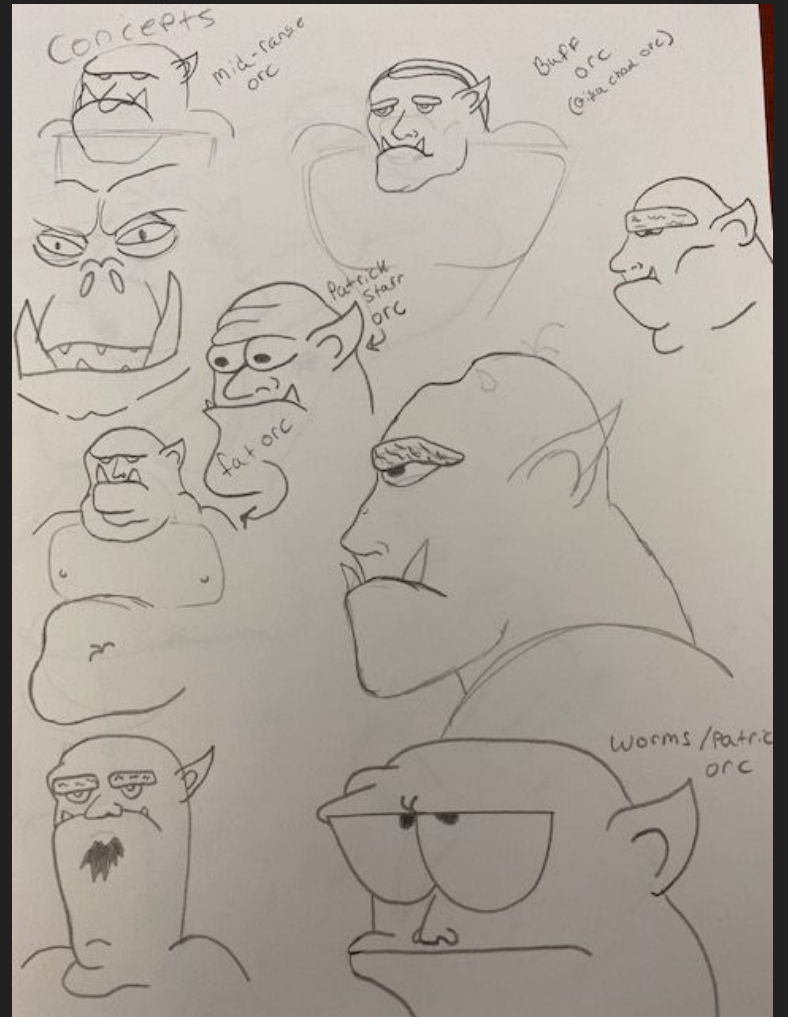
Mouse Controls-



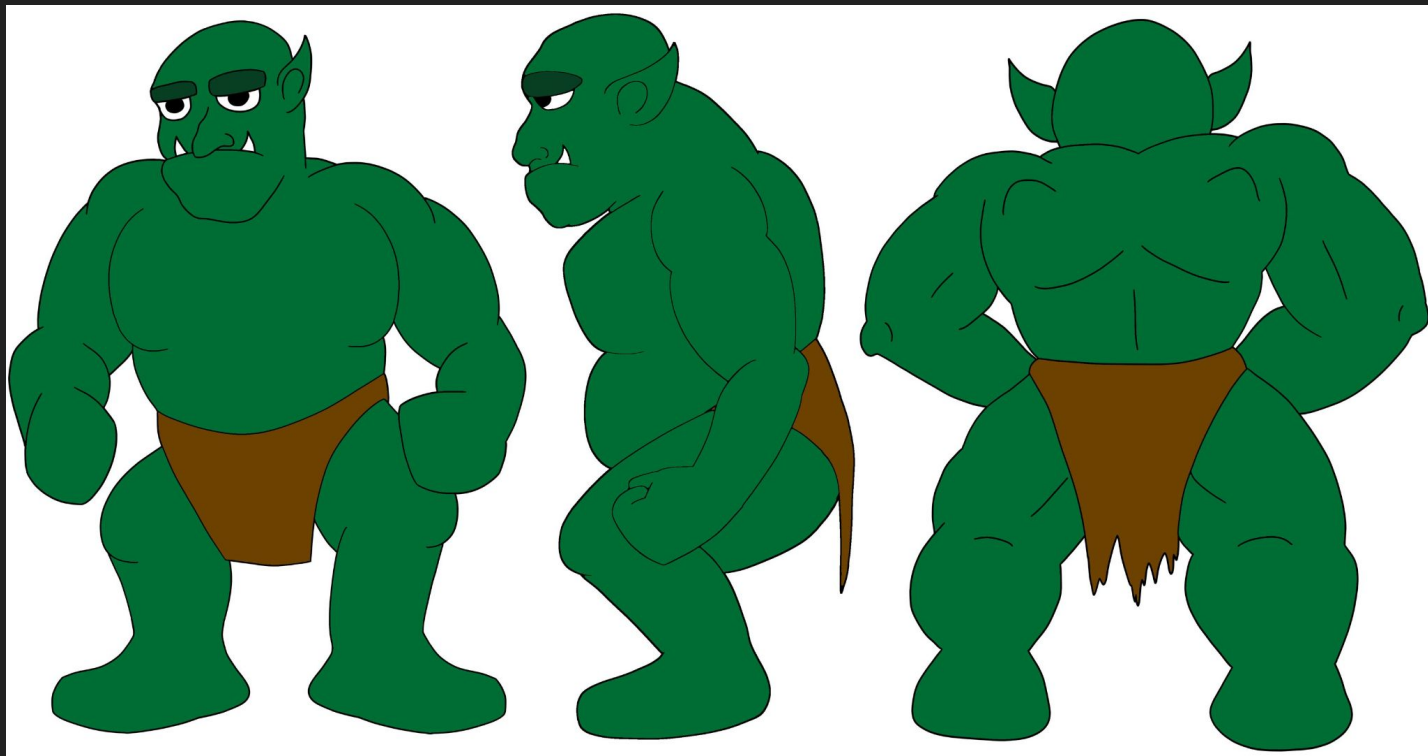
Game Progress Explanation



Character Concepts



Character Final Design Concept



Orc 3D Model Iterations



Orc 3D Model

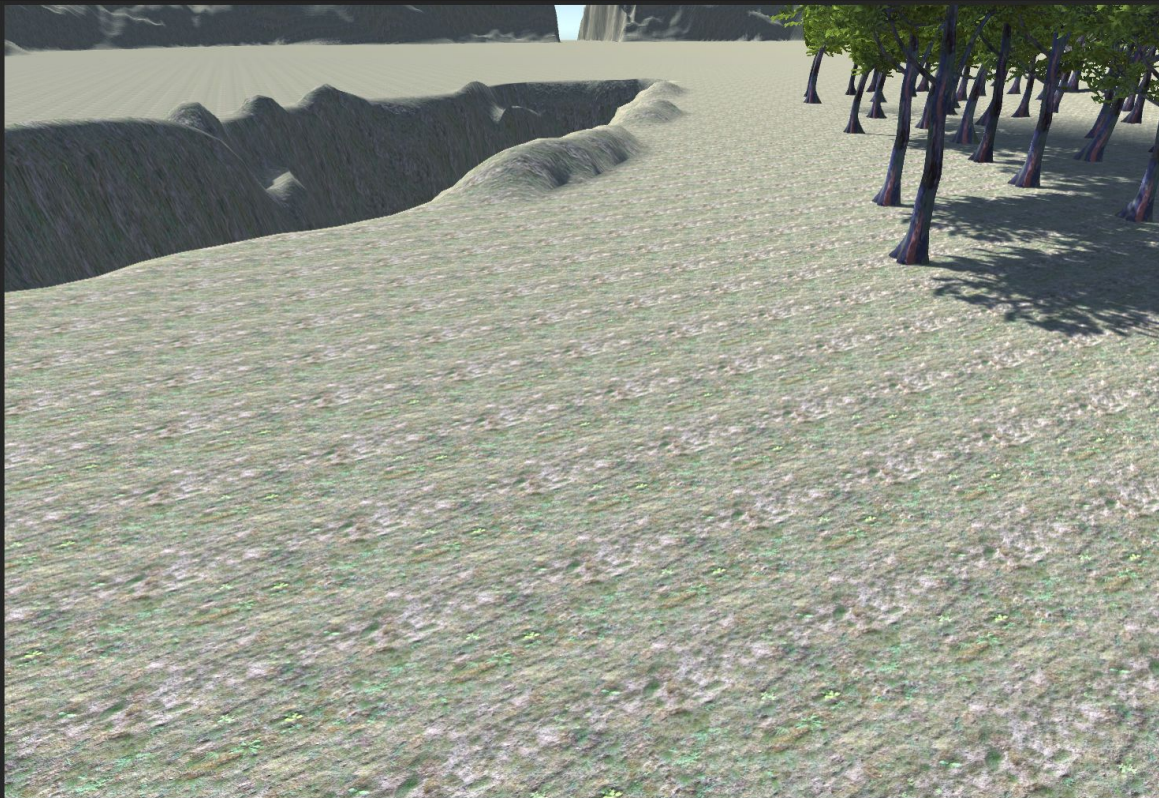
Model was changed to standing upright instead of hunched over.



Terrain/UI Concepts



Terrain 3D First Iteration



More Progress on Terrain

