



Status Report 1

➤ Team:

- MairaRufatt: Game Art, Music, Game Design.
- Fabián Guerra: Programming, Game Design.
- Juan Carlos Arriagada: Programming, Game Design.

▪ Tasks:

- Game Concept- All.
- Art and design- Maira.
- Prototype Creation- Juan Carlos, Fabián.
- Game design document- Maira, Juan Carlos.
- Field Testing- Fabián.
- Programming- Juan Carlos, Fabián.
- Music- Maira.
- Sound effects- Maira.
- Final quality assurance- All, and maybe our families too, as qualified beta testers.
- Submission to online store- Fabián.

- Team Leader: Fabián Guerra.

➤ Game Concept :

- **Title: For the Cream and the Cake!**
- **Game genre: Casual, Strategy, Action**

➤ Game mechanics:

The game is about sugar cubes, which have to protect de Royal Cake, because warriors ants, and various classes of bugs want to eat it. The player must control de sugar cubes general army, which can build sugar towers, train sweet sugar launchers (like archers), and many others defense units and prevent this creepy, ugly, and at the same time charming bugs reach the Cake. The game mechanic is a mix of Angry Birds (reverse stile), Plants vs Zombies and Tower Defense. For the time being, the player may also call for the help of legendary ant slayers (heroes) to aid him on his defense. The player wins if he can resist the hordes of hungry bugs.

▪ References

- Plants VS Zombies.
- Angry Birds.
- Tower Defense games.



➤ **Technology platform**

- We will program in Qt, so our target will be only Nokia with Symbian OS.

➤ **Concept Art**

