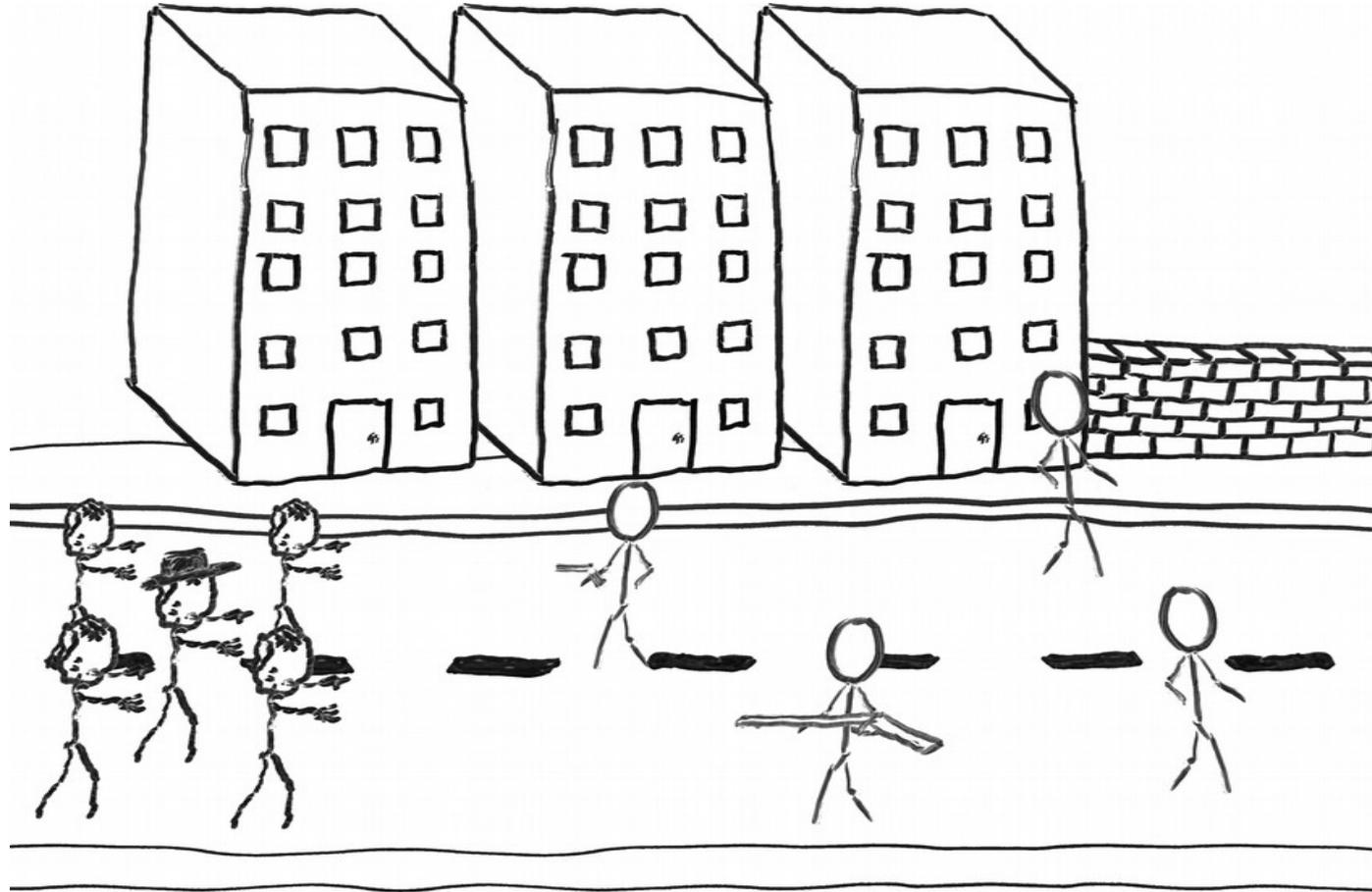
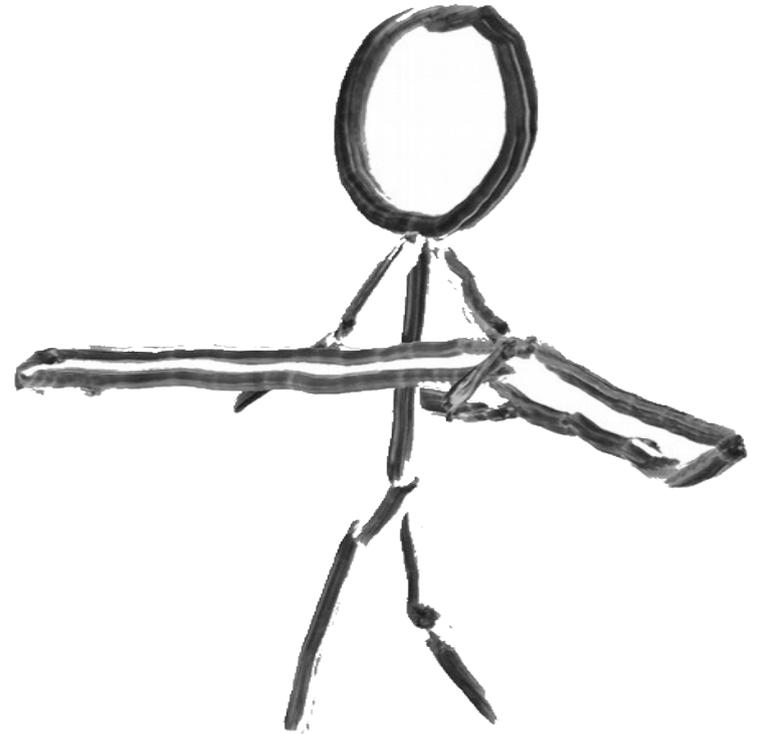


# Brain of teh Zwarm



# Game Design

- Schwarm Leader steuern
- Bewaffnete Fleischsäcke
- Fähigkeiten
- Gehirne sammeln
- Mutieren



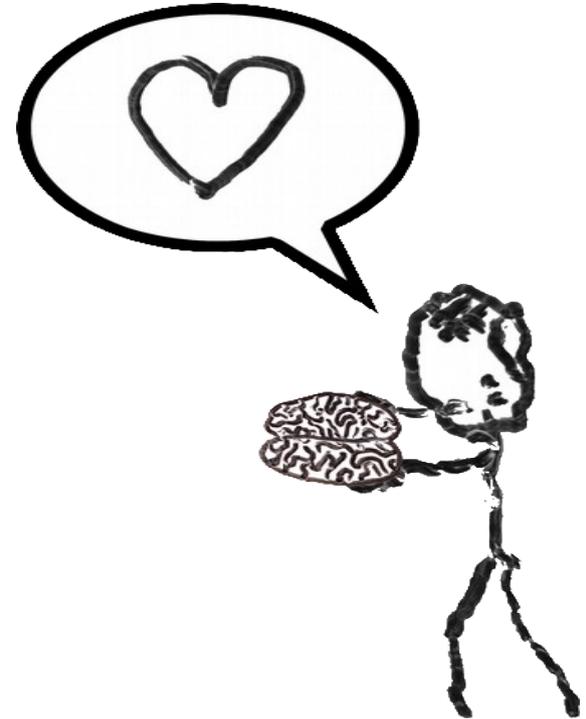
# Graphiks

- Schwarz – Weiß
- Strichmännchen
- xkcd
  
- Animation ?



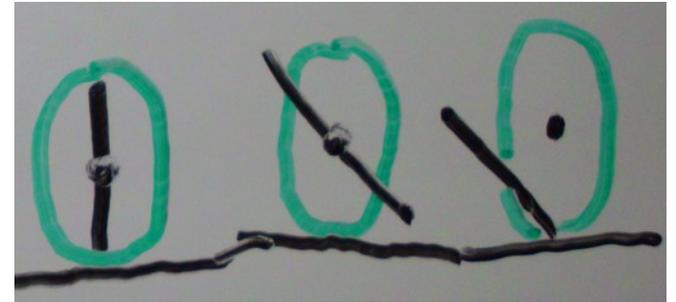
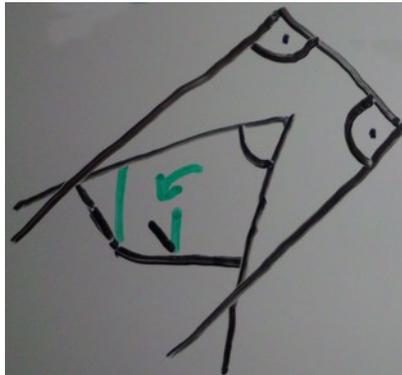
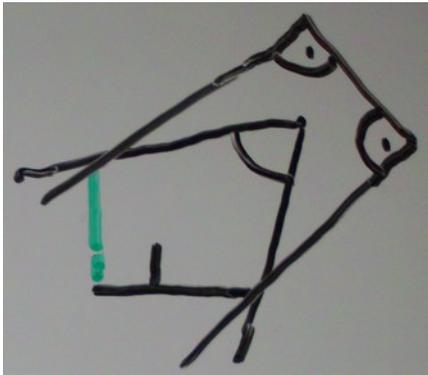
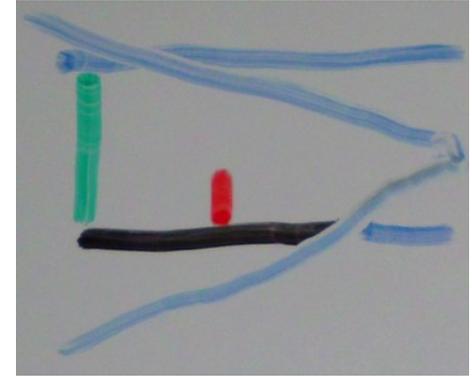
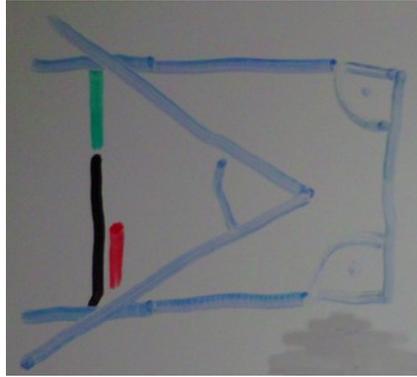
# Sounds

- Schüsse
- Mwaahh
- Raawrrr
- Uhhhm
- C D E F G A H
- Credits



# Camera Perspektiwe

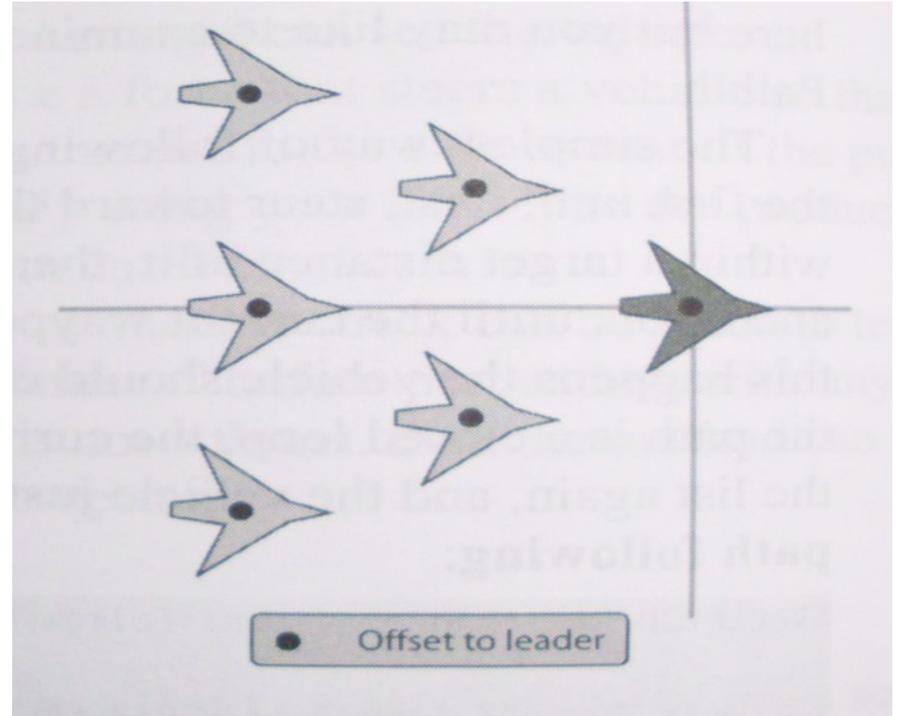
- Orthographic
- Perspective
- Angle



# Zwarm Behavior

## Offset Pursuit

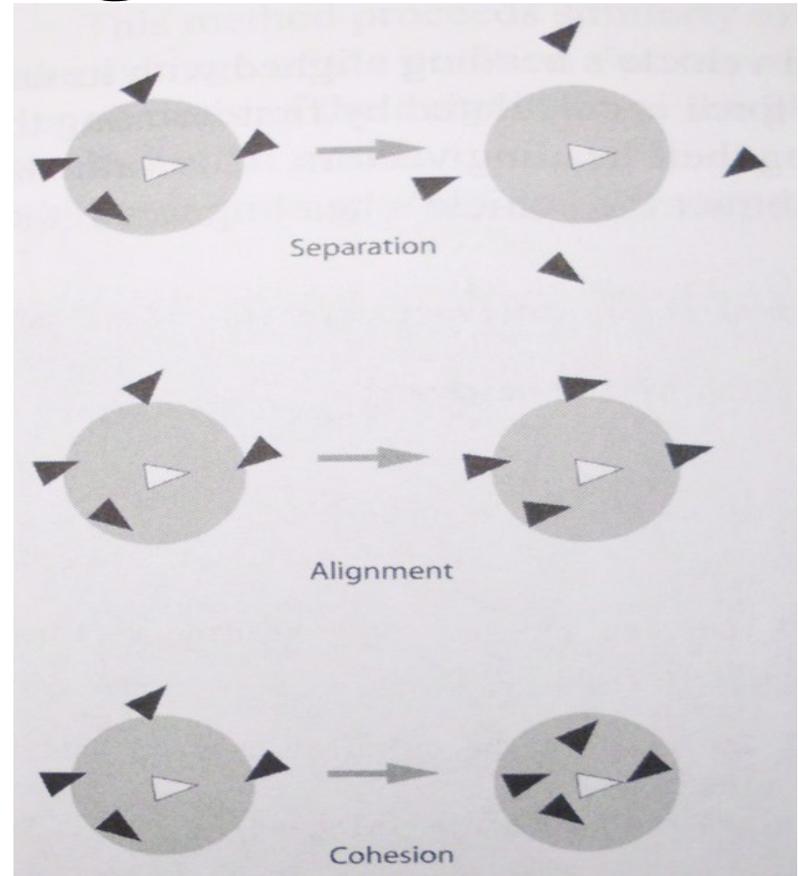
- feste Zwarm Mitglieder
- Begrenzte Plätze
- Offset zum Anführer



# Zwarm Behavior

## Flocking

- für Random  
Zombies
- zeitlich begrenzt



# kk thx bb

- Fragen ?
- Live-Demo ?
- Zusatzfolien ?
  - Camera Perspective
  - Offset Pursuit
  - Flocking

