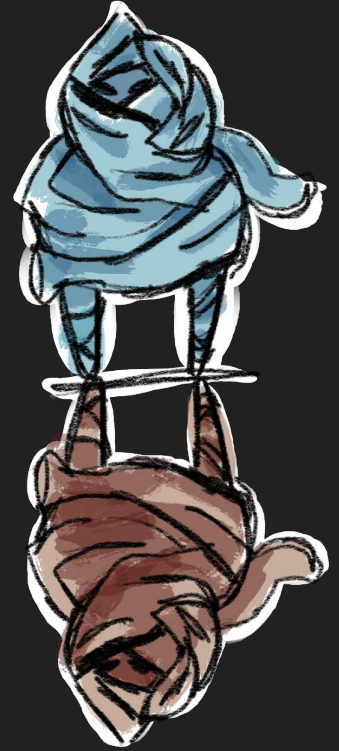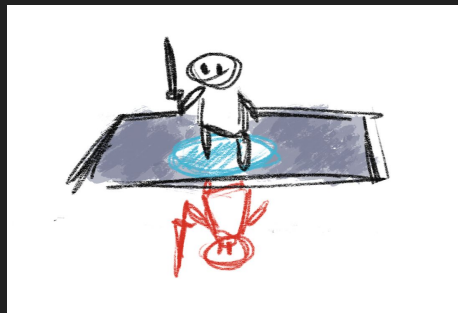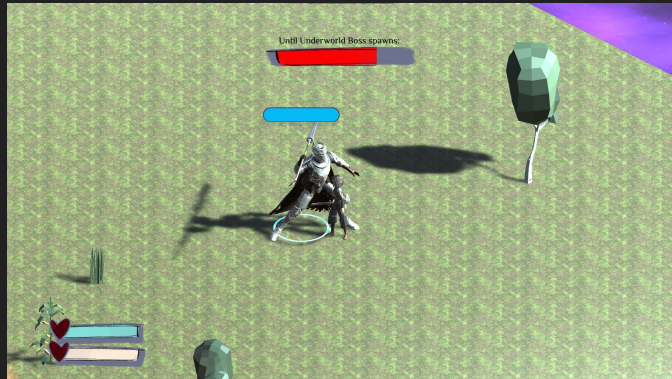Team Onion🧅 proudly presents…

Soulbound Escape:

Final Release and Conclusion

Before
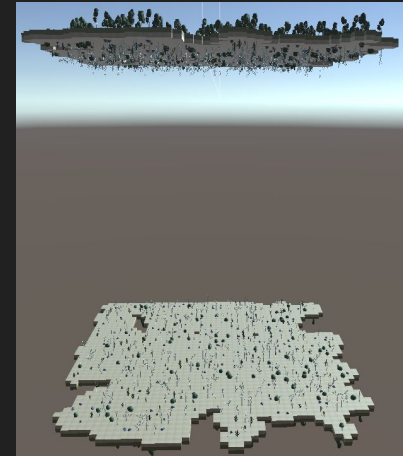
After

Difficulties

- Most difficult problem were physics and perspectives while executing a world flip

  -> Two copies of the same world: one physically flipped and the other with a dummy underside to maintain the sensation of mirrored worlds

Difficulties

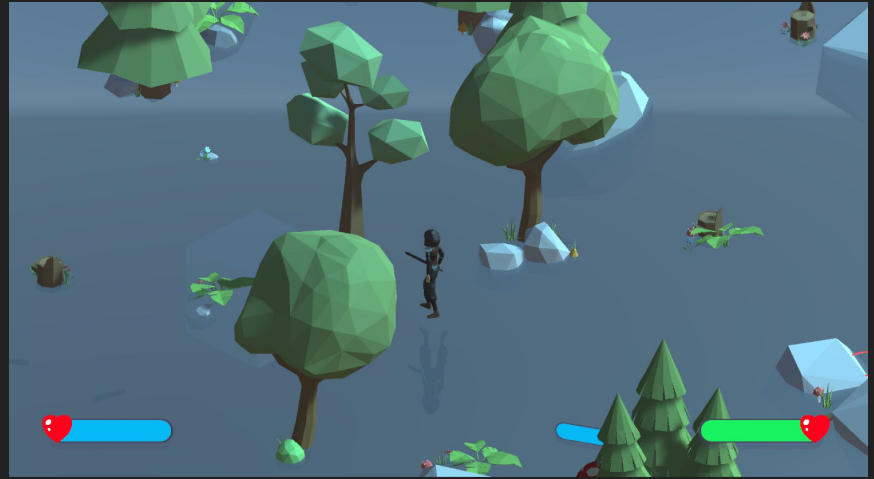- Combat system and hit detection

-> Pivoted from actual hit detection with the sword/enemy body to detecting in near frontal area
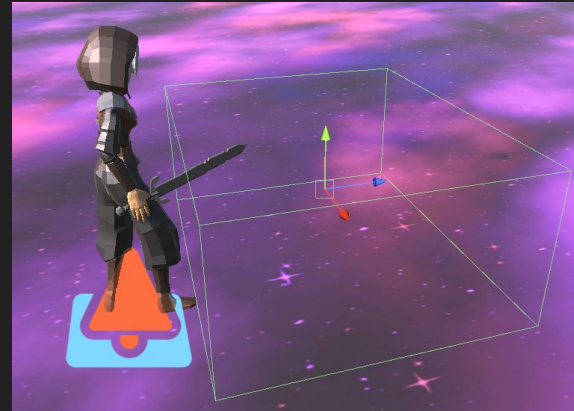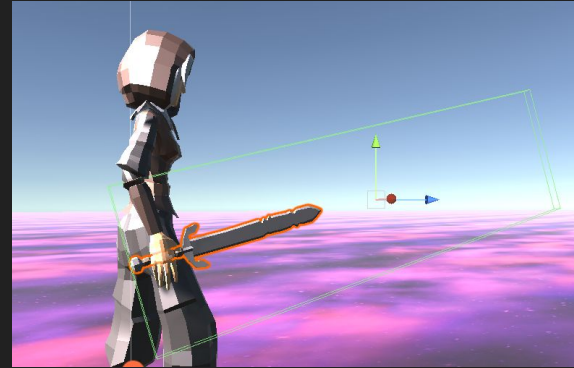
Major changes from idea

-   Semi-transparent world division vs. opaque world division
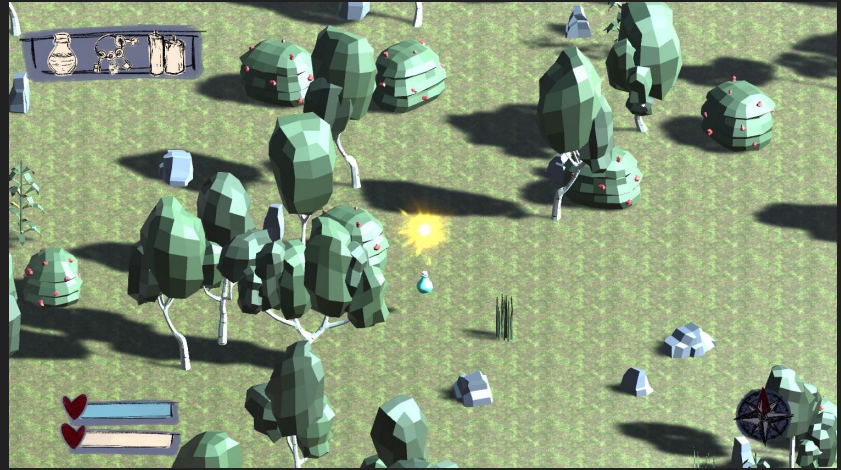
    -> Changed in favor of visual clarity
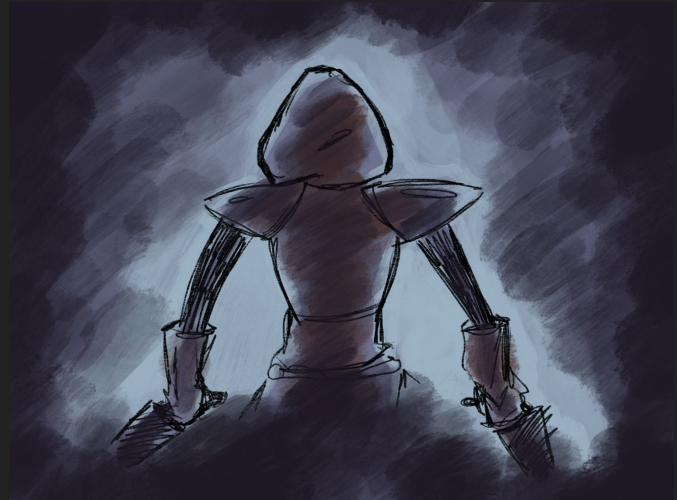
Major changes from idea

- QoL for key item finding

  -> Added initial camera pan for item locations and compass mechanic; key item inventory

Conclusion

- stayed true to core idea

- most changes made in favor of quality of life and game experience

- overall successful project

Final Live-Demo