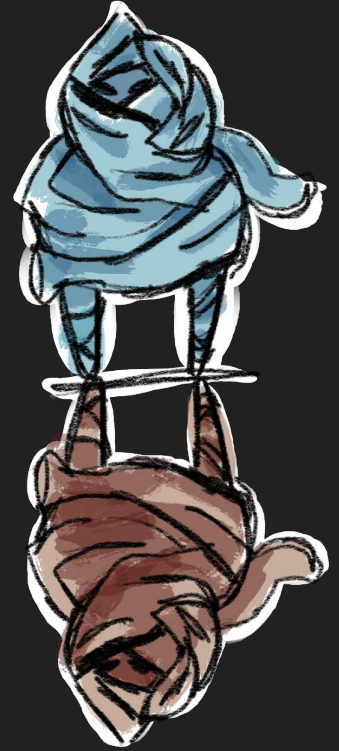


Team Onion 🍷 proudly presents...

Soulbound Escape:

Interim Report



Progress

Functional Minimum

- Simple-Map
- Isometric camera view
- Player controls
- Basic combat system
- Basic enemies

Low Target

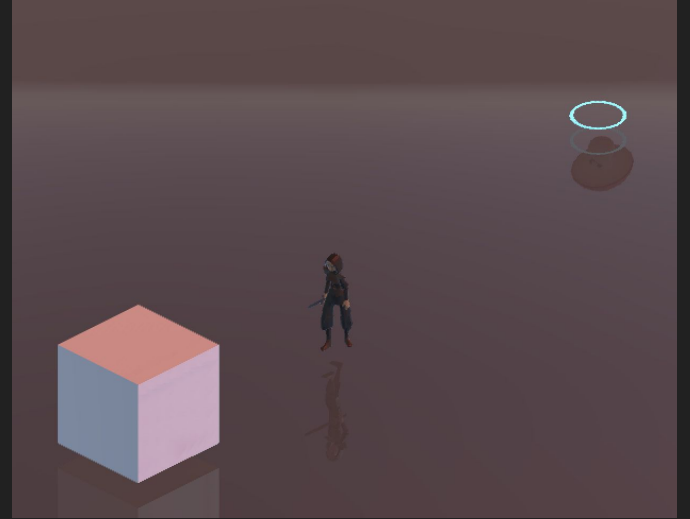
- World flip mechanic
- Simple map generation

Desired Target

- Procedural map generation
- Interactables
- Animations
- SFX

Isometric Camera

- 30° downwards angle, 45° rotated around y-axis
 - controls adjusted for changed perspective
- Secondary camera following the player on the underworld
 - opposite of the overworld camera
- Camera perspective flipped through world flip mechanic



Player controller

- WASD keyboard input, 'F' for flipping world, 'Space' for combat rolling, left mouse click for attacking
- Gameplay needs to feel fluid, responsive and snappy
- Main focus besides combat for this milestone



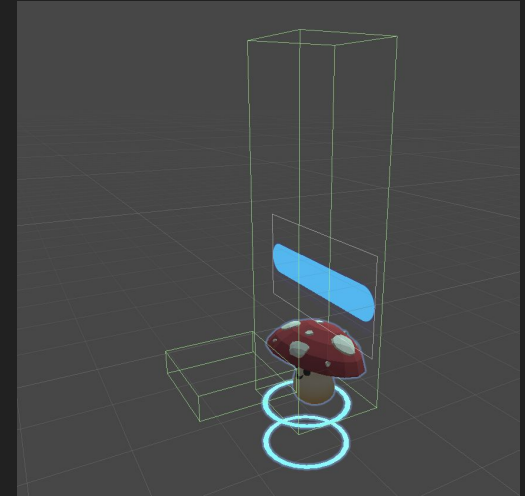
World flip mechanic

- Original goal: flip the main camera to the underworld
 - proved difficult with moving player and controls
- Opted for a secondary camera
 - same functionality as main camera
 - activated/deactivated on player demand to swap control
- Currently: instant swap between cameras
 - needs animation and VFX to make it feel like a “world flip”



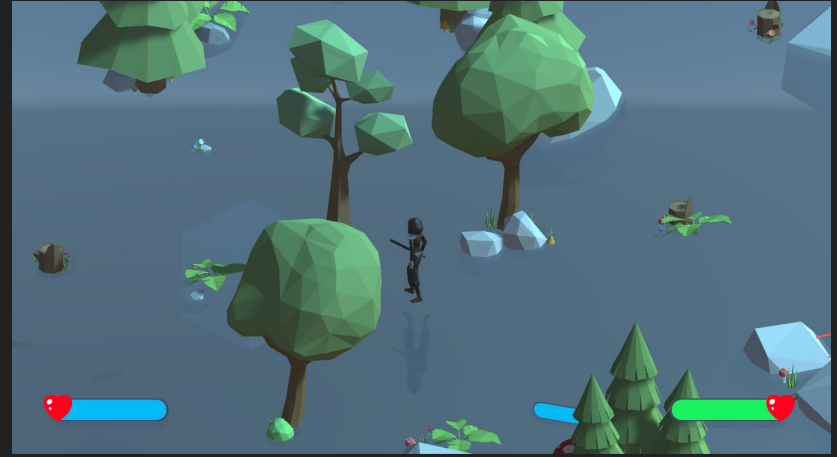
Combat System

- Simple collider and trigger system as of now
- Enemies have an indicator on which world side they are located
 - Visible at all times
- Player can do a sword slash and a combat roll
 - Player is invulnerable during combat roll
- More complexity and interactions with environment and flip mechanic planned
 - e.g. power curve, perks, skills



Models and Environment

- Low poly models with a basic environment
- Floor currently semi-transparent for testing purposes
 - Opaque later on for in favour of visual clarity
- More complexity and interactions with environment and flip mechanic planned
 - e.g. power curve, perks, skills



Evaluations and Takeaways

- Functional minimum achieved and partial completion on low target
- Underestimated the organizational difficulties with Git and Unity
- Main focus now should be map generation, UI and interactables