



# **Abyssal Isolation**

## **Milestone 3**

Team Submechanophobia ||  || 



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# ~~Analog~~ Digital Horror

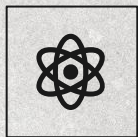
Our Artstyle: PS X

- Evokes feelings of nostalgia
- Popular in recent releases
- Easy to find assets...
- ...but hard to keep overall style aligned
- Fast time from Blockout to finished game
- Resource light





# Reactor Physics



## Reactivity

Directly controlled by player \*



## Temperature

Indirectly controlled through reactivity



## Poison

Accumulates in low temperatures



## Coolant

Directly controlled by player \*



## Steam

Created by boiling off coolant



## Power

Steam pressure going through turbine





# Progress

Everything else



Player



Monster



Environment



Reactor

Game Managers



# Shortcomings

1

## New Engine

Godot 4.2 is new and we are unfamiliar with it. Many features and toolsets we expected do not exist or need to be relearned.

2

## Prioritization

Many different features, too loosely defined. Trying to implement complex systems before just starting with basics.

## How to remedy?

The progress so far has been too slow, we need to pivot and change our workflow.

- Utilize what works so far, do not reinvent the wheel (once again).
- Scrap what is too complicated, reimplement simple if necessary.
- Downsize the scope.
- ~~Do not sleep or eat.~~

➡ Move faster & make things that break more often!

# Live Demo

It might not look like too much yet, but there is a lot of it done in the background!

