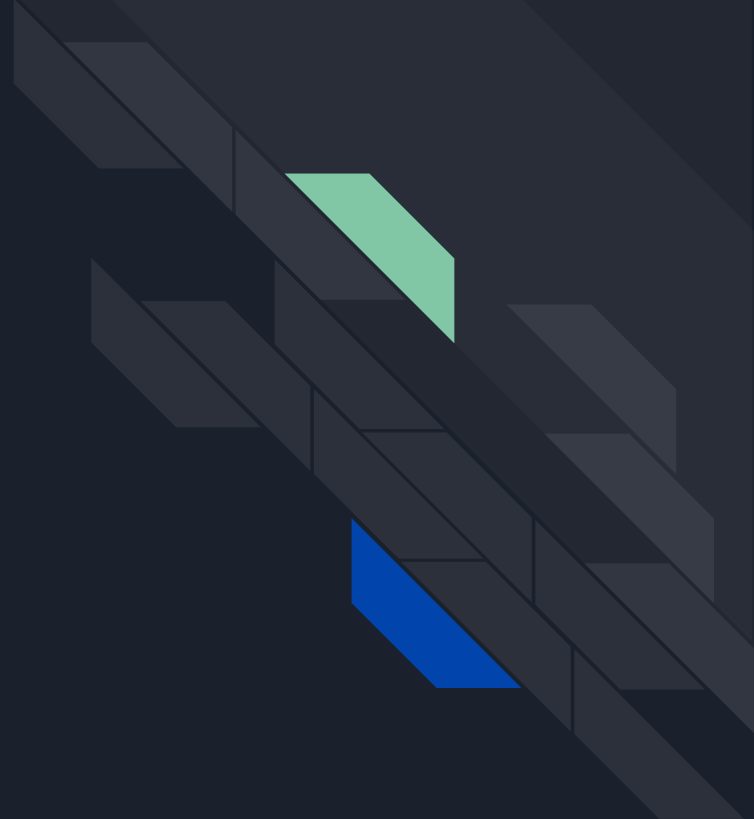# Final Release
Code Bread

Team Callstack Overflow 2
Min-Shan Luong, Mark Pilgram, Maximilian Werhahn, Felix Neumeyer

Trailer Time

Final Result

Final Result - Changes Since Playtesting
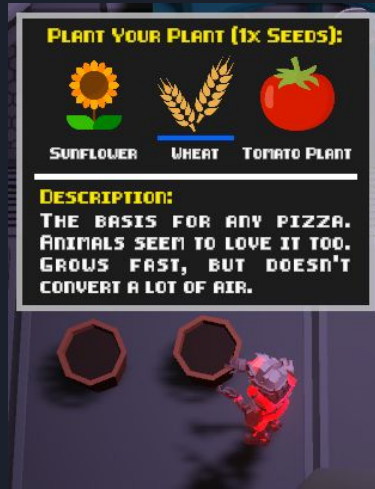

Level Lighting Overhaul, Additional Level Decorations, Player Colors
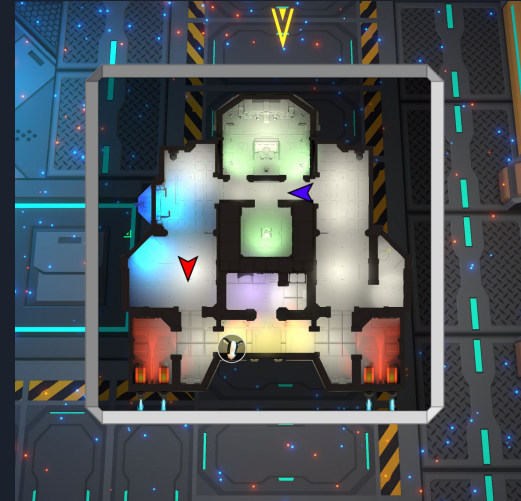
Final Result - Changes Since Playtesting

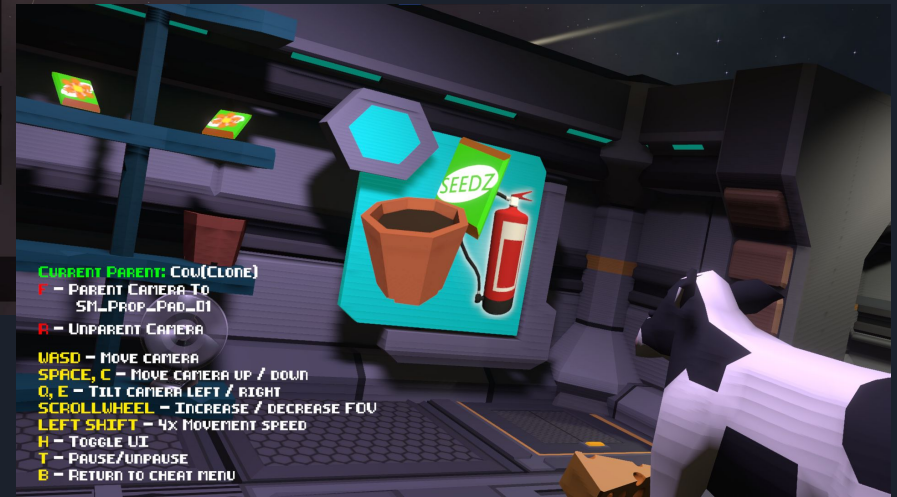Pizza Warmth

Plant Descriptions

Overview Map

Final Result - Changes Since Playtesting

Trailer Tools:
Cheat Menu and Custom Camera

Failures & Achievements

Universal Render Pipeline	Real-time Fluid Simulation
First Simulation Visualization Attempt	Final Simulation Visualization
Chaotic Alpha Release Presentation	Overall result

Development Timeline

Interim Demo: Level Design, Initial version of Fluid Simulation & Visualization, Player Movement, Inventory & Items, Plants, Doors, Revival, Pizza Baking, Breakable Walls

Alpha Release: Main Menu, Pause Menu, Tutorial, Event Pointers, Player Status Bars, Interaction Info Display, Tractor Beam & Ice Asteroids, Telephone, Fan, Audio, Simulation & Visualization Improvements (Particles), Gravity Loss, Cow, Fire, Fire Extinguisher, Pizza Teleporter

Playtesting: Game Ending, End-Game Statistics, Item Shop, Balancing, UI Navigation Improvements

Final Release: Level Lighting Overhaul, Level Decoration, Pizza Warmth, Plant Descriptions, Player Colors, Cheat Menu/Trailer Tools, Overview Map

Final Thoughts

- **The project has been quite successful:**
    - **Implemented most of the desired features**
    - **Much progress between milestones**
    - **Helpful feedback (playtesting/in-class)**
    - **No conflict between team members**
- **LRZ Meeting Tool is not optimal for video streams**
- **Theme could be interpreted in several ways -> high leeway**

Thank you!