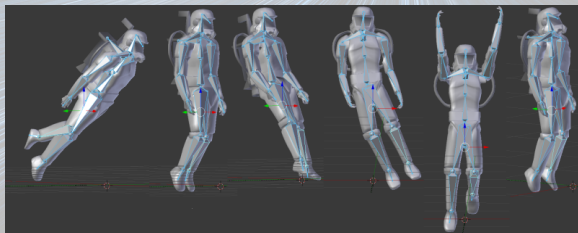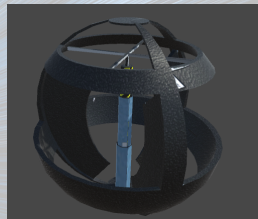# Solve'n Slide
## Alpha Presentation

Hanieh Arjomand-Fard
Kevin Sawischa
Markus Ansorge
Stefan Aicher

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# Models and Animations

- Drone
  - animated
- Key
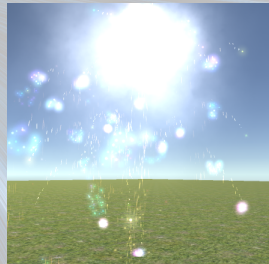- Updated character
  - now animated

# User Interface

- 3D main menu with freely controllable camera
- Icons for ingame representing charges, fueltanks and keys
- Bars for fuel and health

# Particle Effects

- Using built-in particle system
- Finished:
    - Rocket trail with fire and smoke
    - Explosion
    - Firework

# Other Changes

- Better terrain manipulation

- Regain charges

- Fuel tanks

- Unmodifiable terrain

- Terrain characteristics

- Doors and keys

- Sound effects

Time for a live demo!