Icewave - Conclusion Presentation

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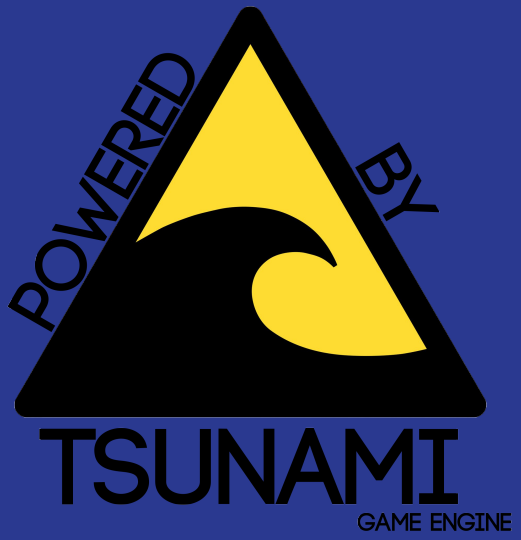


Theme and Vision

Theme *Munich*

- Find a unique place
- Limited area of action

Our Vision

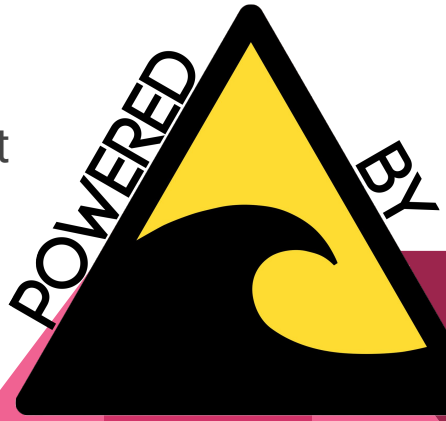
- Technical aspect of the water

Our Idea

➔ **IceWave** with focus on the graphical and simulational part

➔ Creating game with a custom engine

- ◆ Surfer needs to move on the wave to generate points
- ◆ The faster and the wider the area traveled, the higher the score

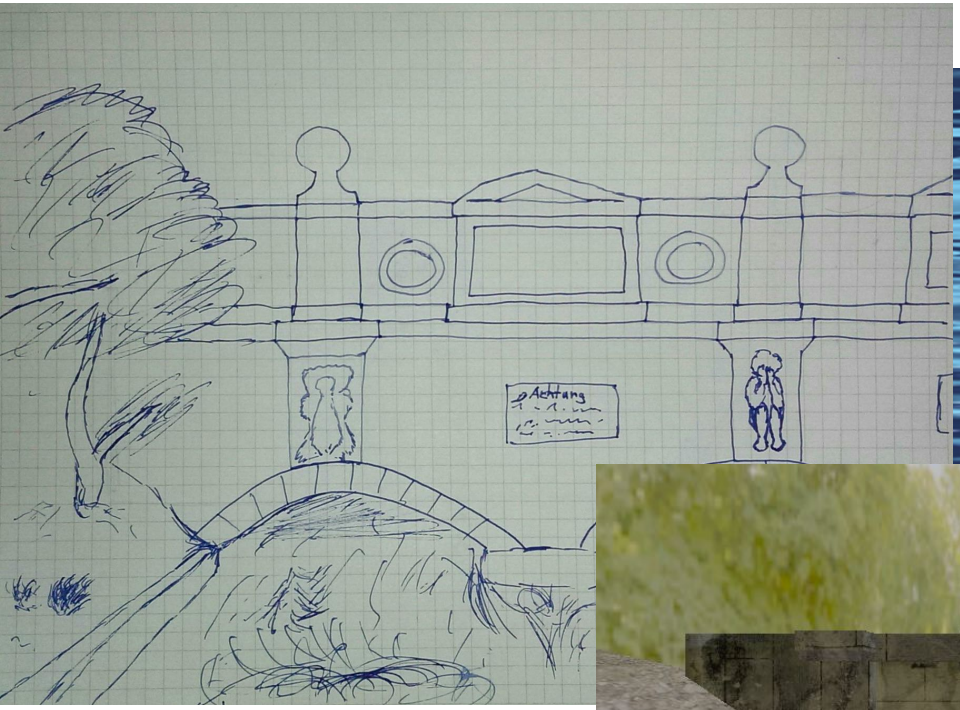


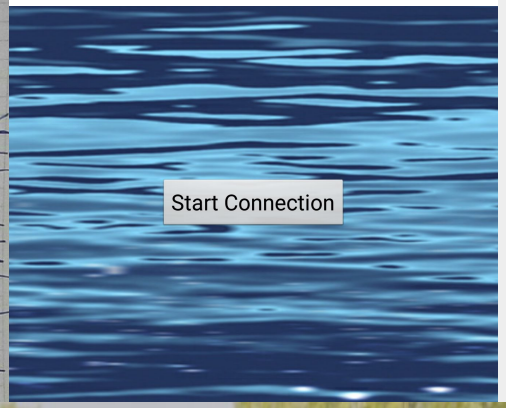
SURFING SIMULATION

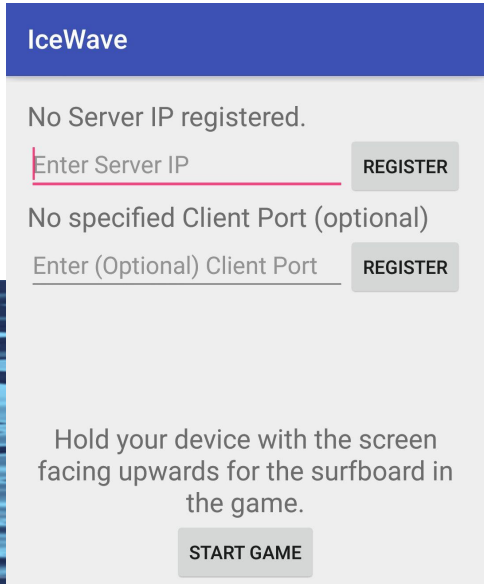
PHYSICALLY BASED WATER TURBULENT LIQUID RENDERING

BIG IDEA BULLSEYE

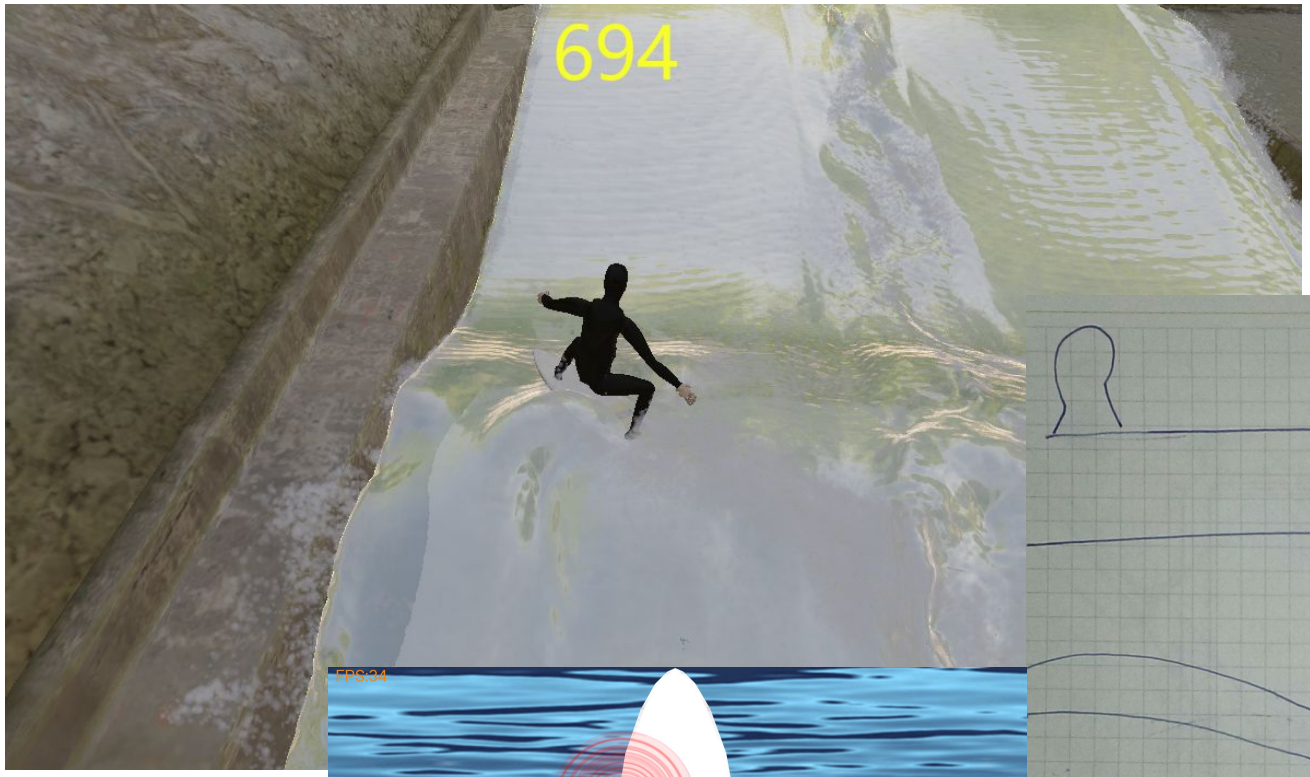
Concept Art and Final Game







Concept Art and Final Game

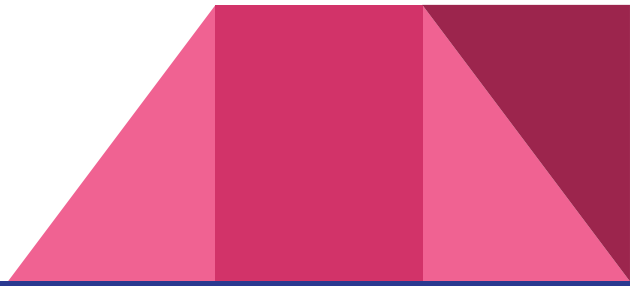


Technical Challenges

- Getting Engine stable to support Gameplay
  - ➔ Lots of problems to solve when integrating something from scratch
  - ➔ Engine needs to work to build advanced gameplay elements
  - ➔ Combining different frameworks (Physics/Graphics/Input)

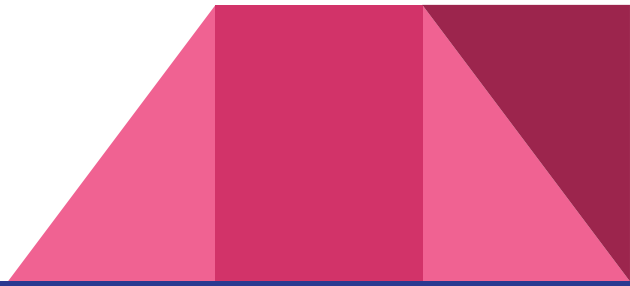
- Input Control combined with Physics

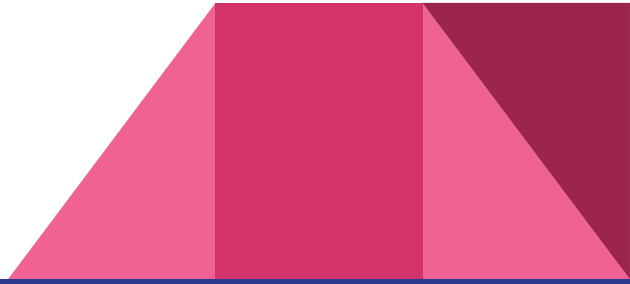
- Animation System



Major Changes

- Input Scheme
  - ➔ Instead of a Steam Controller, BeagleBoard, Wii BalanceBoard
  - ➔ Smartphone Control via Network



Thank you!

Questions?