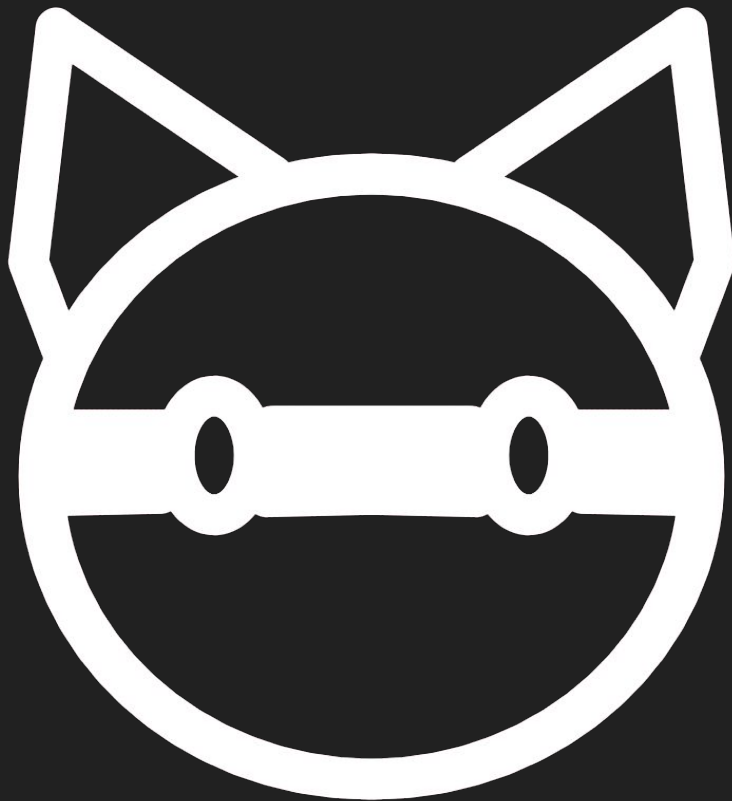


*DupliCat*



# DupliCat

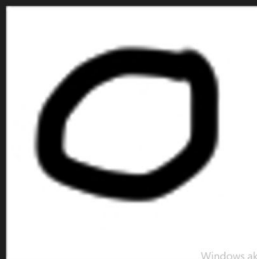
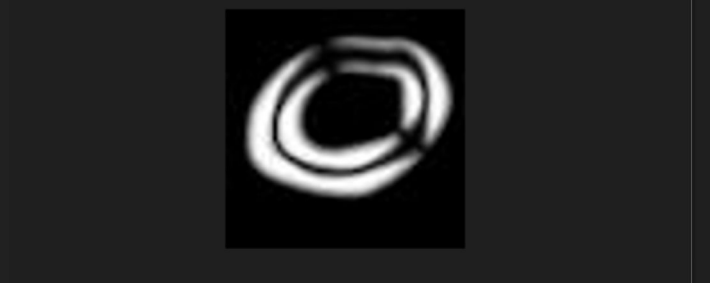
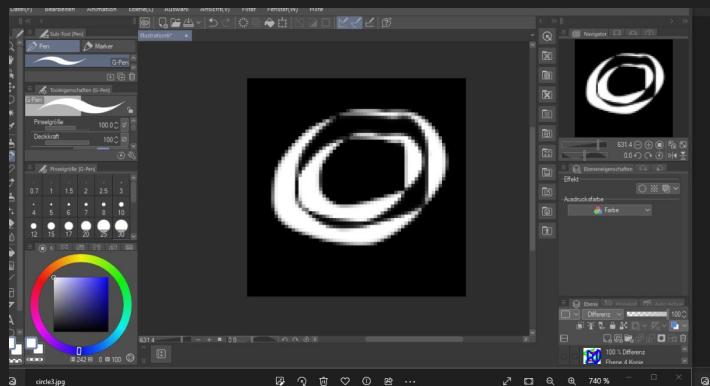
By Brush n' Rush

Clemens Fromm, Kim Simon, Klejdi Sinollari, Georg Eickelpasch, Leonard Keil

# Game Mechanics

1. Picture Evaluation
2. Flashlight
3. Drawing
4. Guard (WIP)

# Similarity Algorithm



Windows aktivieren  
Wechseln Sie zu den Einstellungen, um Windows zu aktivieren.

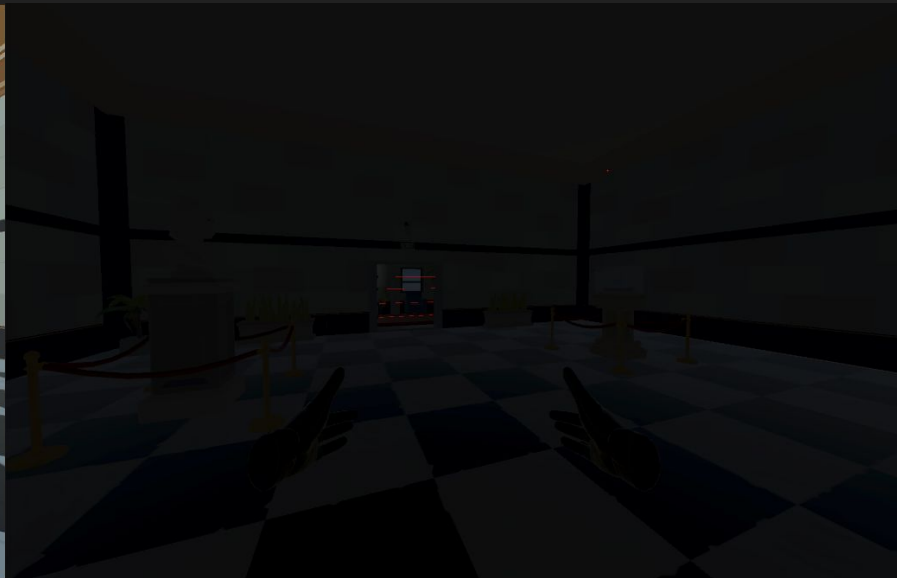
# Similarity Algorithm



Desired target  
definitely reachable



# Level Design

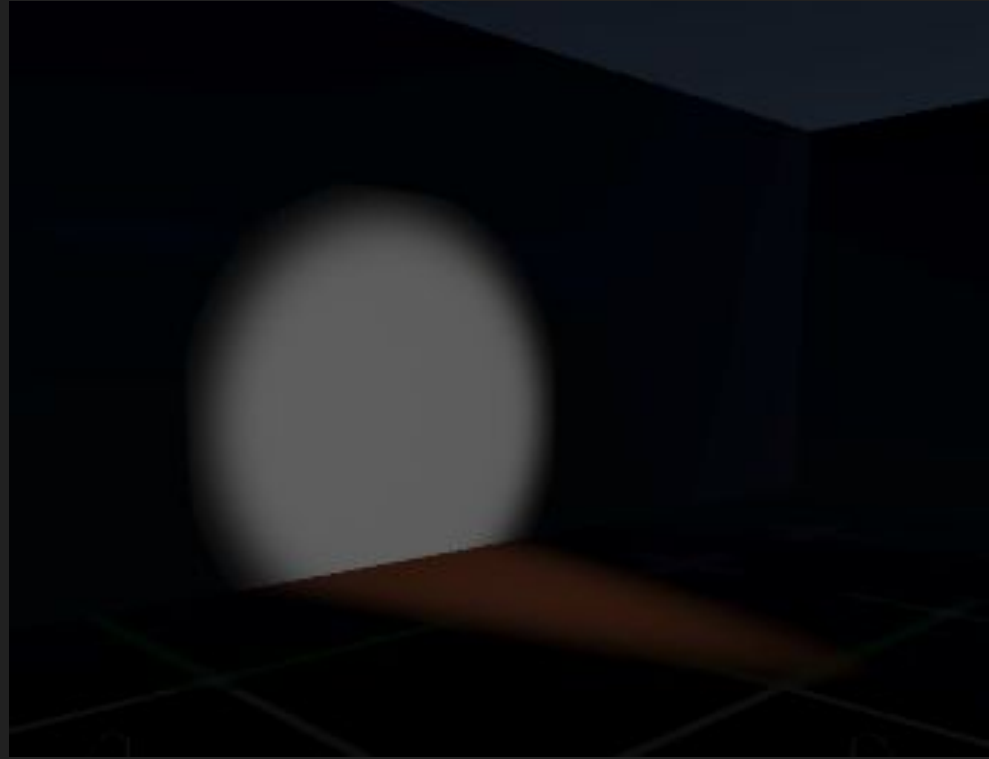


# Custom Assets



# Flashlight

- Can be picked up by the player
- Togglable light
- Battery draining mode



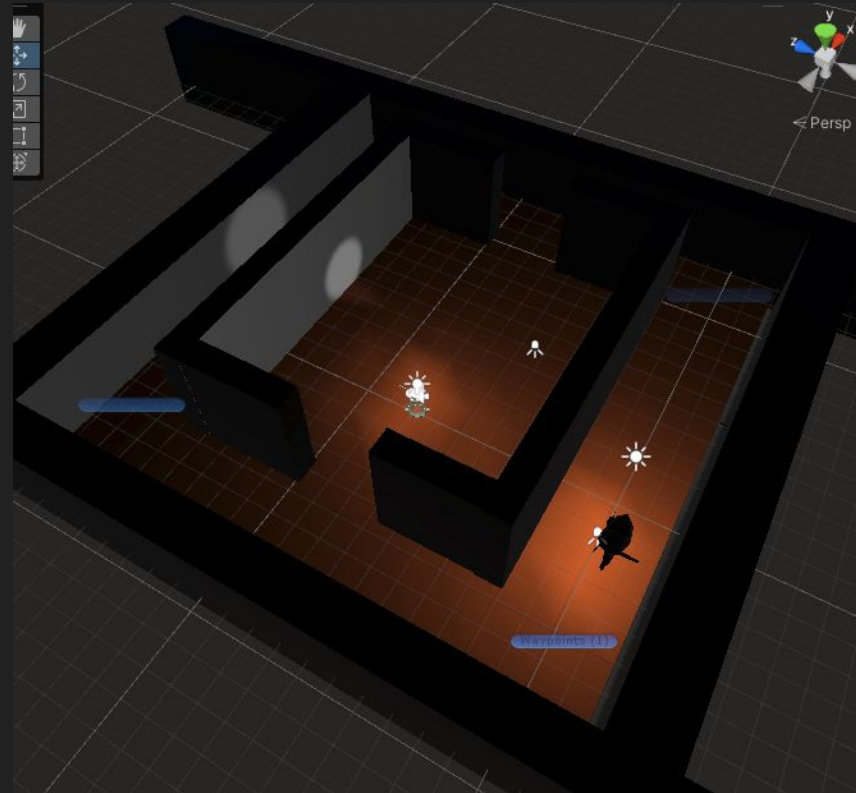


# Drawing

- Pen that can be picked up by the player and used on specific objects
- Uses Unity's line renderer on a UI canvas
- Vector based drawing currently incompatible with our similarity algorithm

# Guards (WIP)

- Move around on a waypoint system
- Use flashlights to indicate field of view and as a warning to the player
- More interactions in the following stages



# Task Progress

## Functional Minimum

- VR setup (Done)
- Basic drawing mechanic (Done)

## Low Target

- Picture similarity detection (Done)
- Basic art and assets (Work in progress)
- Simple 3D environment (Done)

## Desired Target

- User Interface (menus and interface) (During next phase)
- Audio (music and sound effects) (During next phase)
- Story (During next phase)
- Game modifiers and conditions (Work in progress)

# Project Progress

Missing export of VR drawn pictures

Desired target definitely reachable

Promising game loop and player experience (VR is fun :^)

Thank you!  
Any questions?