

# ARTISTA

Even at Worlds end,

there is still time for one

great final show.





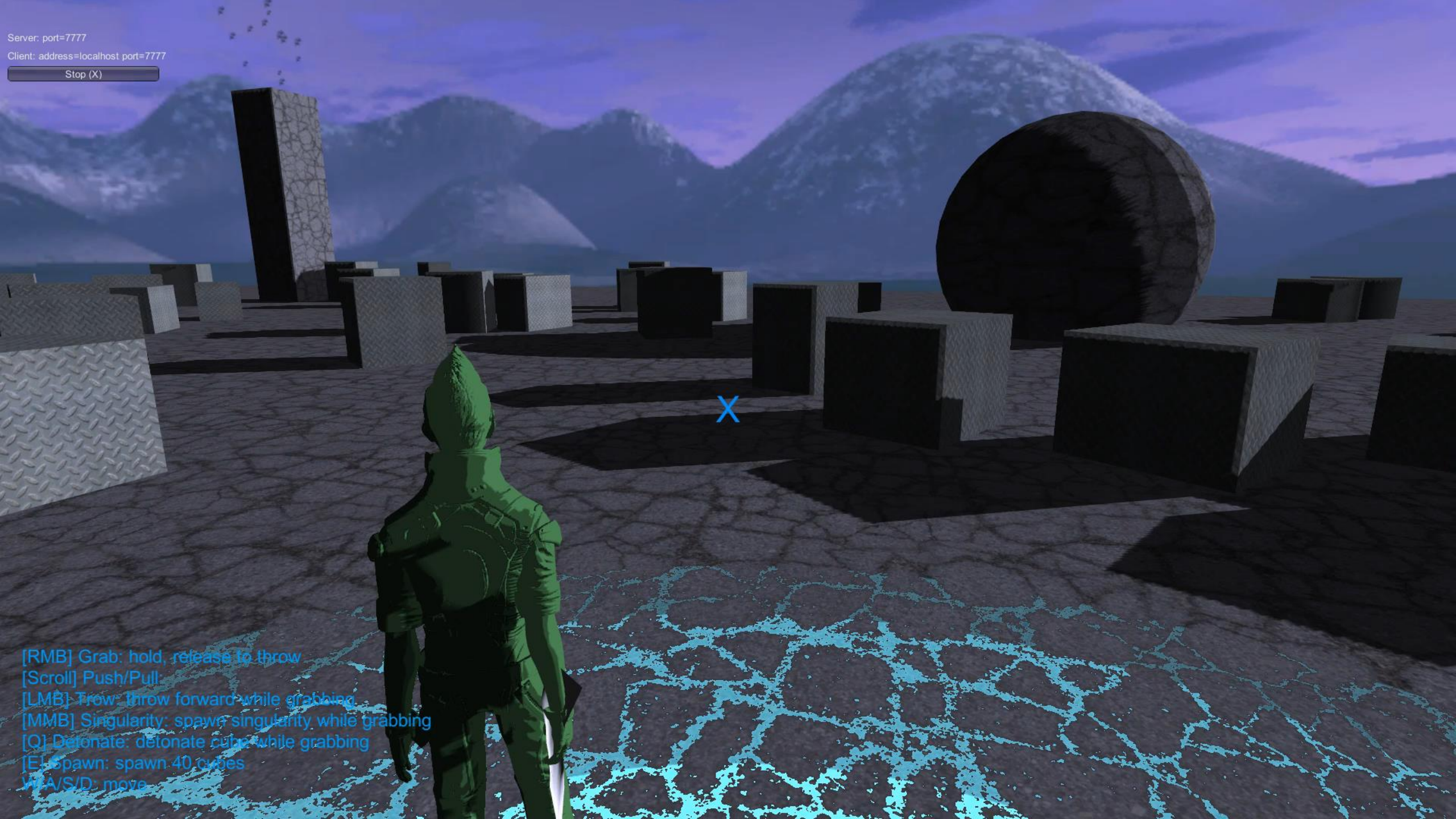
# Environment and Setting



Server: port=7777

Client: address=localhost port=7777

Stop (X)



[RMB] Grab: hold, release to throw

[Scroll] Push/Pull

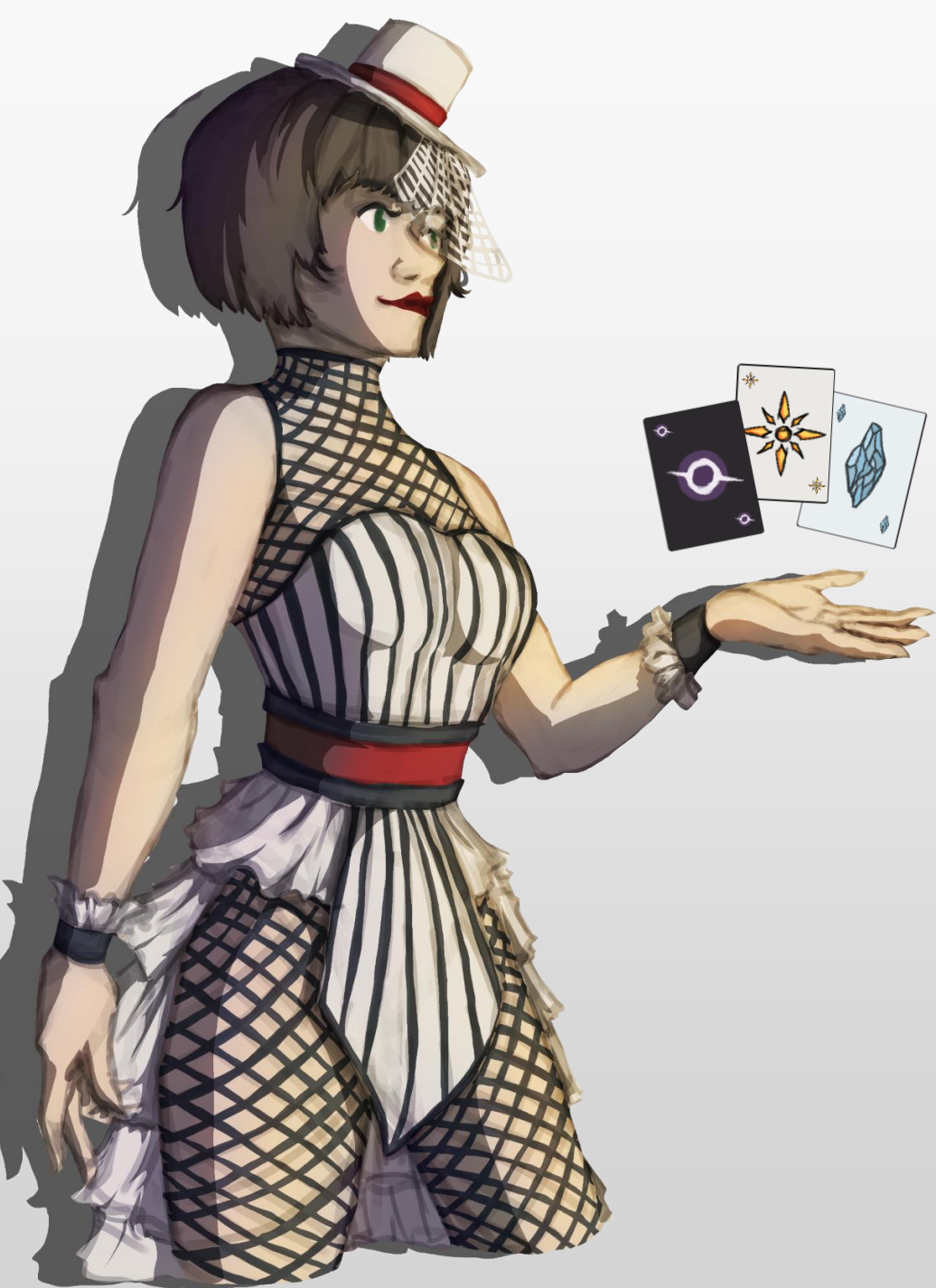
[LMB] Throw: throw forward while grabbing

[MMB] Singularity: spawn singularity while grabbing

[Q] Detonate: detonate cube while grabbing

[E] spawn: spawn 40 cubes

W/A/S/D: move



# Abilities

- **Singularity**
  - A small gravity sphere, pulling objects and players towards it
- **Overflow**
  - Explosive force that pushes objects and players away
- **Freeze**
  - Locks object in its current position

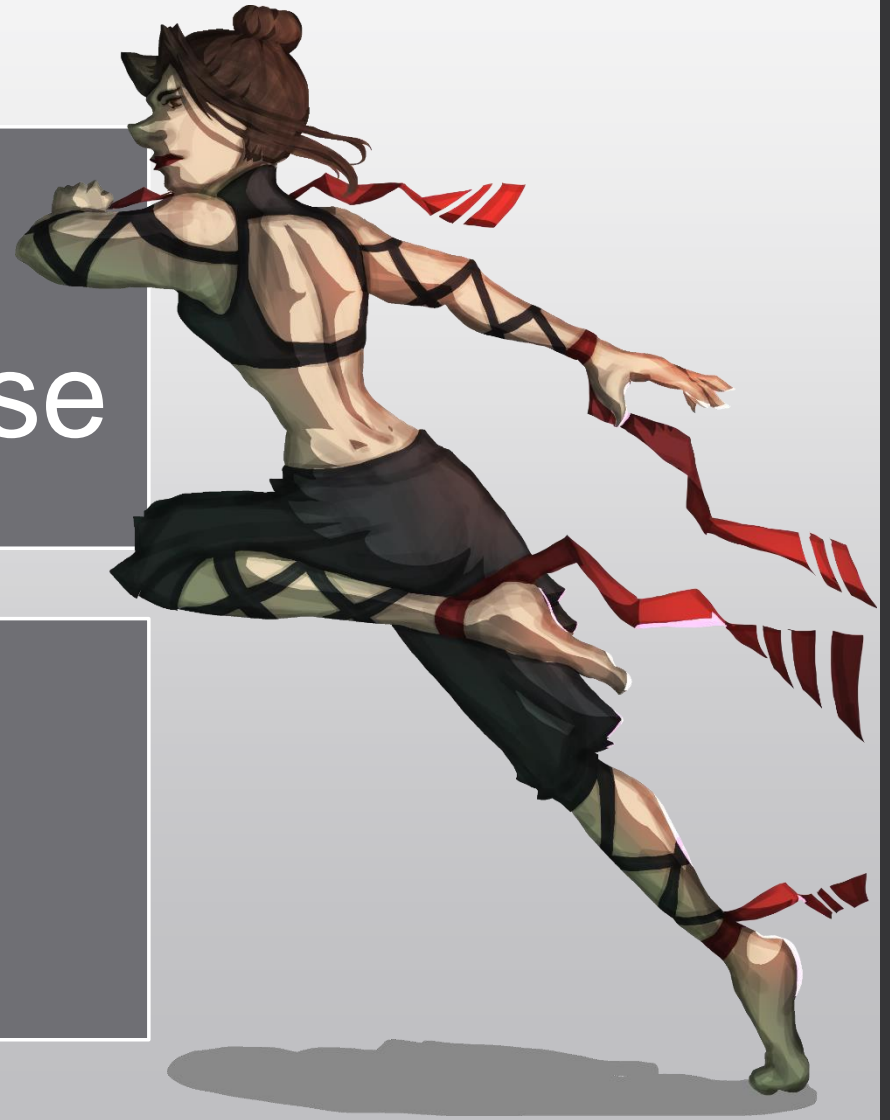
# High Contrast

Cel  
Shading

Jolly  
Apocalypse

Charakter  
Design

Team





Short Competitive Multiplayer Matches



Cel shading and matching SFX

# Technical Features

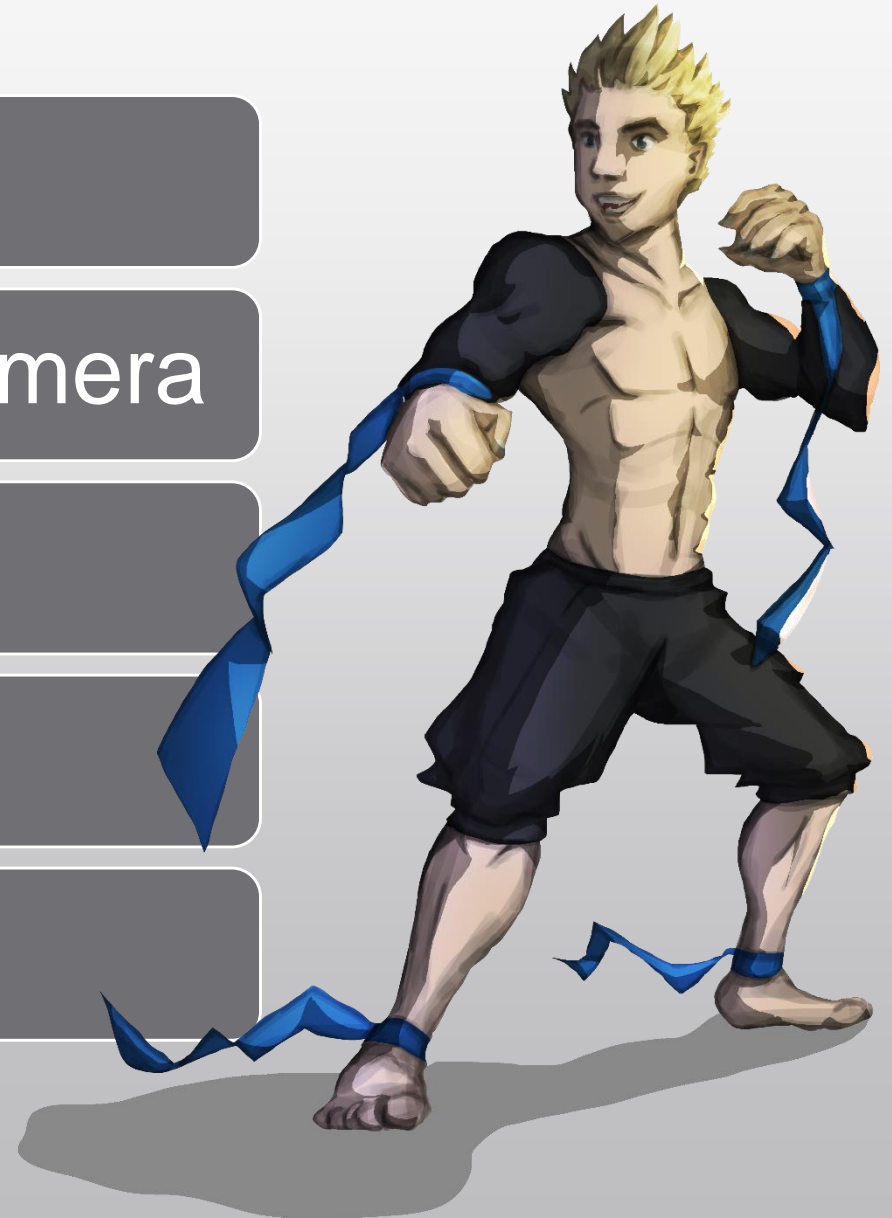
Network Multiplayer

Third Person Movement and Camera

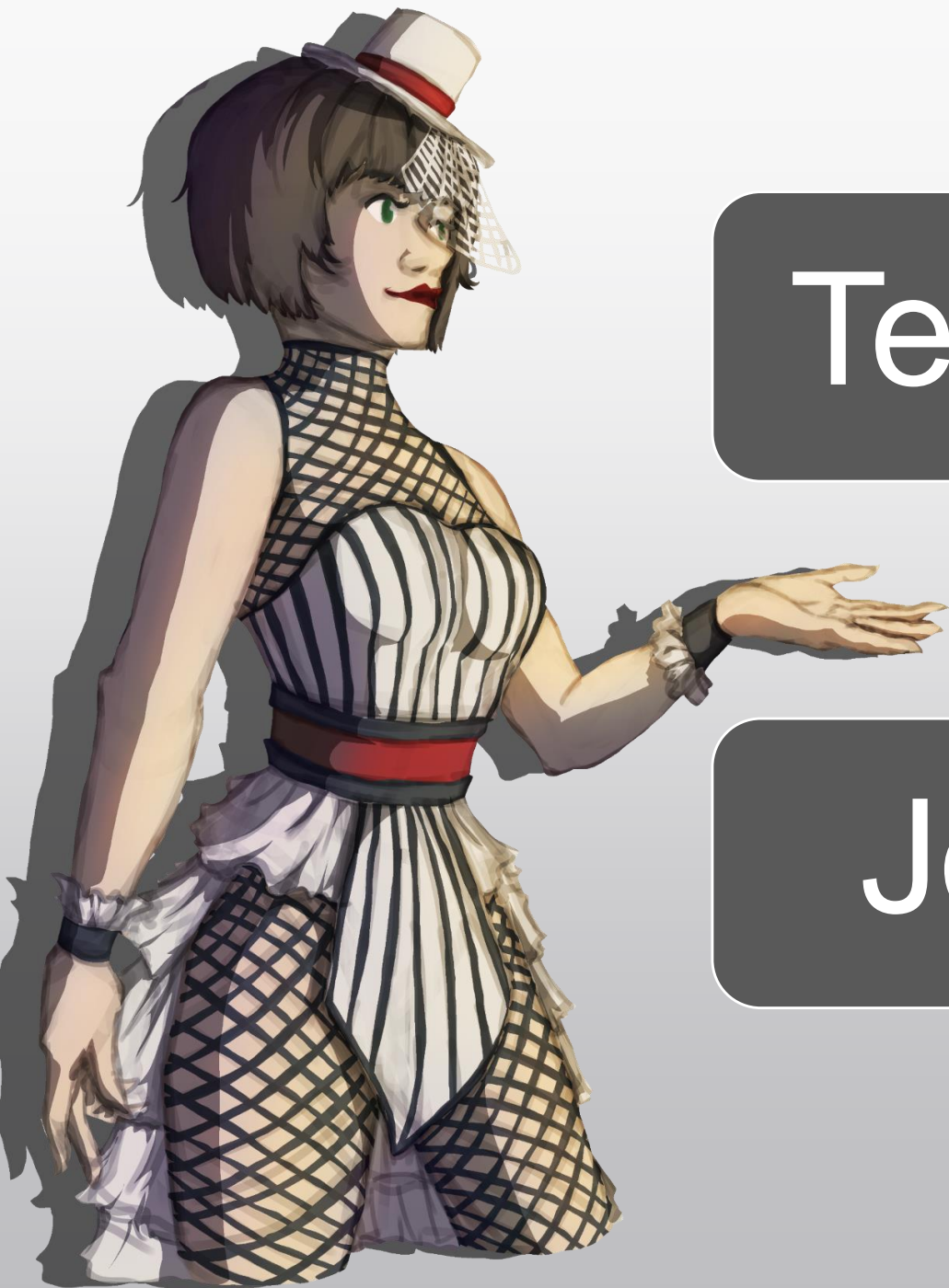
Power Ups

Telekinesis and Physics

3D Animations







Telekinesis Fighter

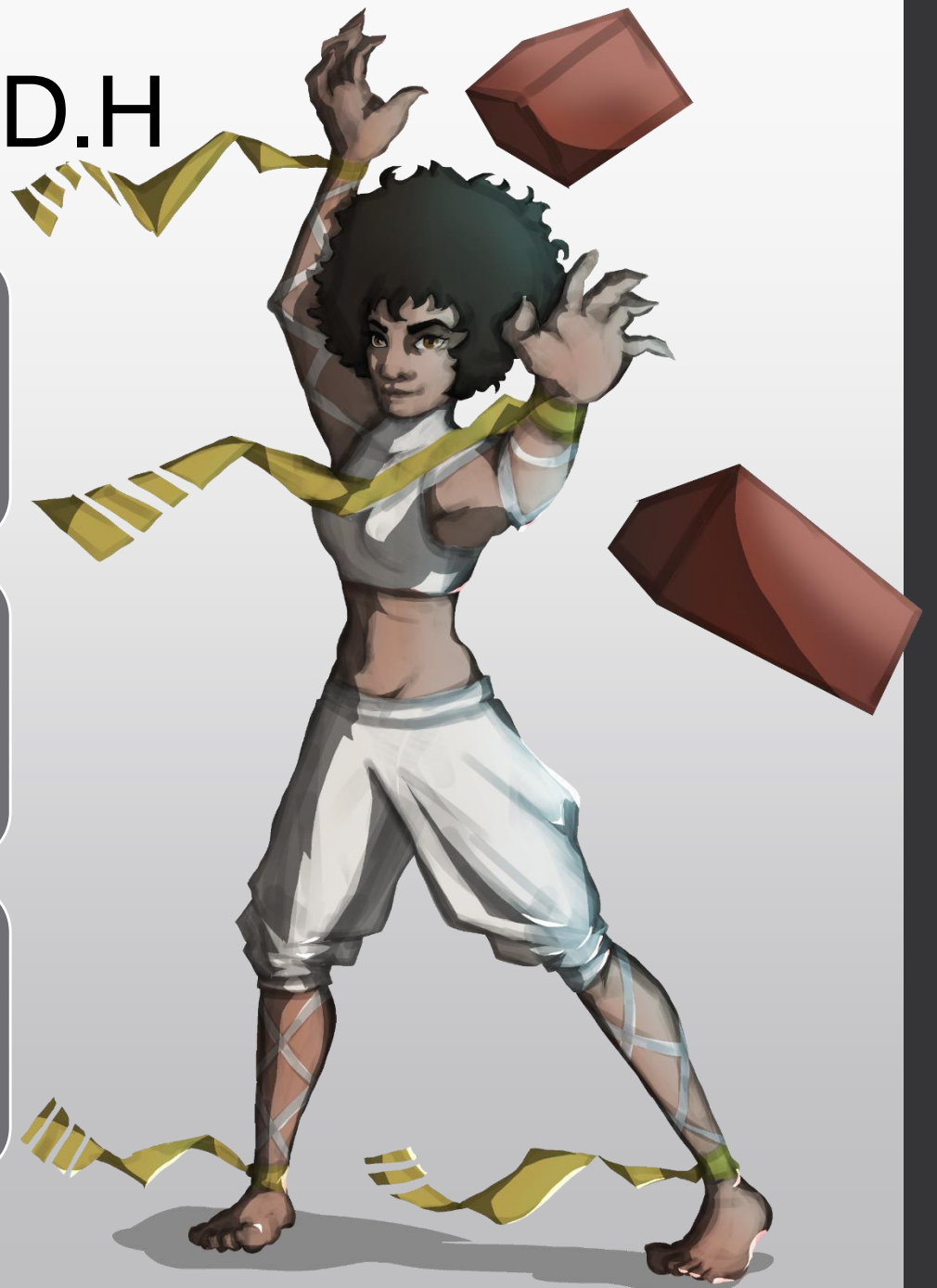
Jolly Apocalypse

# Advantages for TUM and MD.H

Pilotprojekt between  
TUM and MD.H

Multiplayer for Events

Action packed Trailer  
material




Join the final show!



Join the final show!



# Data

Category	Data
Genres	Multiplayer, Casual, 3D, Fantasy, Arena Fighter, skill based, third person,
Target Audience	Mostly men of about 13 to 25 years
Platform	Exclusive for PC
Art style	3D cel shaded
Teamsize	5 members
Engine	Unity 



# Projectplan



## Preproduction

Finnished prototype  
with all core features

Concept art for all  
characters and  
environments

One finnished 3D  
character



## Middle milestone

Characters all  
created

One character  
completly  
implemented

Objekttypes  
integrated

Menus implemented

Multiplayer working  
properly



## End Milestone

Polish

Polish

Polish



# Improving in:

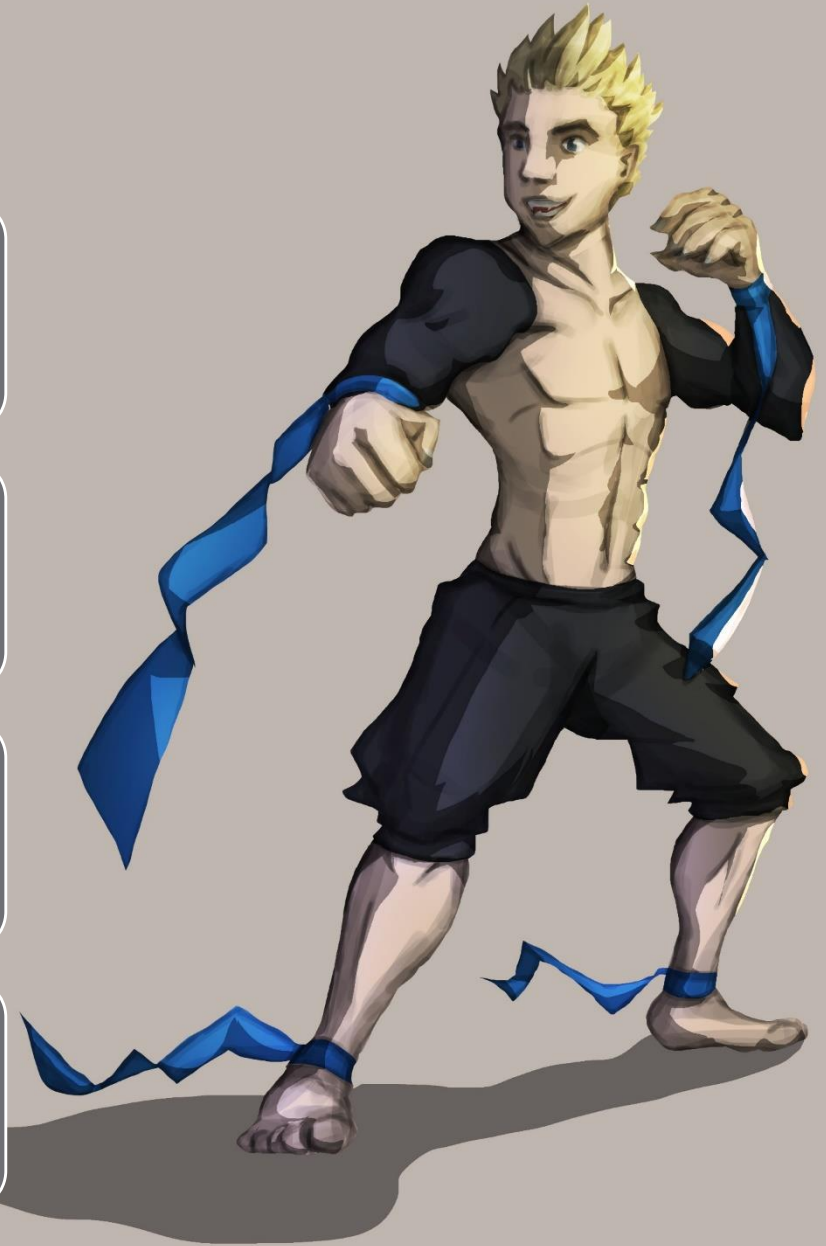
Unity



3D Workflow

Animation (Motion Capture)

Organisation/planning



# Risks

New in Unity

New in 3D

First Projektphase

Multiplayer Playtests





# Competence

Experienced Programmers

High Motivation

Strong Pre-production

Game Designers with experience

