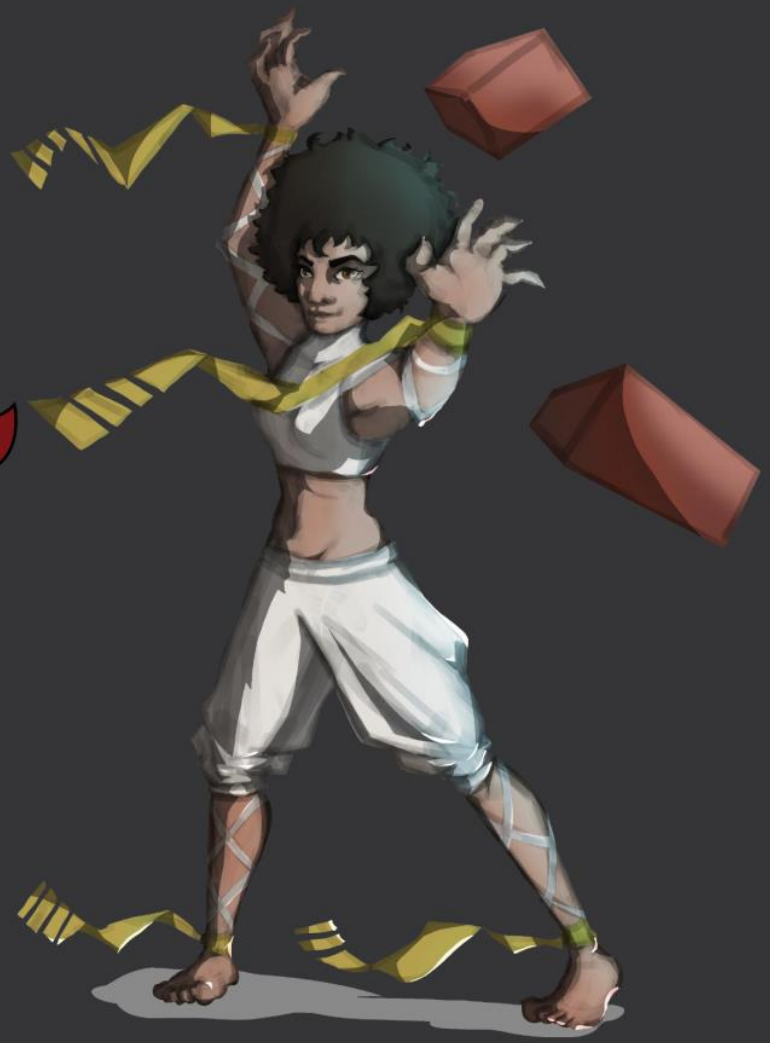
ARTISTA



Even at Worlds end,

there is still time for one

great final show.

Lucky CHARM

Changes since Playtesting

- All from Playtesting chapter
- Bugfixes
- Indestructible objects
- Ability indicators

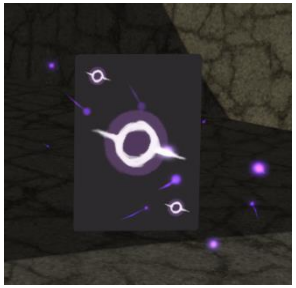
Achievements

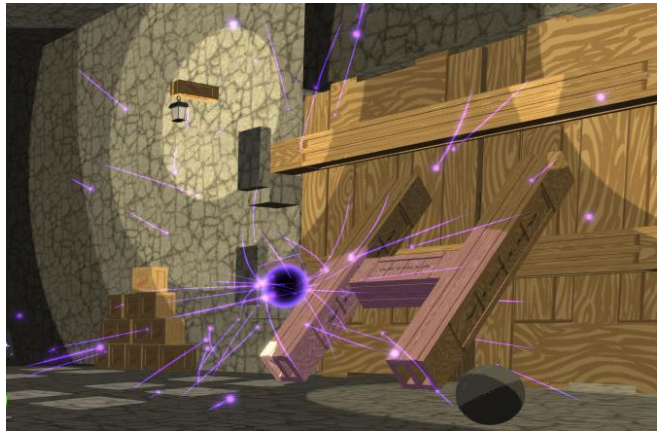
- 3PP character controls
- Physics based Telekinesis
- Physics based Abilities
- Destructible Structures
- Networked Multiplayer
- Custom Cel-Shader with support for SFX

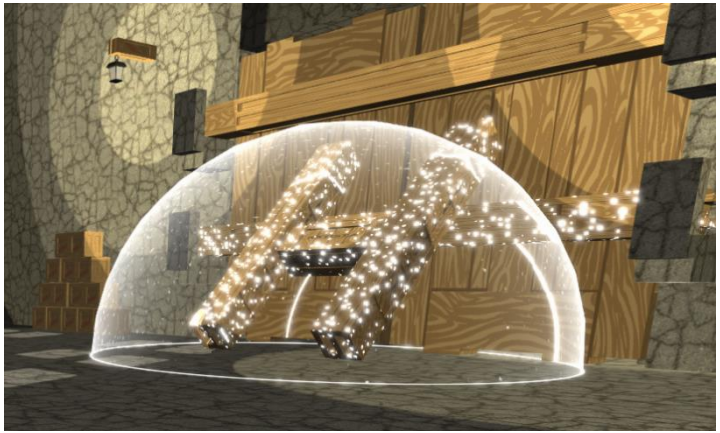
Telekinesis

Abilities

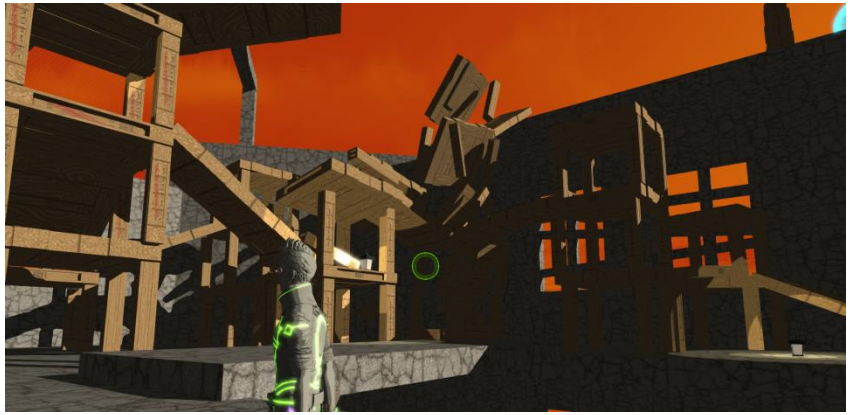
Pickups and Indicators

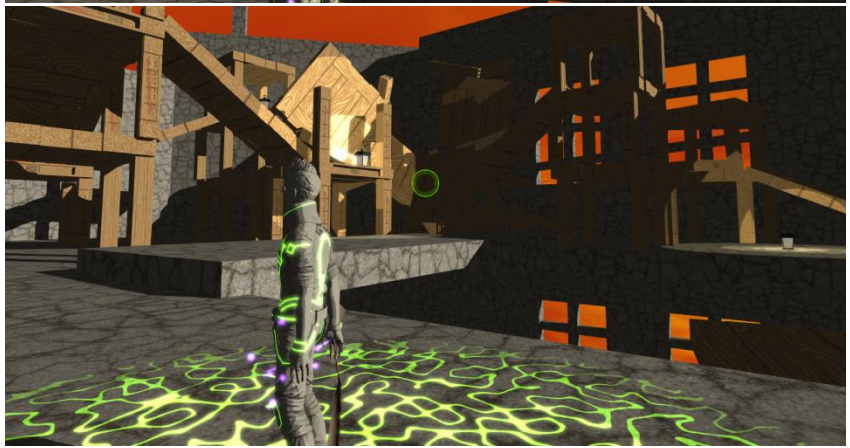




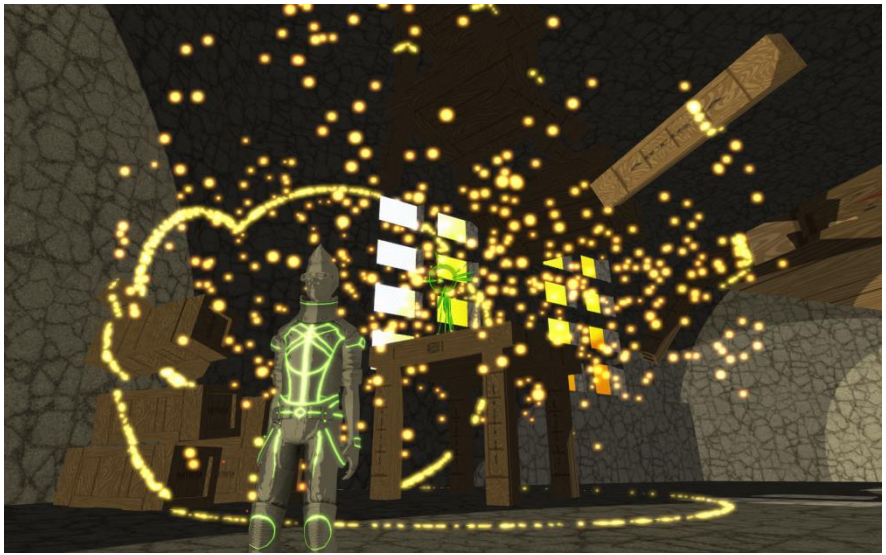


Destruction

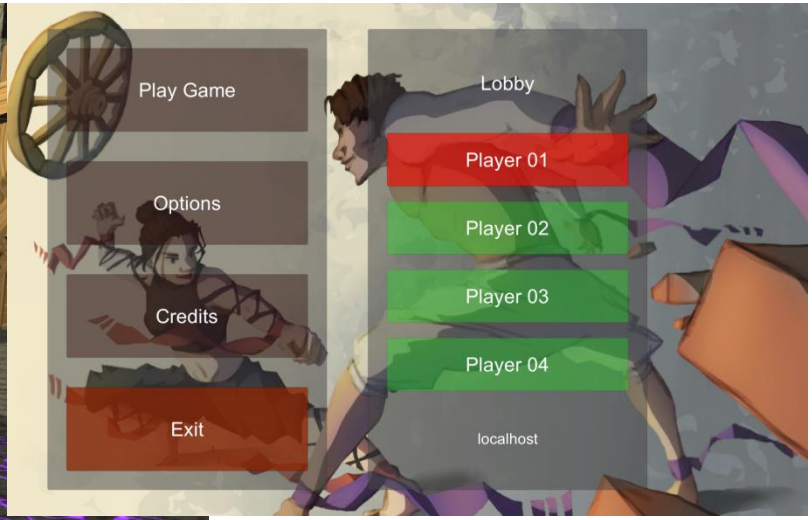




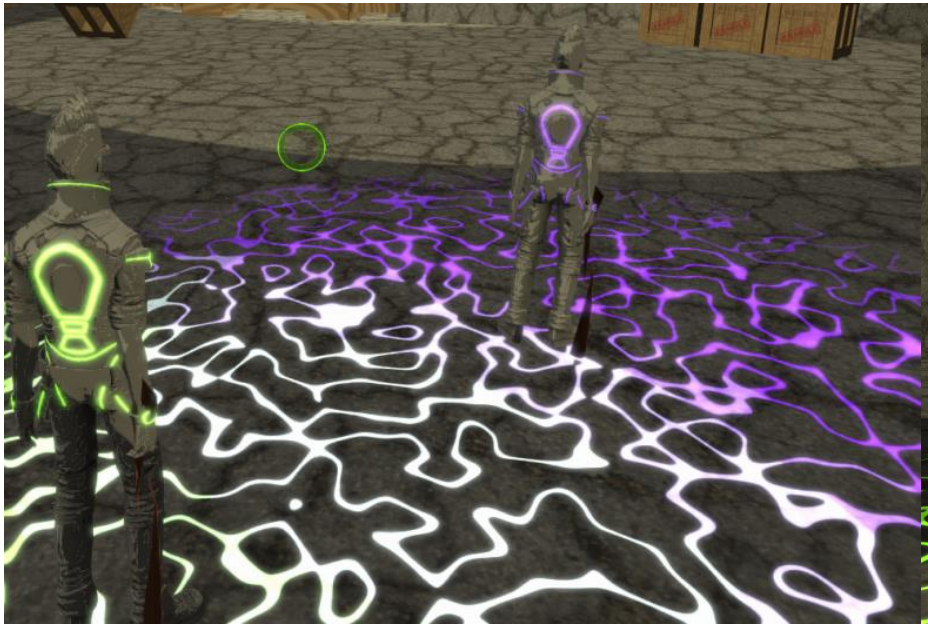
- Collisions and abilities affect structures

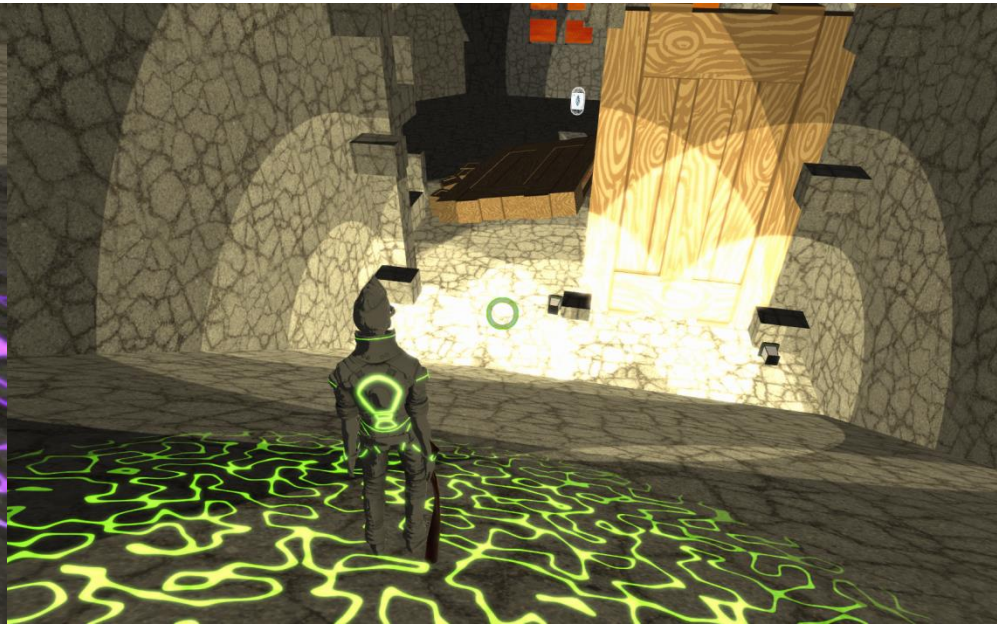


Multiplayer

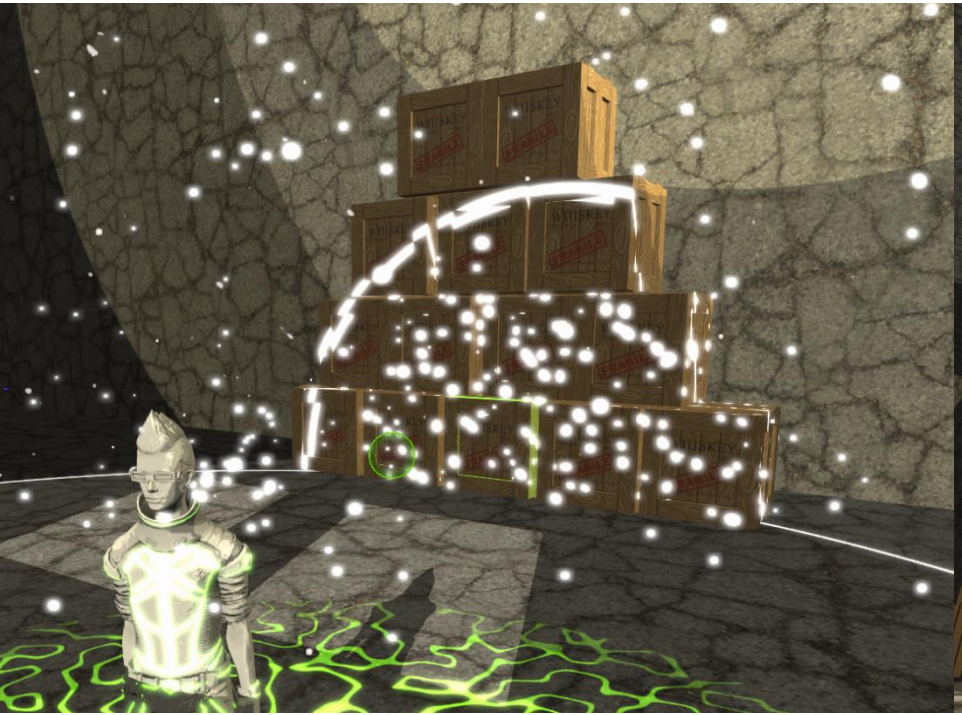


Shader and SFX





Shader and SFX



Major Design Changes

- New goal: reach the top
- Different arena design
- Relies on destructible environment

Evaluation

- Implemented most of the tech features
- Multiplayer bugs
- I learned much about Multiplayer Implementation
- Sound is missing
- Content and Art is missing

Impressions

- More time would be nice
- Collision with End-of-Semester
- Inconsistent information

Work with MD.H

- Team structure with defined roles
- Larger Team
- Insights in other workflows
- Feedback from their supervisors
- More organizational overhead

Join the final show!