

Shadow Walker: The Umbra Project

TUM - COMPUTER GAMES LABORATORY SUMMER TERM 2018

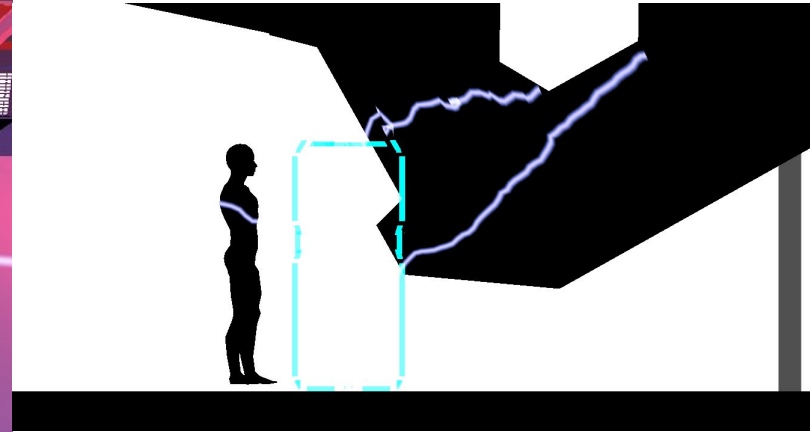
Patrick Härtl, Julian Dräger and Jennifer Tipecska



Current state of the game



Shadow Walker: The Umbra Project



Patrick Härtl - Julian Dräger - Jennifer Tipescka

Targets met/ Schedule

Functional minimum (Layer 1): => DONE

- Shadow implementation with static lights
- A tutorial level: introduces controls, basic level and puzzle mechanics
- Controller mapping/controls
- Character modelling
- Environment modelling

Low target (Layer 2): => DONE

- Shadow implementation with dynamic lights
- UI & Menu
- *Sounds*
- *Animations*

Targets met/ Schedule

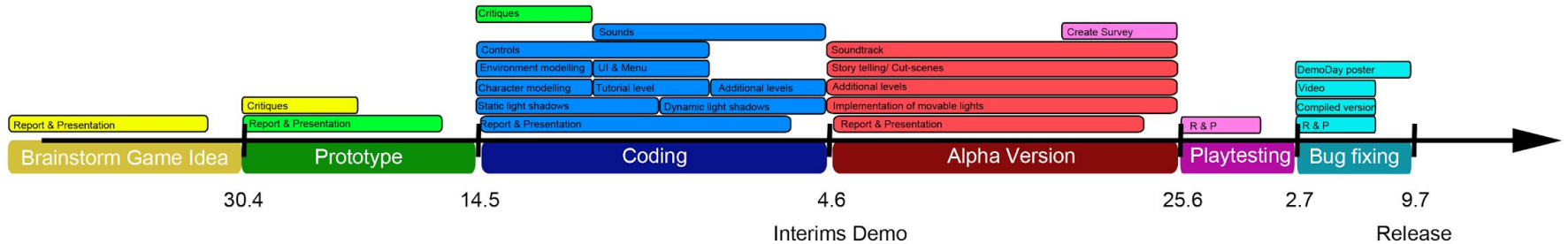
Desirable target (Layer 3): => DONE

- Player controlled lights
- License-free soundtrack
- In-level storytelling:

High target (Layer 4):

- **Composed Soundtrack**
- Cut-scenes
- **More levels**
- Shadow plane Transition (walking up-/ downwards):
- Dying/ Timer Mechanic
- Outlines in shadow world

Timeline



Live Demo!

