

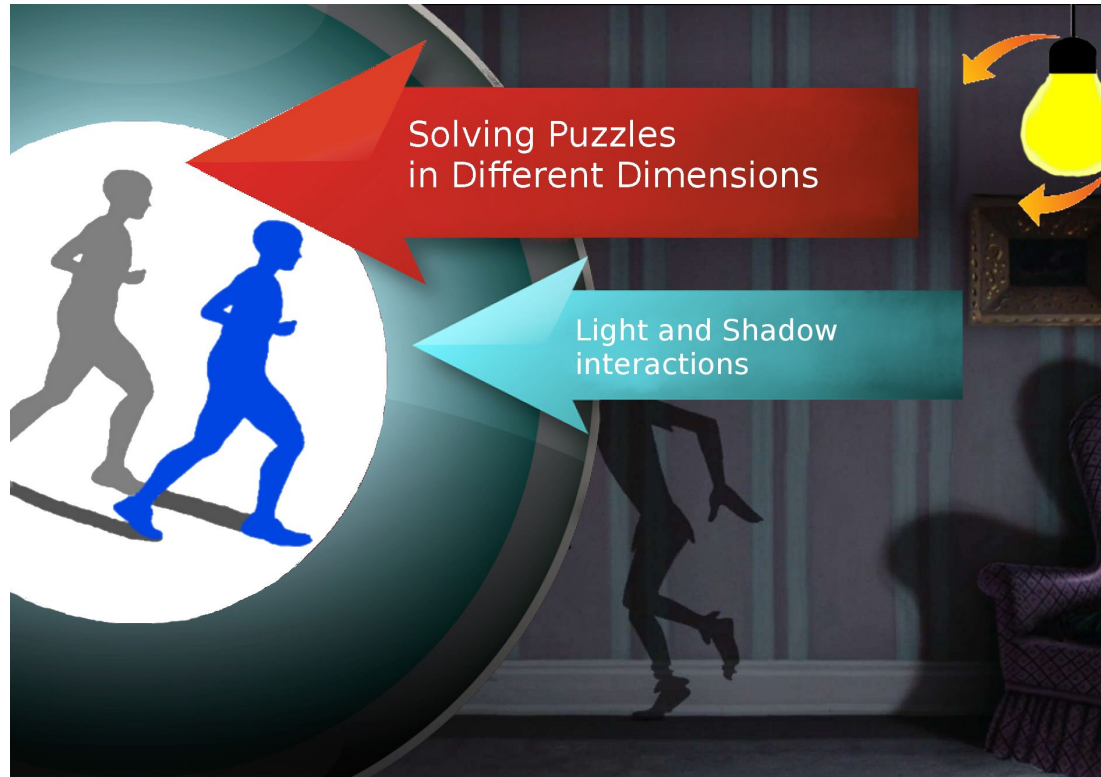
# Shadow Walker: The Umbra Project

TUM - COMPUTER GAMES LABORATORY SUMMER TERM 2018

Patrick Härtl, Julian Dräger and Jennifer Tipecska



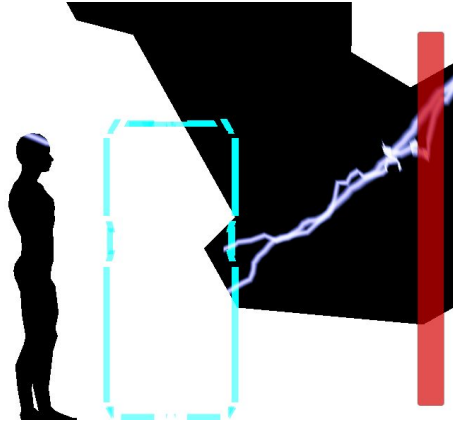
# Game Vision



# Game Vision - 2 Worlds

Shadow World:

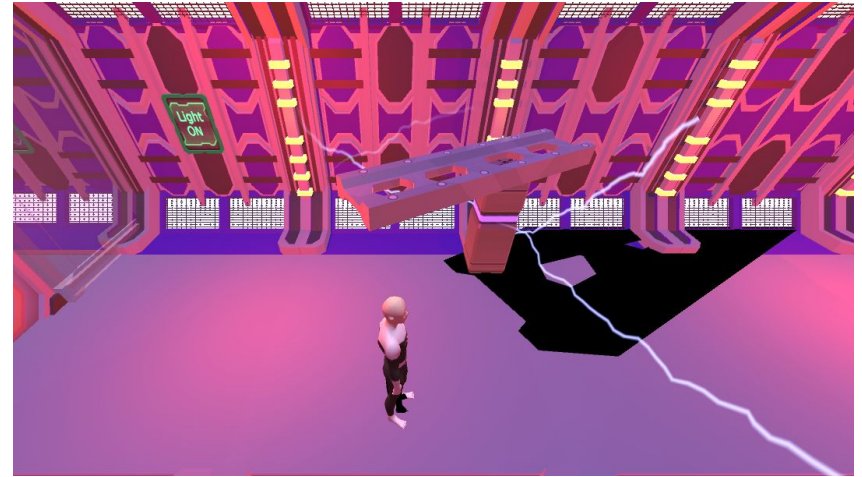
- 2D World, 2D Movement



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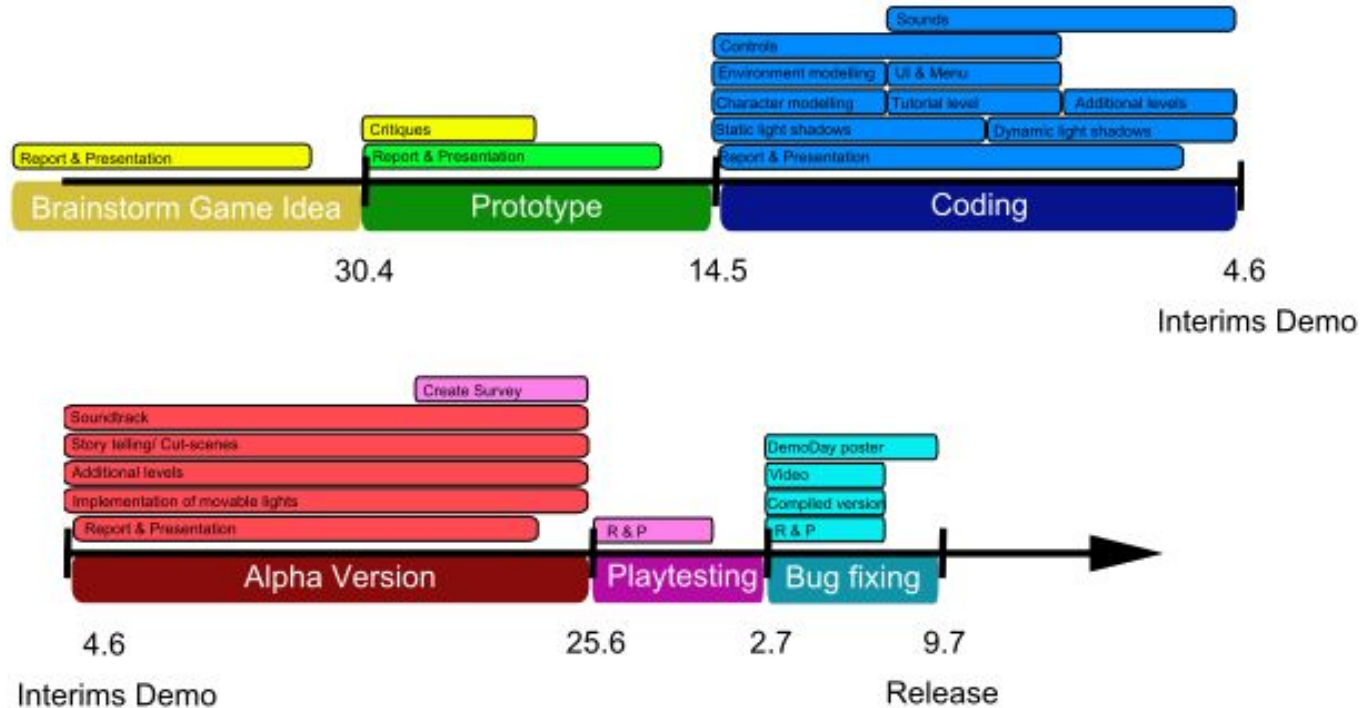
Real World:

- 3D World, 2D Movement



Patrick Härtl - Julian Dräger - Jennifer Tiececka

# Project Overview - Timeline



# Project Overview - Layers

High target (Layer 4):

- **Composed Soundtrack**
- Cut-scene
- More levels (Second Level)
- Shadow plane Transition (moving up-/ downwards)
- Death/ Timer Mechanic
- Outlines in shadow world
- *Running*

Extras (Layer 5):

- **Even more levels**
- **Longer story**
- **Puzzles with enemies**

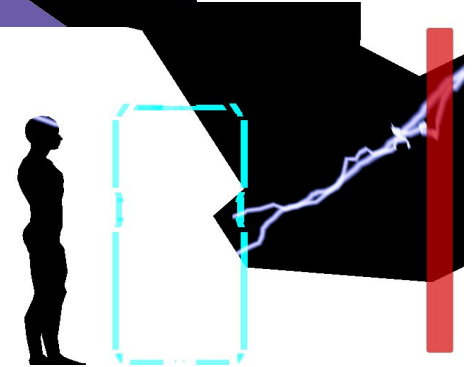
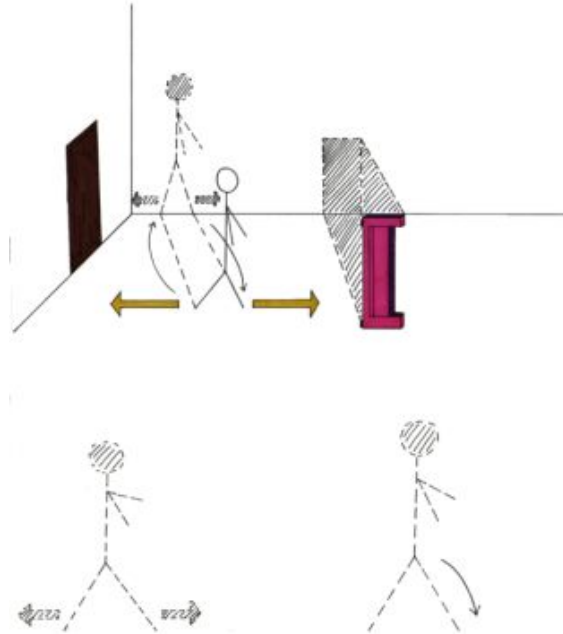
# Failures

- Creating more challenging Puzzles
- Creating individual Soundtrack
- Puzzle with Enemies
- Level specific Abilities

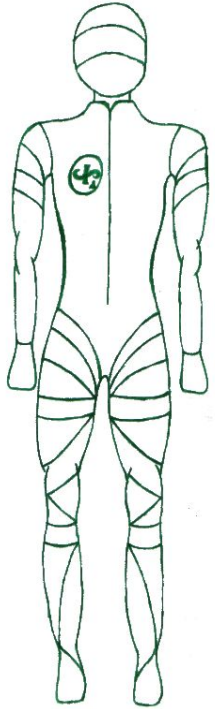
# Achievements

- Dynamic Shadow creation
- Player controls Light
- Synchronisation between 2 worlds
- Perspective Camera Transition
- 2 completely different Levels

# Development Progress - Base Idea and Changes



# Development Progress - Character Design





# Development Progress - Environment Design

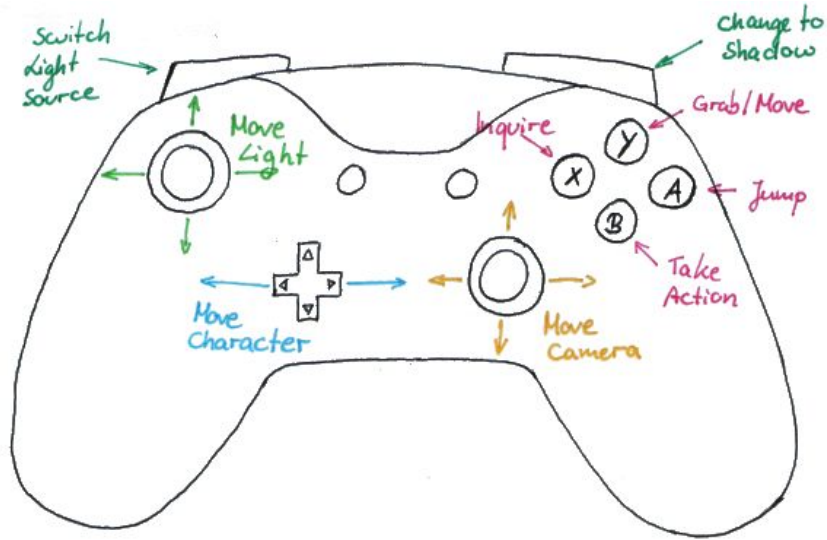


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# Development Progress - Controls



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# Development Progress - Technical Challenges

- Transition between different altitude shadow planes
- Object consistency between two Worlds
- Correct Shadow Generation
- Synchronisation between 3 Cameras
- Perspective Camera Transition
- Dynamic Animation changes

# Demo!

