

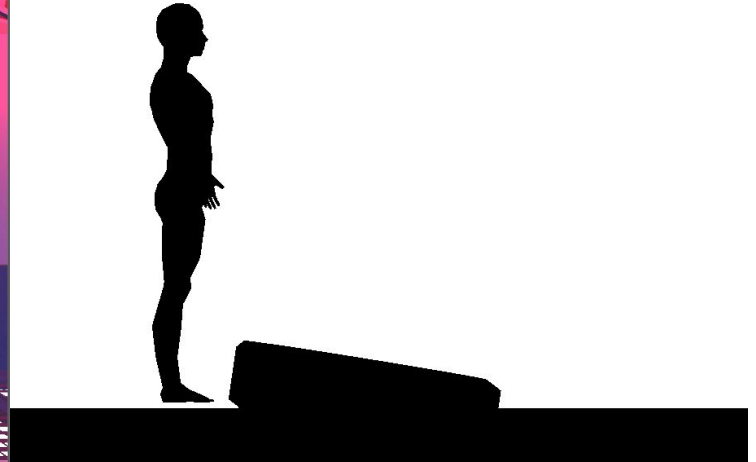
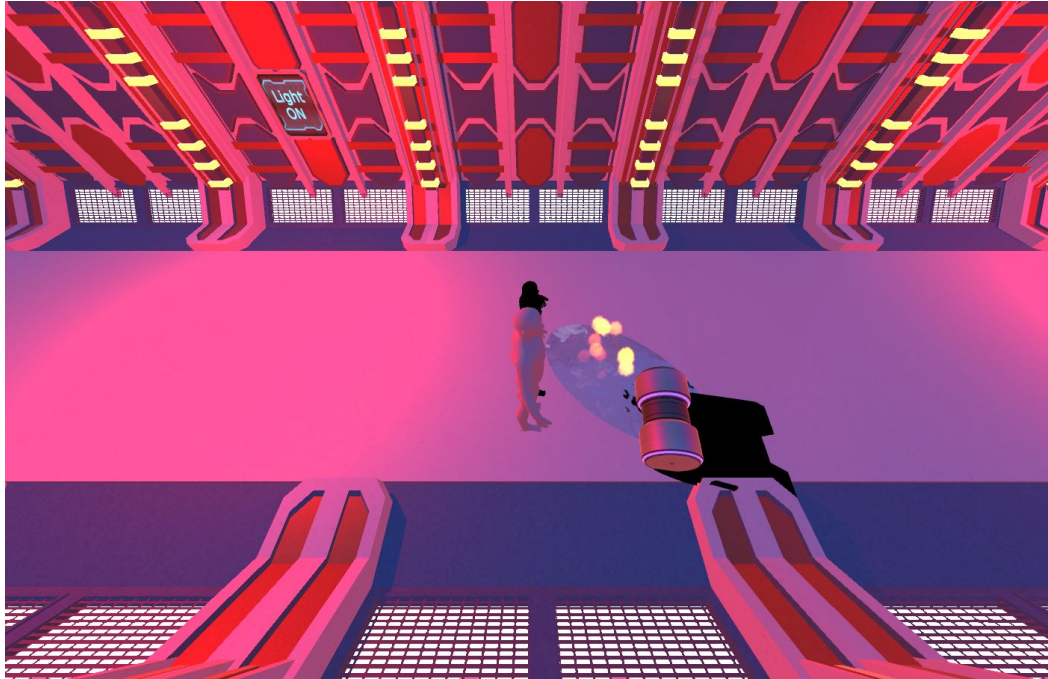
# Shadow Walker: The Umbra Project

TUM - COMPUTER GAMES LABORATORY SUMMER TERM 2018

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# Current state of the Game



# Targets Met

## Functional minimum (Layer 1):

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

## Low target (Layer 2):

- Shadow implementation with dynamic lights
- UI & Menu

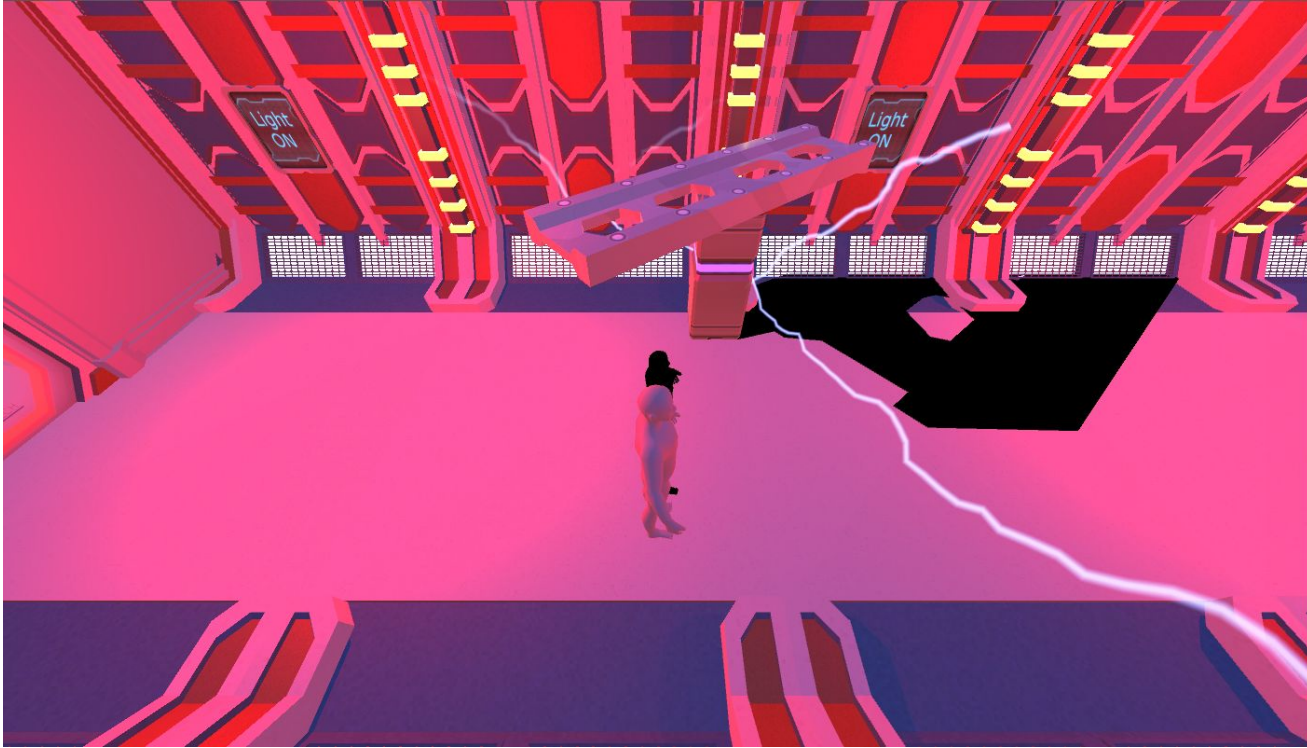
## Desirable target (Layer 3):

- Player controlled lights
- License-free soundtrack

# Problems/Solutions

1. Recognising bridging-parts => Camera/Character Interaction, Which objects to display in which world, handling the merge of different shadow planes, ...
2. Decision mechanic for light picking => distance based approach
3. Efficient shadow mesh creation => Creating shadow mesh from object vertices

# Live Demo!



# Outlook

- Bug Fixes
- More levels
- Outlines in the shadow world
- Character and Shadow animation
- Storytelling