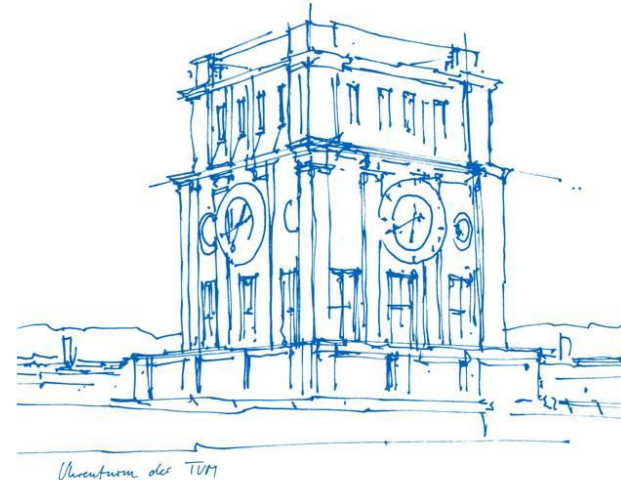# Project: Equilibrium - Alpha Release

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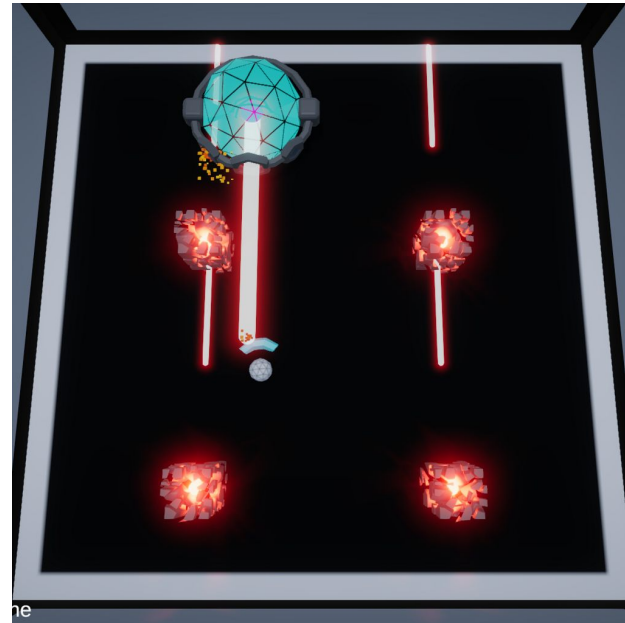Chair of Computer Graphics and Visualization

Garching, 14 June 2021

Uhrenturm der TUM

Overview

- Top-down bullet hell with constantly changing world states

- Focus on accessibility

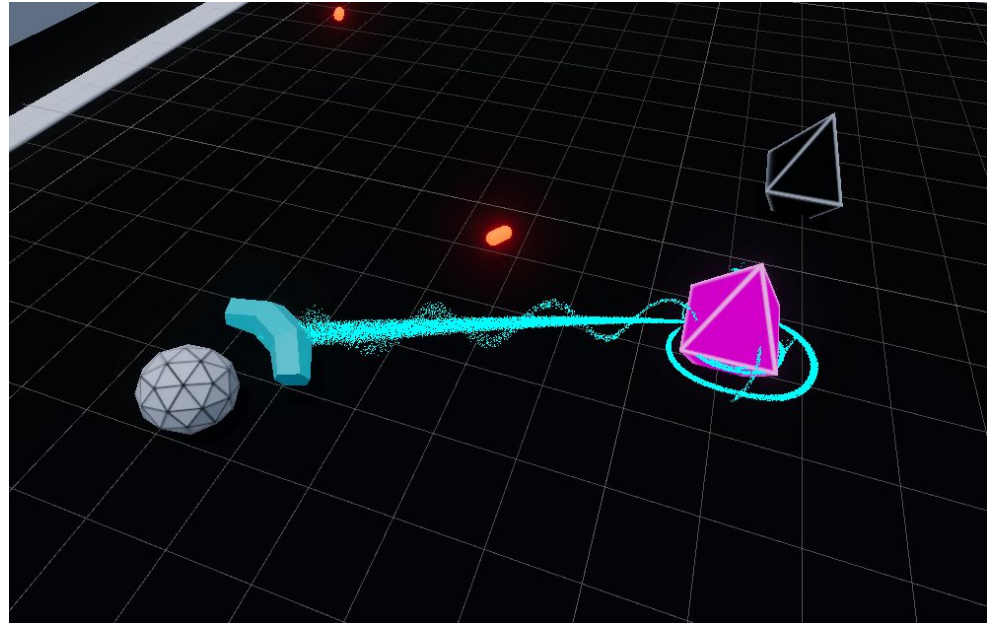- Currently working on high target

New Content

- Laser boss

- Environmental objects

- Two new levels

Visual Upgrades

- New models

- World design

- Parry effect shader

- ...

World & UI Design

- Player is inside a cube

- UI is diegetic

User Interface (Player)

- Health bar

- Ability cooldowns
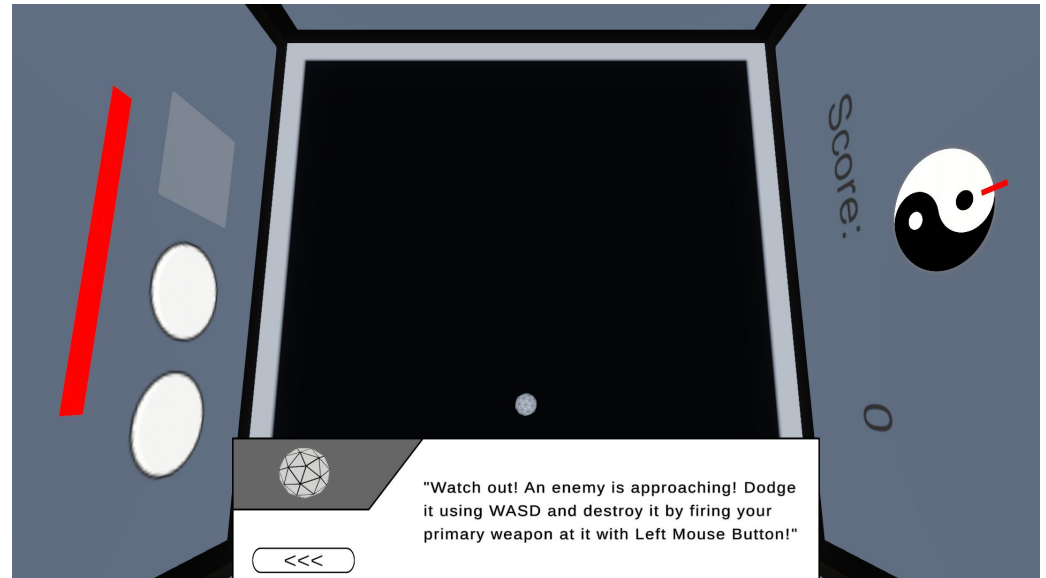
- Pick-up sprite

User Interface (World)

- Clock for state transition

- Score tracker

Tutorial

- Introductory level

- Event based pop-ups
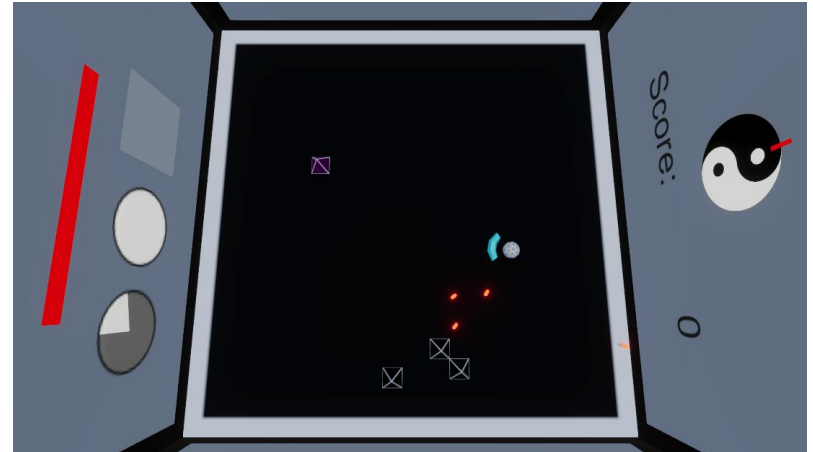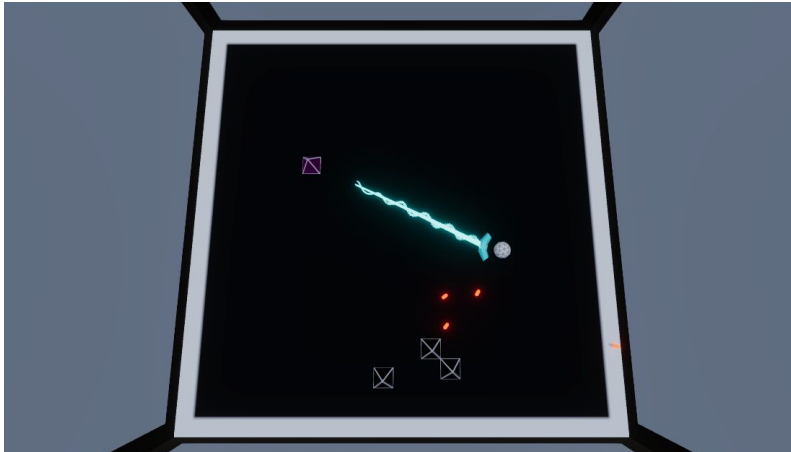
- Fixed messages
  before waves

Design Revisions

- No custom control scheme

- Sound transition synchronised with world instead of player

Problems & Solutions

- Compute shader + world space UI

Live Demo!

Thank you for listening!

Any question?