

Project: Equilibrium - Final Result

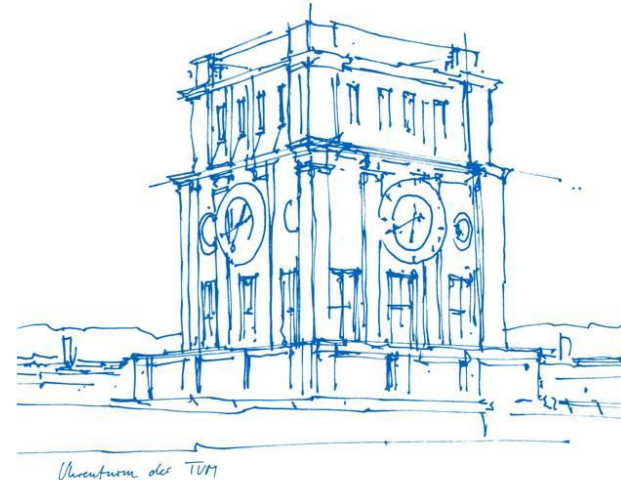
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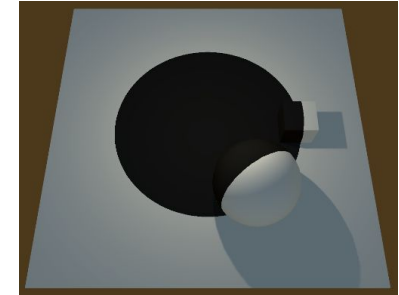
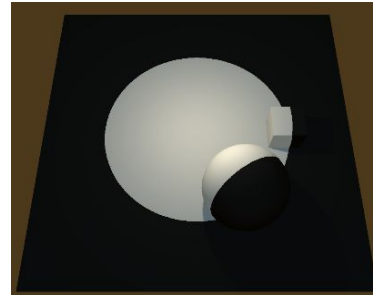
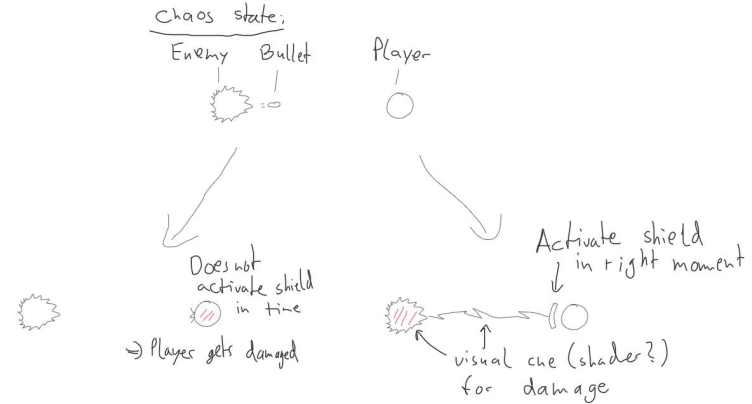
Chair of Computer Graphics and Visualization

Garching, 12 July 2021



Initial Game Idea

- Top-Down bullet hell
- Simplistic graphics
- Constantly switching world state
- Offense vs. defense



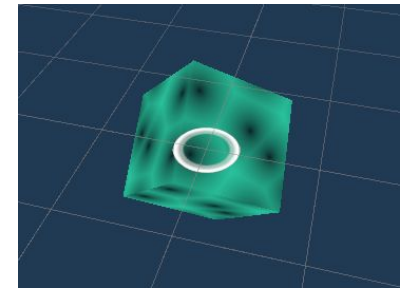
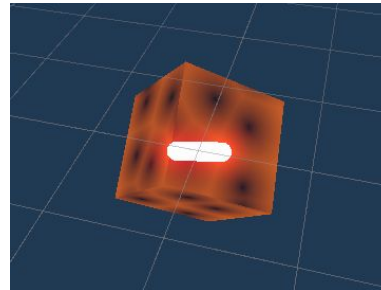
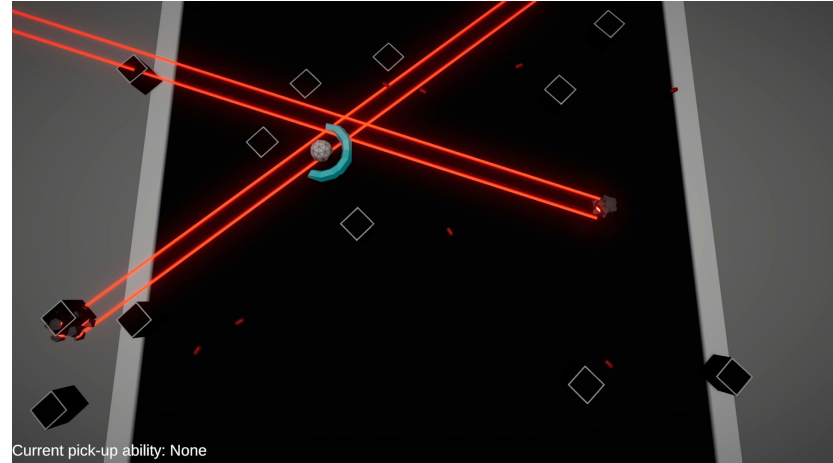
Prototype Overview

- Game board with hexagonal tiles
- Basic abilities:
 - Shooting
 - Shielding
- Reassured design idea



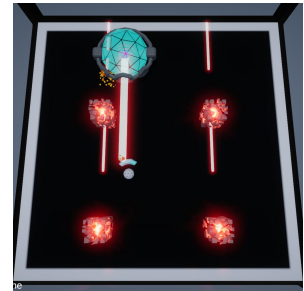
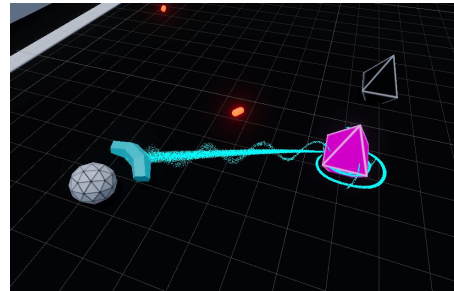
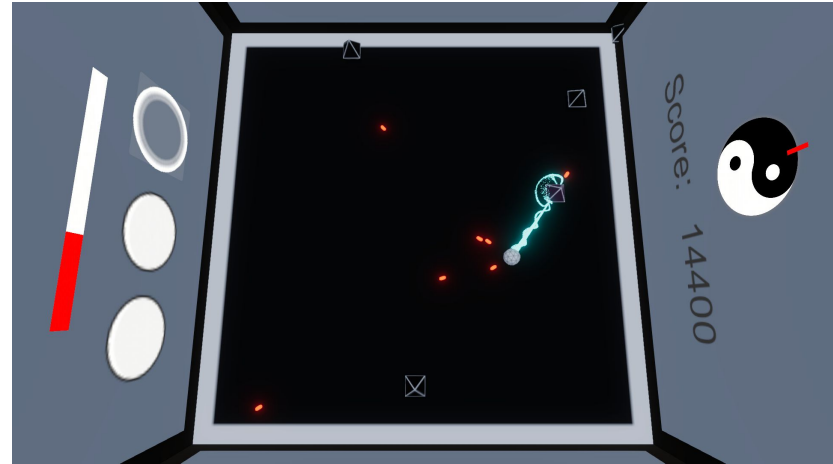
Interim Progress

- Smooth progress until then
- Playable pre-alpha version
- Minor design revisions
- Course member feedback



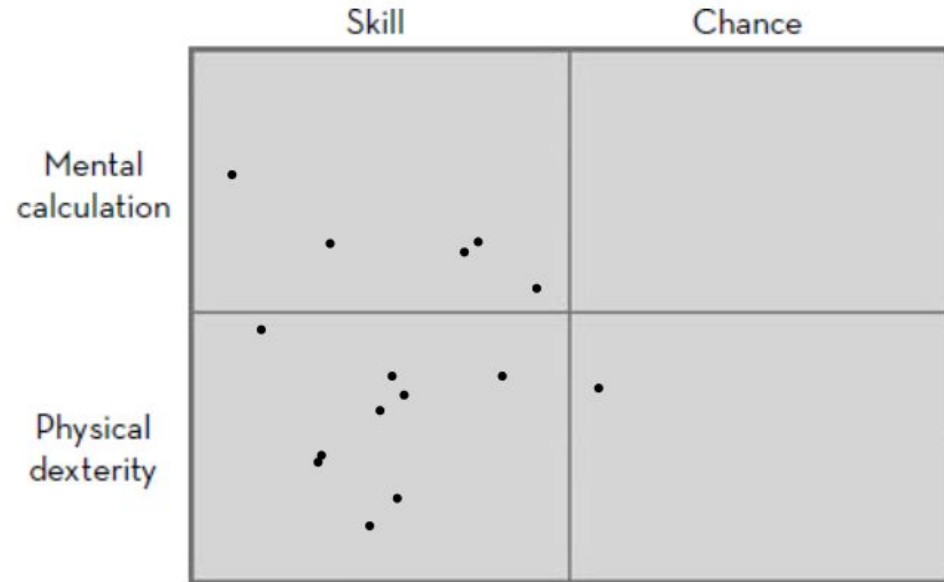
Alpha Release

- First technical difficulties
- Visual upgrades
- Tutorial for usability
- More content



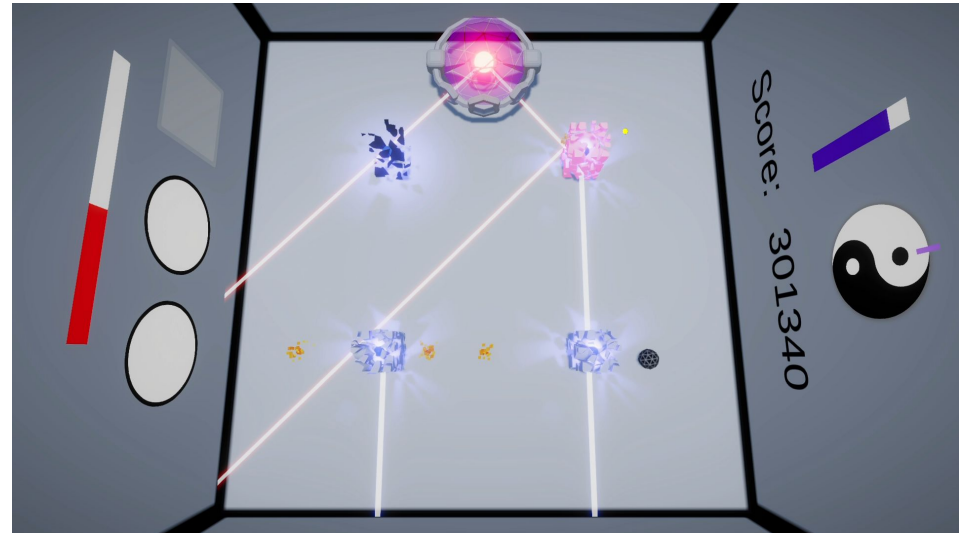
Playtesting

- Very helpful feedback
- Main idea
→ good
- Usability + balancing
→ not so much



Final Release

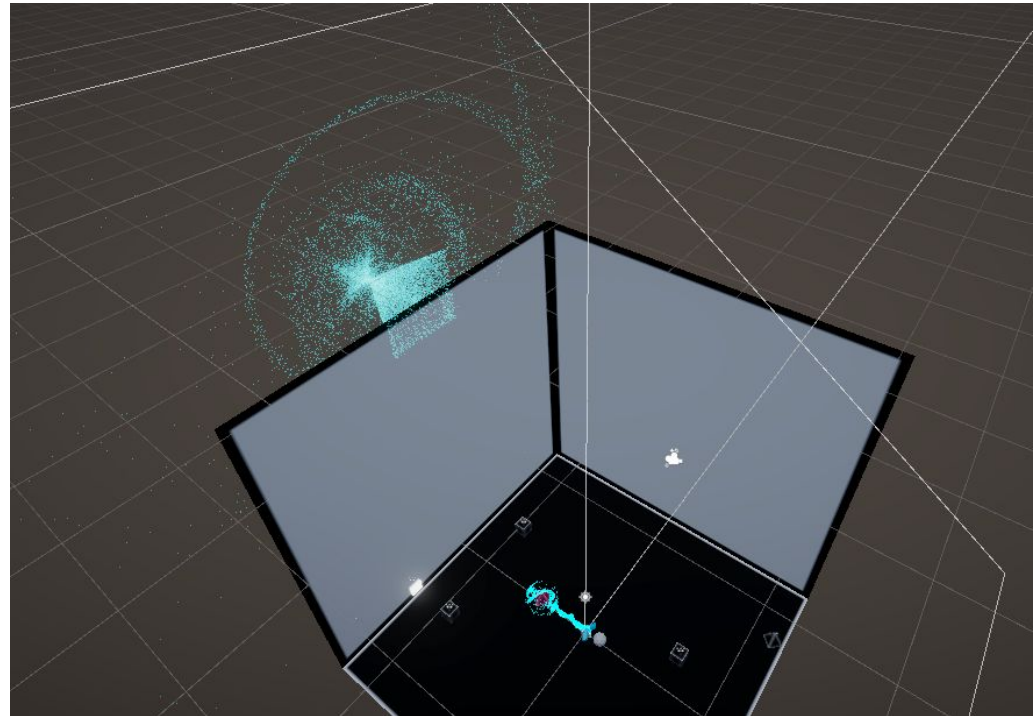
- Improvements for:
 - Visuals
 - Usability
 - Balancing
- Original playtesters approved



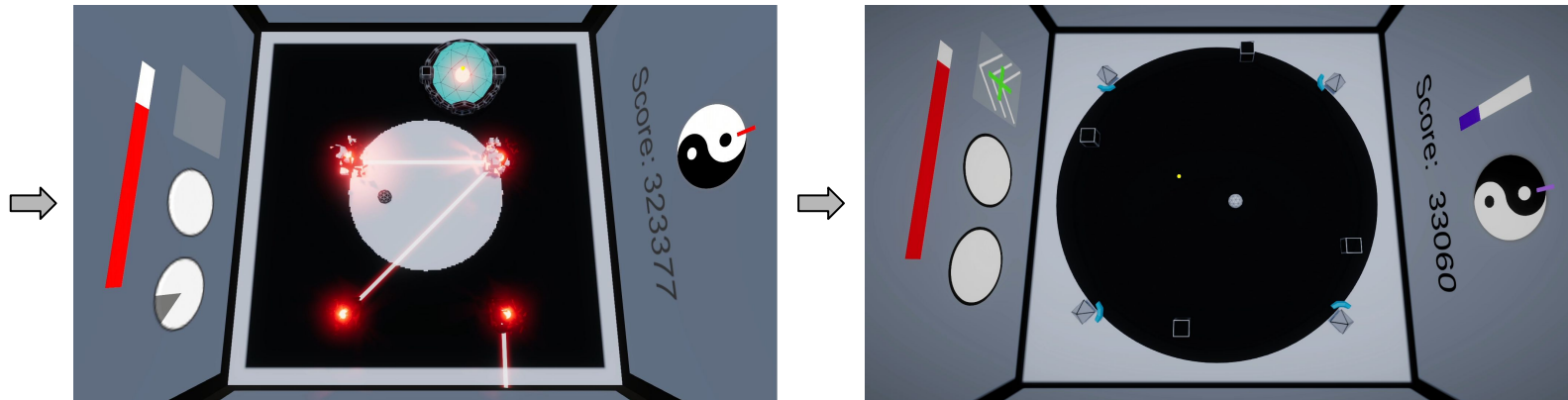
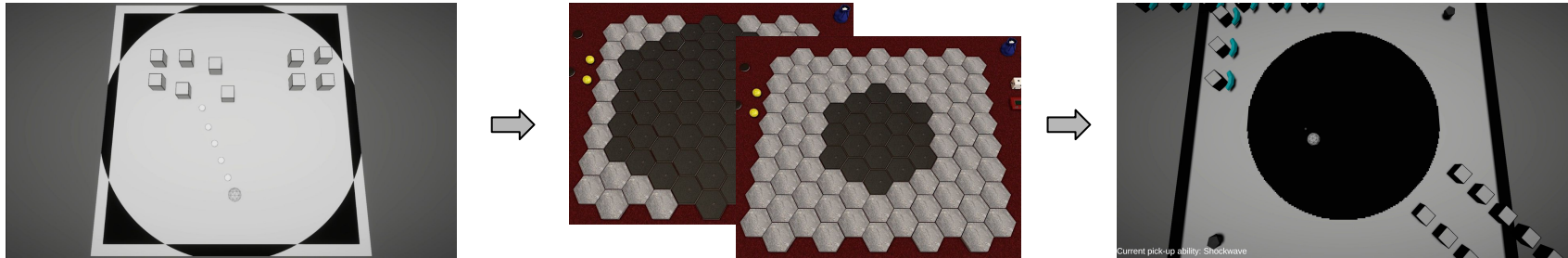
... and bugfixes.

Technical Challenges

- Unity's URP
- Laser rework



Progress Summary



Conclusion

- Overall pleasant experience
- Project structure helpful
- Satisfied with final result

Thank you for listening!

Looking forward to playing all of your games!