

# Project: Equilibrium - Interim Report

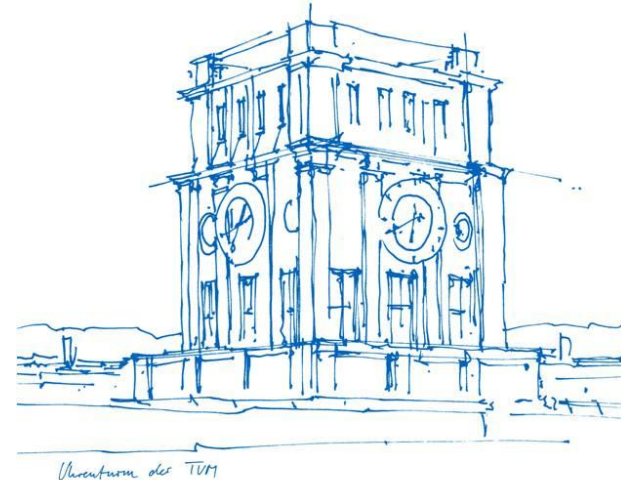
Julian Geheeb, Lucas Leder, Yannik Melzer

Technical University of Munich

Department of Informatics

Chair of Computer Graphics and Visualization

Garching, 24 May 2021



# Overview

- Top-down bullet hell with constantly changing world states
- Easily extendable framework done
- Currently working on desirable target

# Functional Minimum + Low Target

- One enemy type
  - Player character
  - One level
  - Game state switch
- 2-3 further enemy types
  - Second player ability
  - Second level
  - Level selection menu
  - Basic sounds
  - Damage feedback effects

# Desirable Target

- Second input control scheme
- Settings menu
- Pick-up ability
- Third level
- One boss
- UI
- Visual upgrades

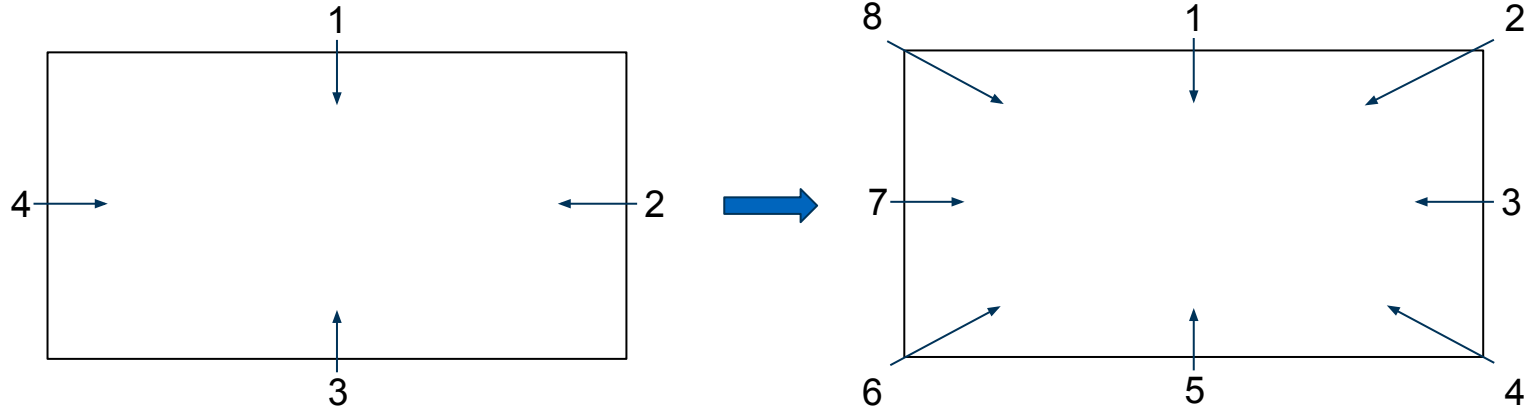


Done

In Progress

# Design Revisions (Team)

- Extended 4 possible enemy directions to 8
- Fundamental changes to pick-up abilities



# Design Revisions (Course Member Feedback)

- Reduced purely random aspect from chaos state
- Included more colors (red for offensive skills, blue for defensive skills)
- Ensured that skills and effects are clearly visible (still WIP)

# Problems & Solutions

- Overall smooth progress
- Only minor/typical development problems
- Biggest problem so far: balancing

Live Demo!



# Thank you for listening!

Any question?