

# Project: Equilibrium

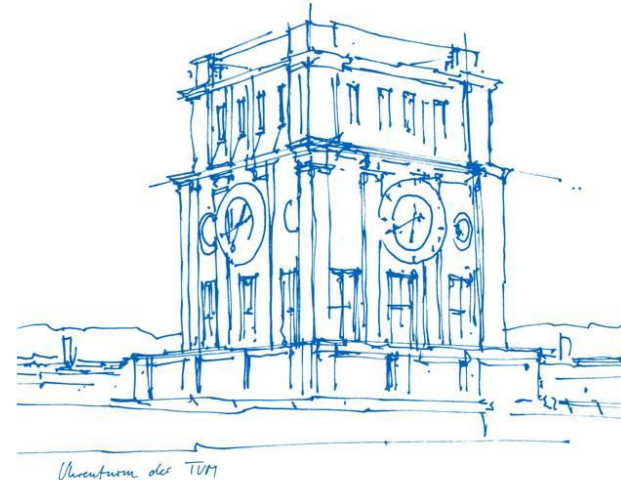
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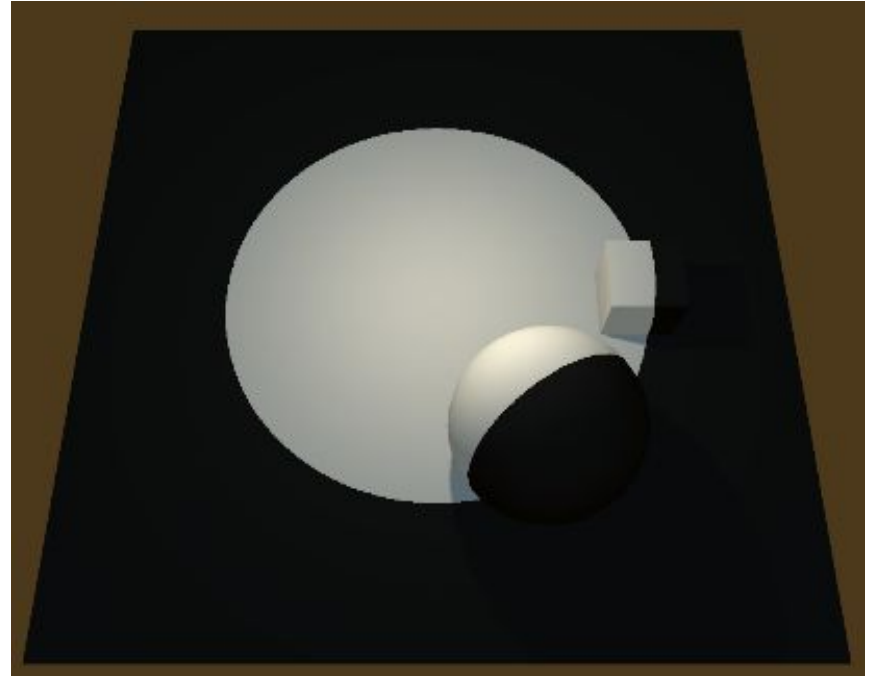
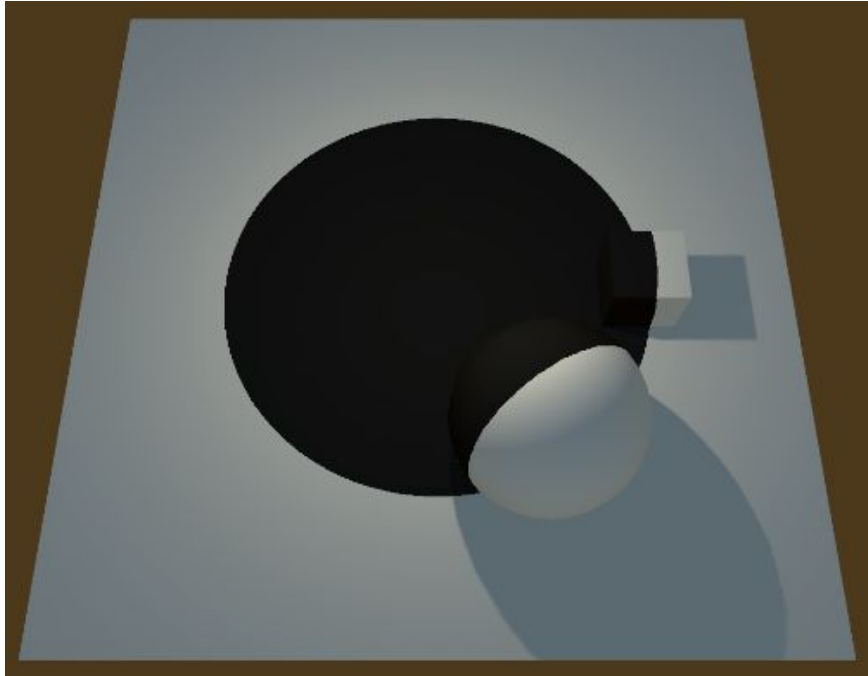
Garching, 19. April 2021



# Game Description

- Top-Down bullet hell
- Simplistic graphics to avoid distraction from gameplay
- World state constantly switches between order and chaos
- Few levels, but additional endless mode

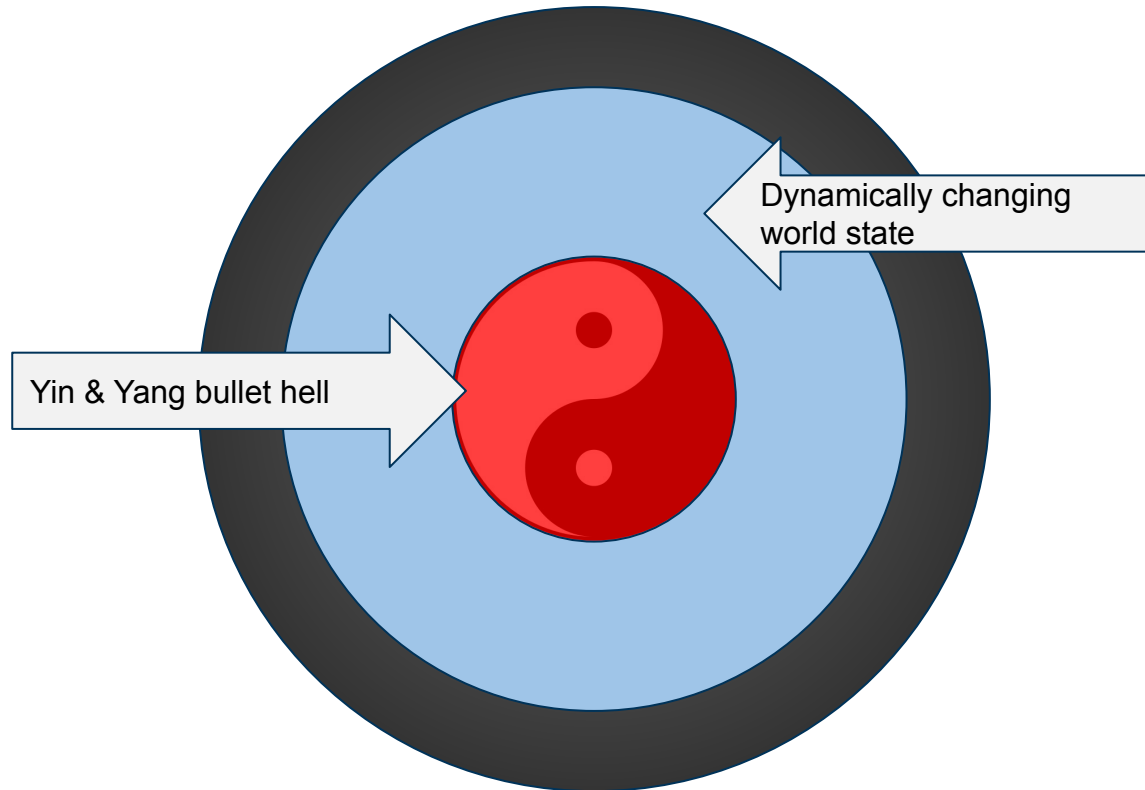
# Yin & Yang Graphics



# Dynamic World-State Transition

- Main focus
- Requires smooth backend (dynamic object displacement) and frontend (shaders and textures)
- Essential to maintain clean visuals (e.g. via outlines or edge shaders)

# “Big Idea” Bullseye



# Further Ideas

- Player weapons, enemies and obstacles change depending on the world state
- Power-Ups can manipulate the world states and their influence
- Enemy Crowd Behavior
- Procedural generation of enemies and waves in endless mode

Thank you for listening!