

Interim Demo:

Beyond our Sight

Team Two*2

Maximilian Hess, Oliver Jung, Viktoria Kirchleitner, Moritz Schirra

Target Overview

- Functional Minimum & Low Target
 - Camera & movement ✓
 - Basic interactions ✓
 - Basic assets ✓
 - Multiplayer Set Up ✓
 - Basic Menus ✓
 - Rooms → Concepts close to finished
- Next Up: Desired Target
 - Stencil Shader → Partly finished
 - Better Models → Partly finished

Multiplayer Implementation

- Client-Server structure based on “listen server” model
 - One player provides server, one joins as client
 - Cooperative multiplayer → No drawbacks by client delay
 - No dedicated server necessary
- Early implementation to facilitate design process
 - Replication of functionalities
- No real online connection so far → only Unreal Engine’s play mode for testing

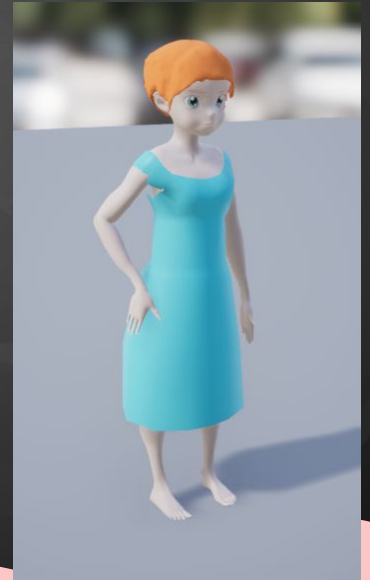
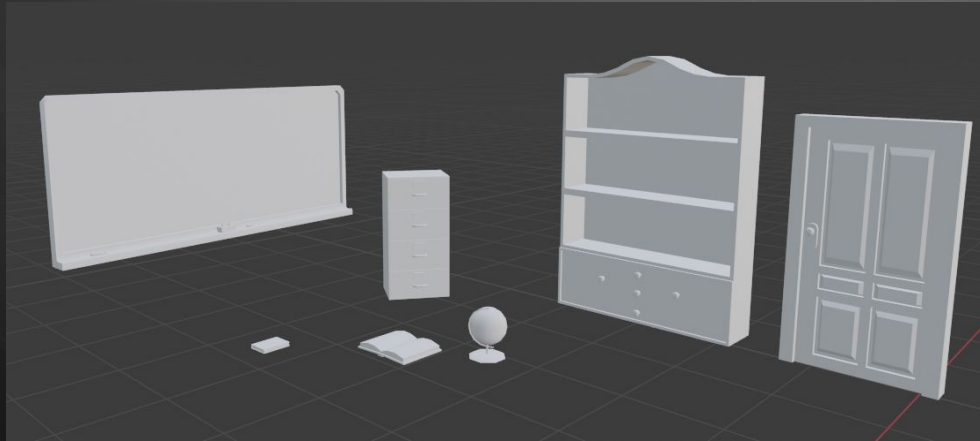
Interactions and Puzzles

- Player actions implemented so far
 - Sneaking (Shift)
 - Jumping (Space)
 - Crouching (C)
 - Interaction (E)
- Objects for interaction
 - Books showing different content depending on the character
 - Set of buttons for code based puzzle solutions
 - Lifiable objects like keys
 - Doors openable with a key

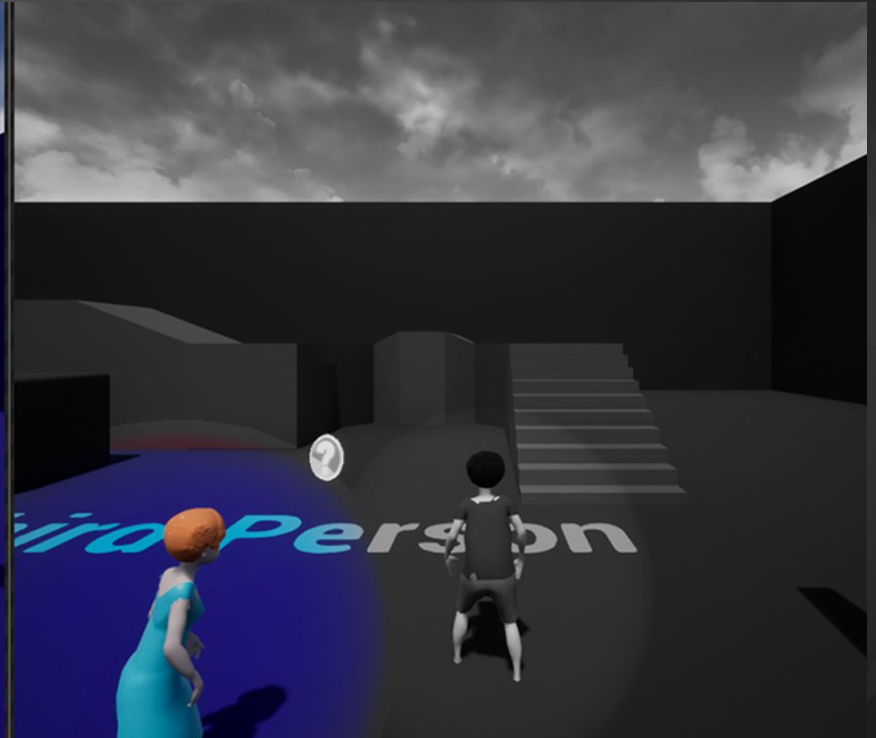
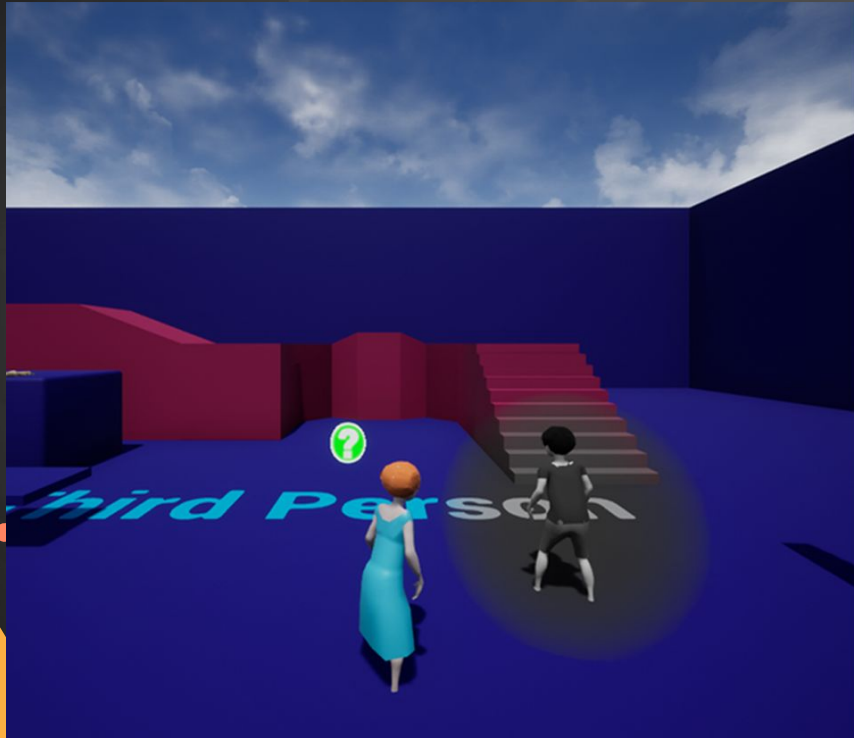
Assets and Animations



- Self-made models for both protagonists
- Character design in line with our planned environment models
- Overall a combination of self-made and public 3D models, but only partially implemented yet
- Animations for all game actions
 - > Goal: unique animations for each protagonist

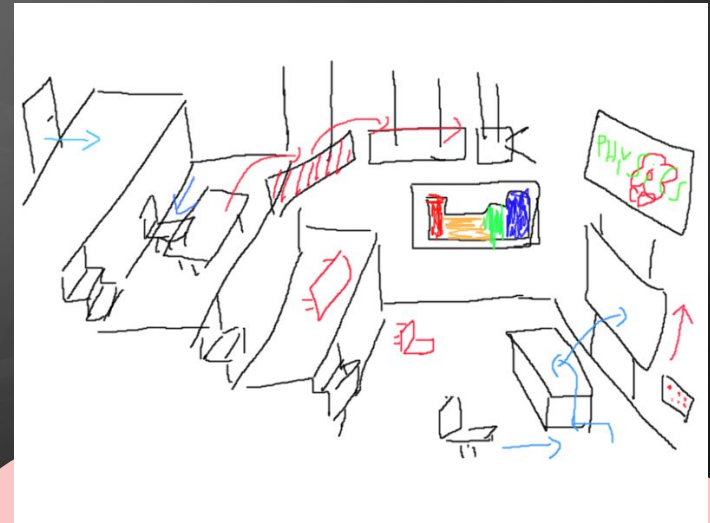
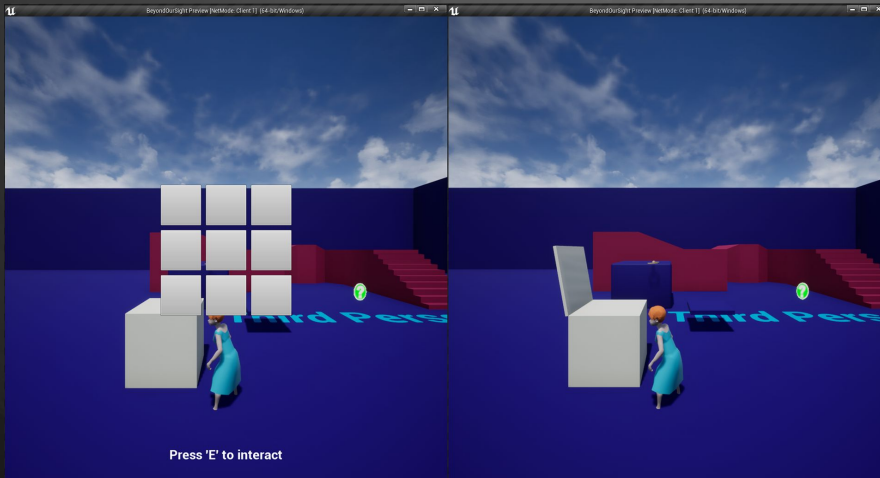


Shaders



Level Design

- Level and puzzle design close to finished
- Puzzles heavily focus on chaos and order mechanics
 - Utilize different views of the world for unique information to the characters
 - Encourage the use of the protagonists' unique skills
- Focus on few repetitive components
 - > Make each room unique



Challenges and Design Revisions

- We are very content with previous design decisions
 - Original concepts could be implemented without considerable conflicts so far
 - Similar vision across the team
- Only one design revision concerning the game camera
 - Originally planned as very adaptable system with different camera perspectives on the map, ran into issues with multiplayer
 - For now the default camera with minor adjustments works, the camera system will be revised later on if enough time



Thank you!