

Alpha Release:

Beyond our Sight

Team Two*2

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Multiplayer Implementation

- Real online Multiplayer
 - Using Steam's account system
 - Only Steam account necessary
- In game voice chat
 - Communication as central aspect of game
 - Push to talk functionality
- Replacement of split screen for local multiplayer
 - Split screen is not suited for our game idea
 - Local multiplayer via LAN or WLAN

Interactions and Puzzles

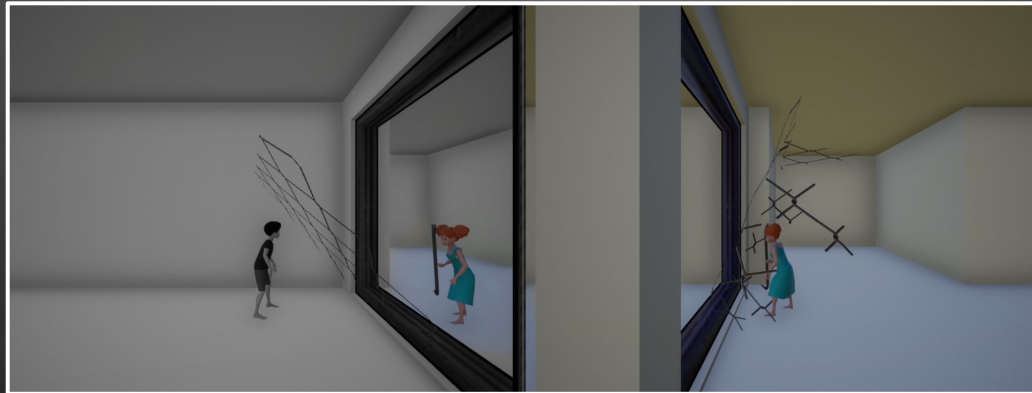
- Character Names: Alice and Anton
- Fully functional stealth mechanic
 - Different handling of sneaking for both player characters
 - Cooperation between the players to allow progress
 - Boy needs to guard the girl from teachers' visions to progress in the game
- Certain items can be moved through the room to reach specific locations
- Crouching implemented to reach higher platforms
- Multiple items to pick up and use

Interactions and Puzzles



Assets and Animations

- Models and textures for the rooms, objects and furniture
- Improved player models
 - Adjusted visuals (e.g. girl's hair)
 - Fixed clipping through clothes
- Adjusted player animation
 - Faster animations → improved user experience
 - Lifiable items added to the models



Shaders

- Fixed issues with player areas
 - Color of character area and Anton's scene are now the same
 - Solved issues with Alice's area in Anton's view
- Added objects that are only visible in one perspective
 - Used in all rooms
 - Core part to every puzzle



Level Design

- Five distinct and fully build rooms
 - Own layout, theme and puzzles
 - Variation between long and short puzzles
 - Application of the characters' unique abilities
- Added checkpoints
 - Reset points for errors during the stealth sections
 - Could also be used for save and reset functions
- Clues and wayfinding indicators
 - Small indicators for solution of puzzles
 - Will be adjusted according to playtesting phase

Level Design



User Interfaces and Menus

- Dialogue boxes for protagonists' thoughts and hints added
- But: Problems with UI and Unreal's multiplayer system
- Some issues with the black-and-white filter needed to be fixed





Thank you!