Release:

Team Two*2
Maximilian Hess, Oliver Jung, Viktoria Kirchleitner, Moritz Schirra

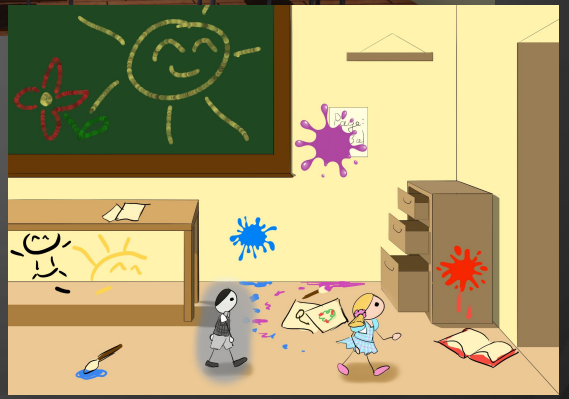
Summary:

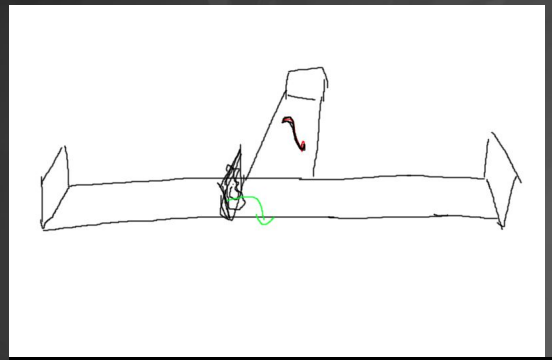
- Online cooperative puzzle game with unique abilities and different perspectives
- Help Anton and Alice escape school together!
- Five rooms with unique puzzles which can only be solved through teamwork

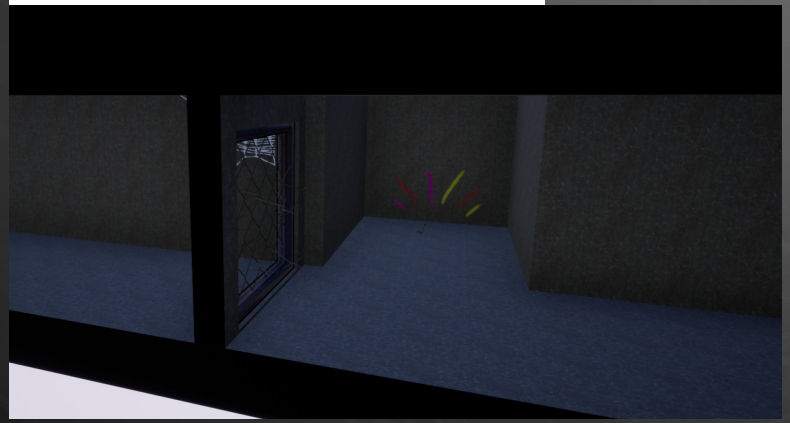
Changes since Alpha Release

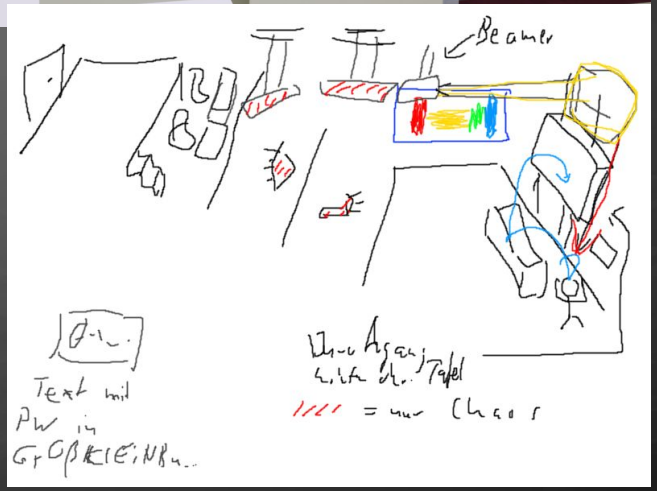
- Game Logo!
- Team Logo!
- Visual upgrade for the levels and UI
- Bug Fixing, especially movable objects, one of the biggest bugs
    - Had to be left out of the alpha release
- Added narrative intro
- Added more visual feedback and clues

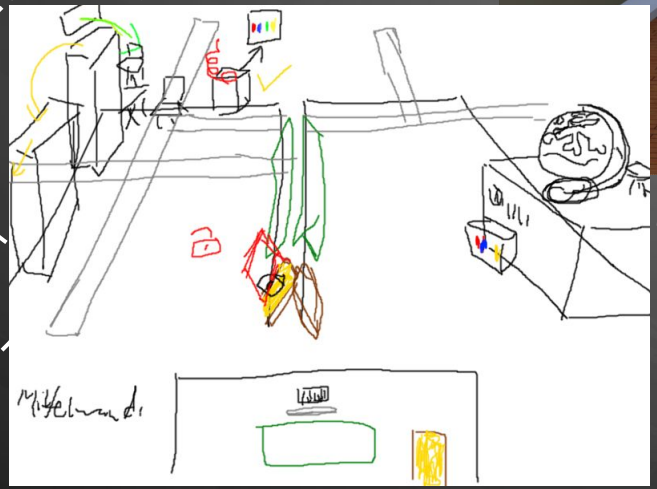
Impressions








Beamer



Our experience:

- Very happy with the end result
- Very close to our initial idea with only minor changes to gameplay
- Theme nicely integrated into the game concept, theme helped us in the creative progress -> many ideas came naturally
- Most milestones were met within time
- Best moment: fixing the movable object
- Worst part: multiplayer T.T
- We learned a lot, especially about the Unreal Engine

Have fun playing
Beyond
our
Sight

Thank you!