

Blocker

Potential Entropy Games

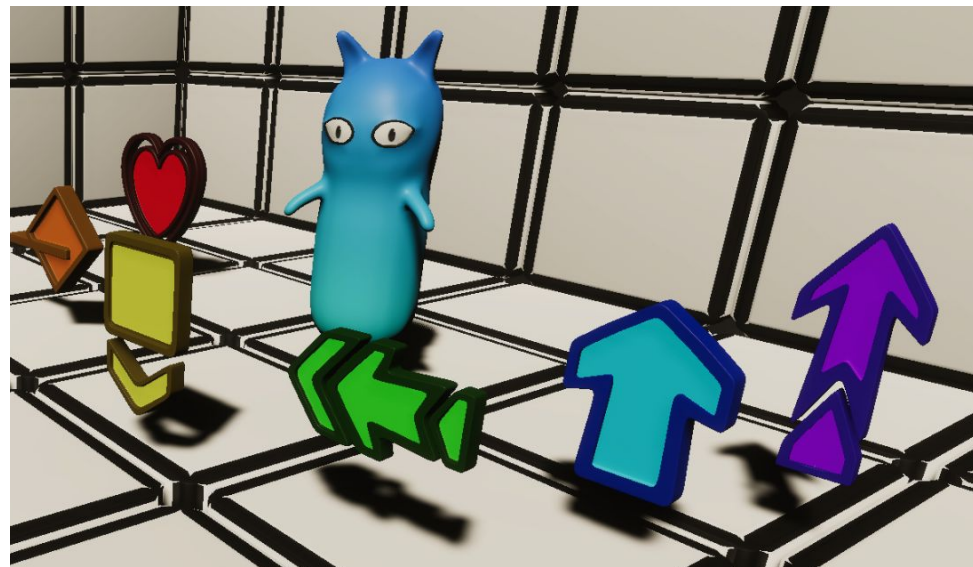
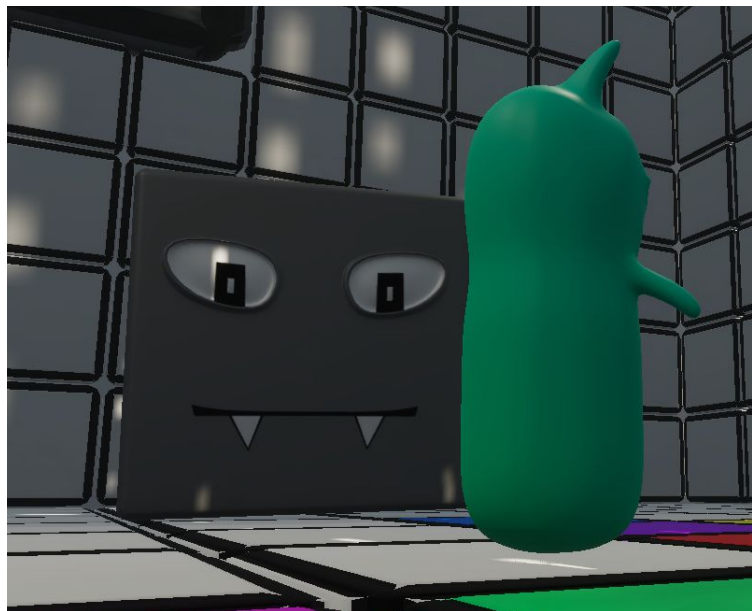
Thomas Suckfüll

Timotej Svitek

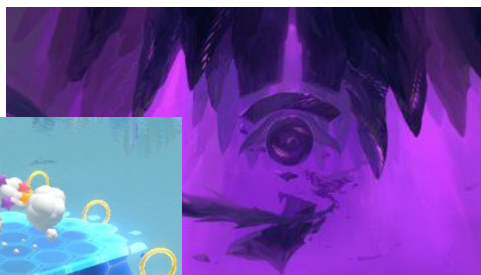
Johanna Reuter

Jiro Yoshioka

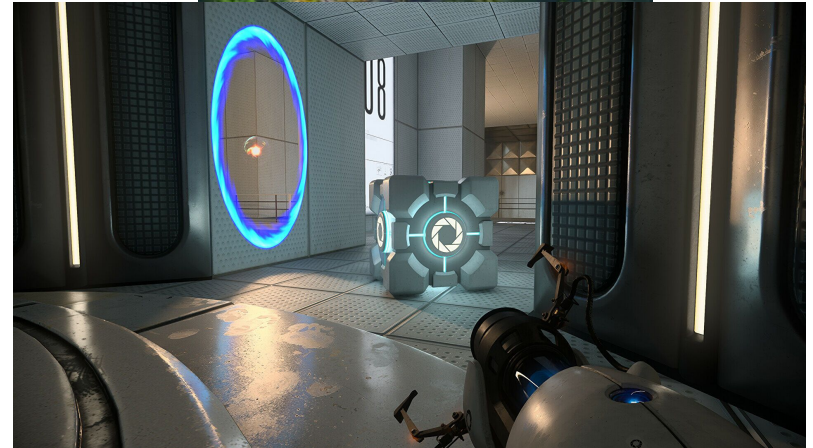
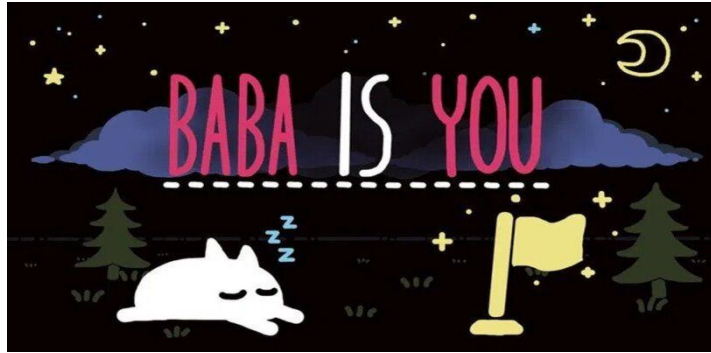
Ursprung



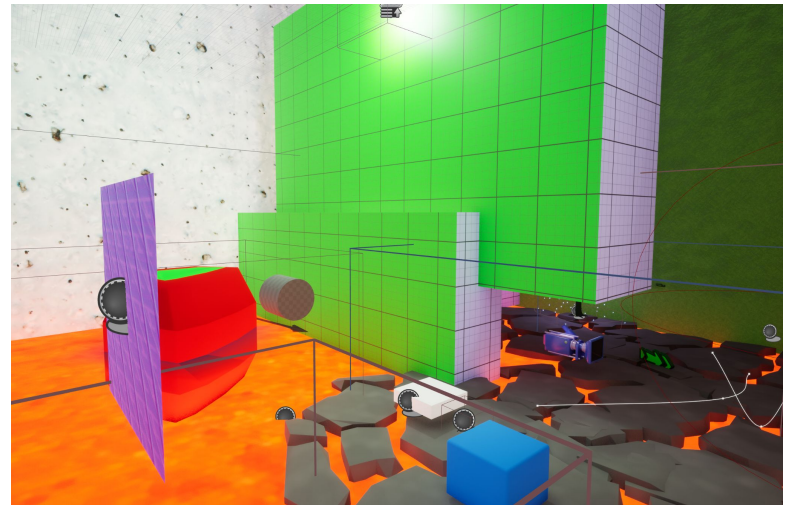
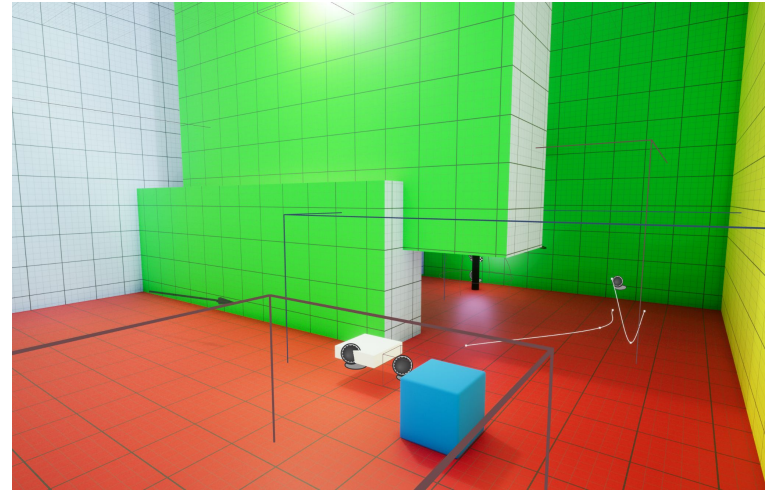
Concept



Research

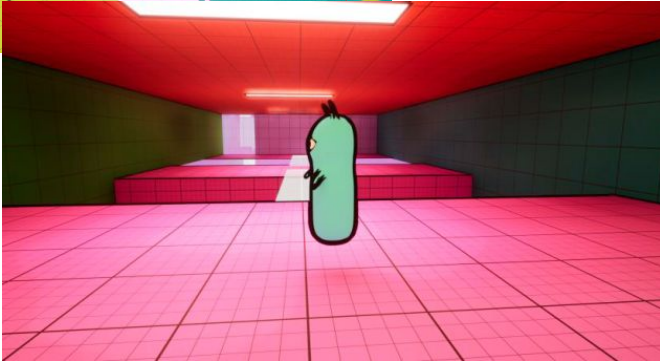
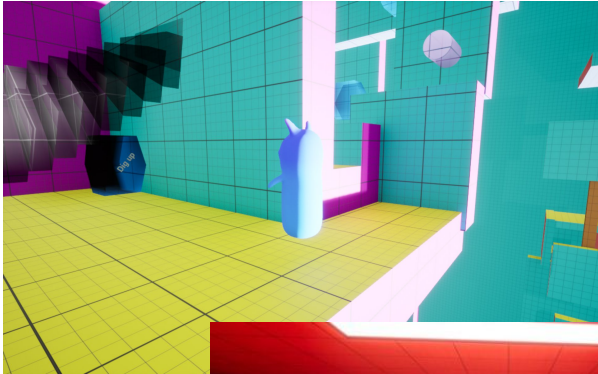


Gameplay Prototype



Level Prototype

Kleine, abgeschlossene Räume mit häufigen
Schwerkraftwechseln



6 diskrete Abschnitte für jede Ability mit viel
offenem Raum



Level Prototype

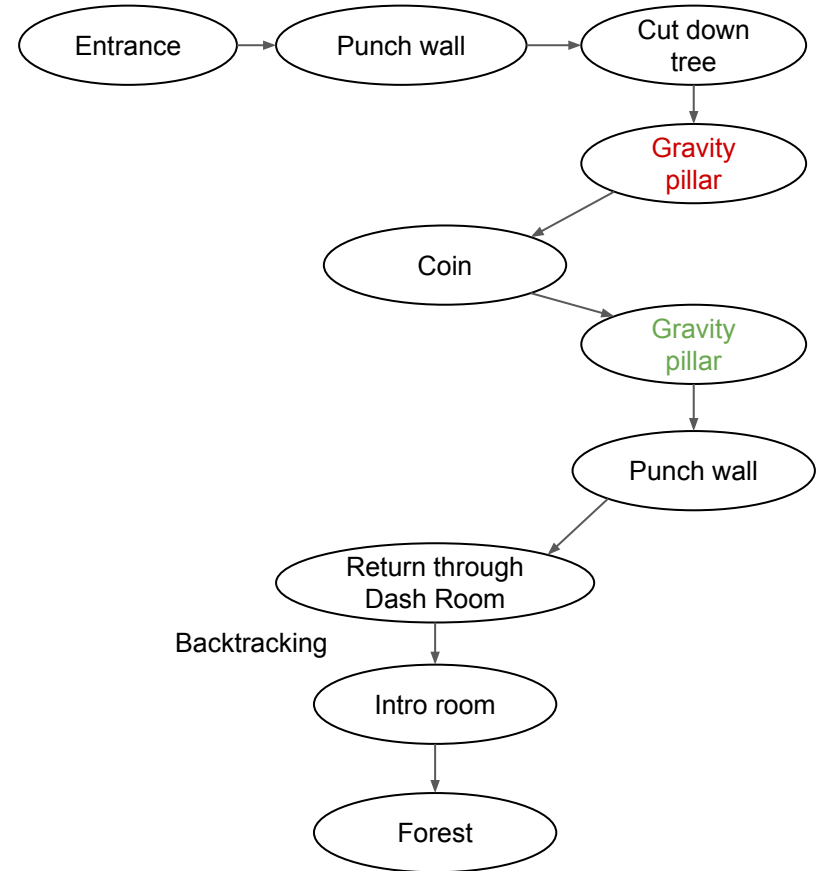
Schrittweise Einführung in alle Fähigkeiten



Puzzles zur Anwendung



Puzzles, die Fähigkeiten kombinieren oder ausnutzen



Level Prototype



Playtests

← Colorblocker-main

Runs Branches Analytics

Description

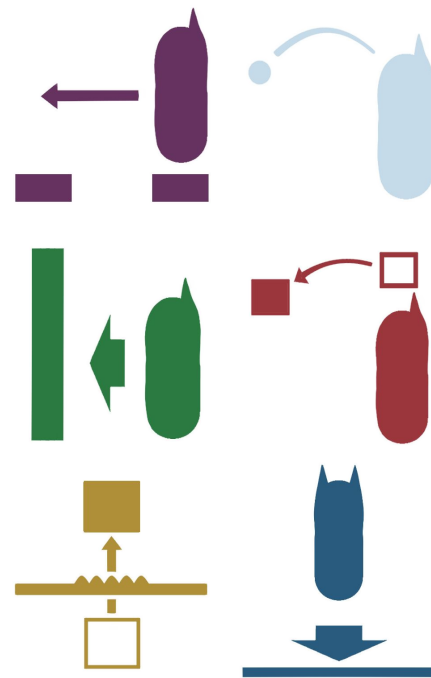
- ✓ #20230119.4 • Reset Player start
Manually triggered for main bd124638
- ✗ #20230119.3 • Reset Player start
Manually triggered for main bd124638
- ✗ #20230119.2 • Reset Player start
Individual CI for main bd124638
- ✓ #20230119.1 • MagneticPlatform positions

```
variables:  
  UE_PATH: C:/Program Files/Epic Games  
  UE_VERSION: UE_5.1  
  UE_PROJECT: Colorblocker  
  WEBHOOK_LINK: https://discord.com/api/webhooks/1049275428839358524/IsIrtyOA2eftrV0cSebk90Bo1g9mq  
  WEBHOOK_LINK_PUBLIC: https://discord.com/api/webhooks/1050812671328530542/_esKx2LdECf1LkHZV9_Kfc  
  
stages:  
- stage: build  
  displayName: Build  
  jobs:  
  - job: build  
    displayName: Build  
    steps:  
    - checkout: self  
      clean: true  
    - script: |  
      echo Building started!  
      call "BuildwithoutCooking.bat" "$(UE_PATH)/$(UE_VERSION)" "$(Build.SourcesDirectory)" "$(U  
    displayName: Build Project
```

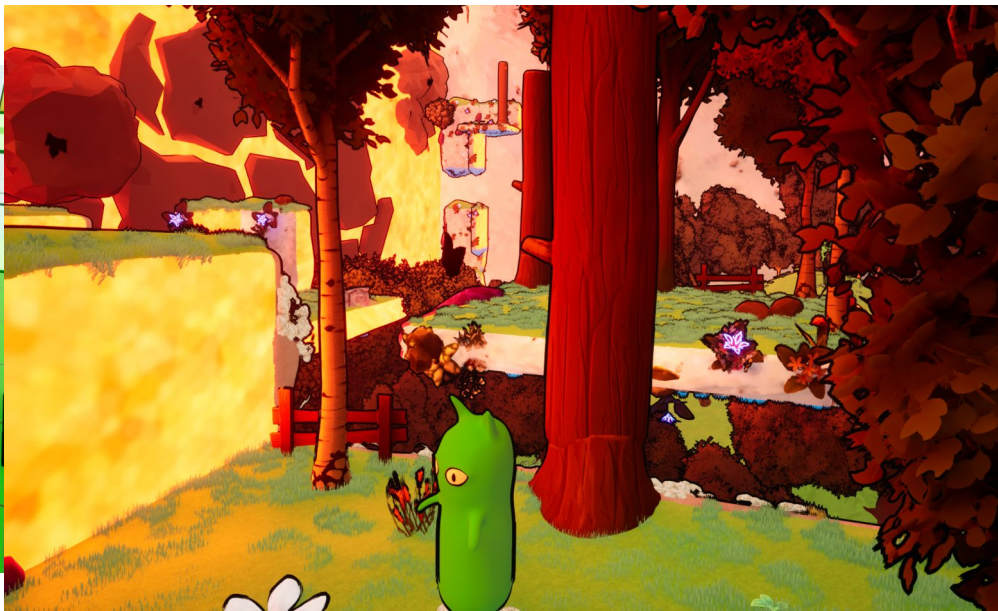
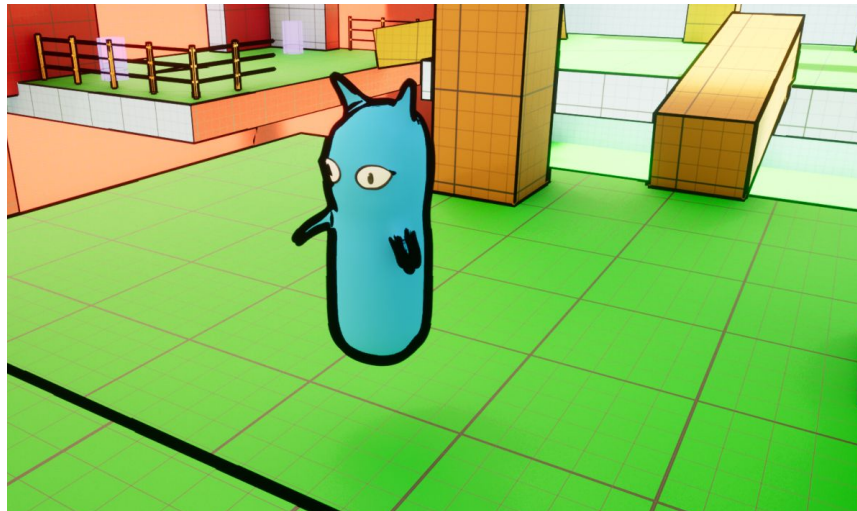
Build Notification Bot **BOT** 19.01.2023 12:32

New version available!

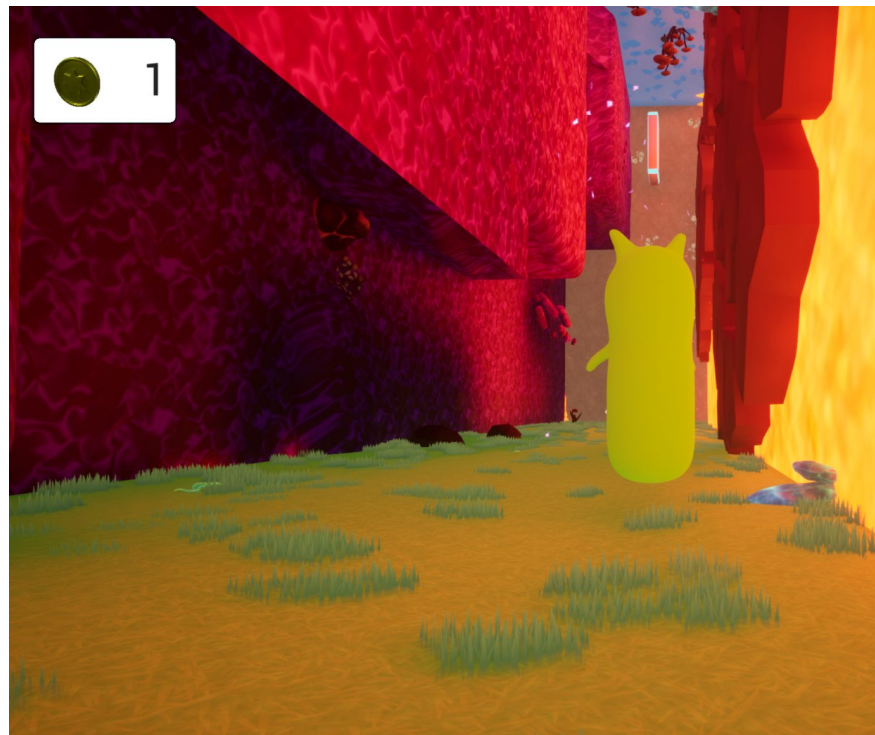
Playtests



Playtests



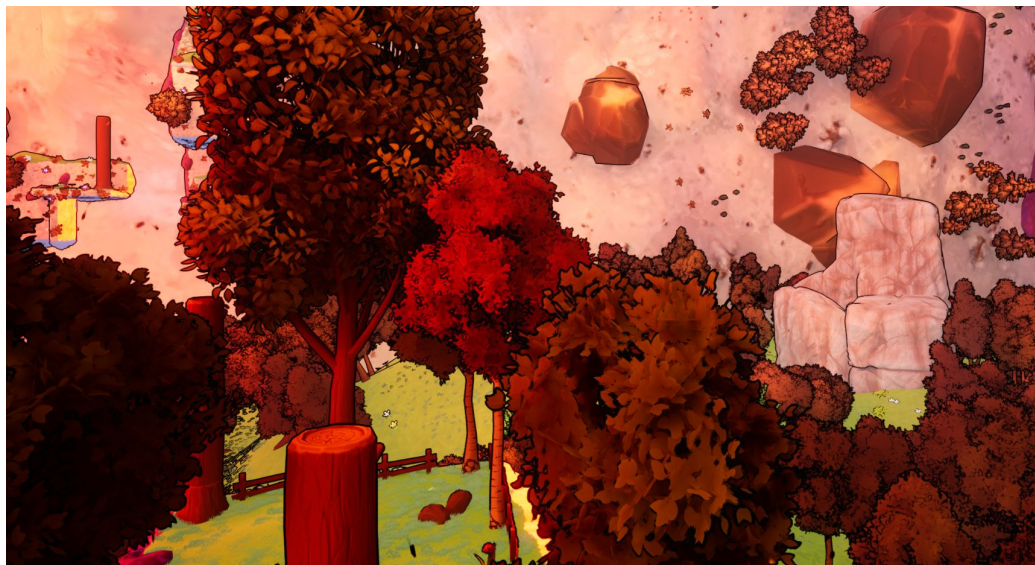
Final Level Prototype



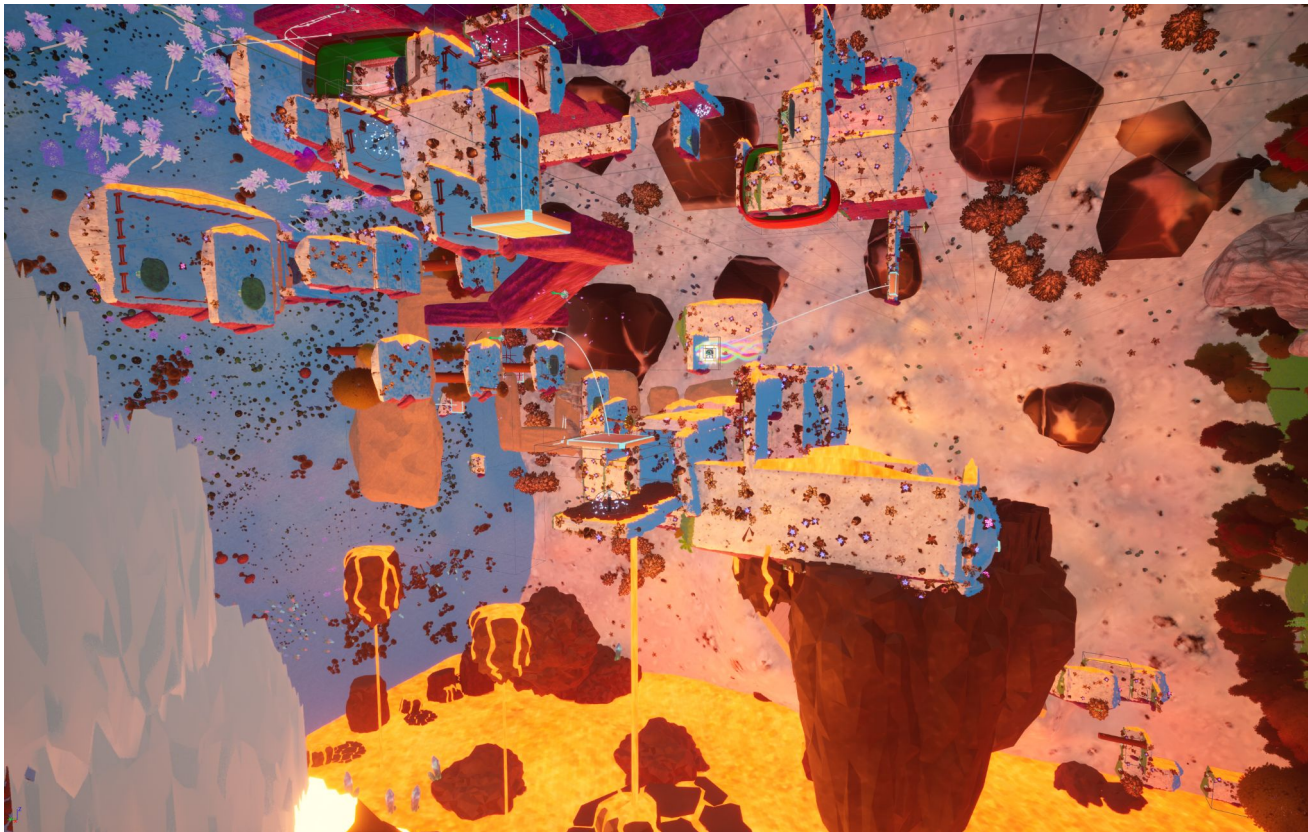
Final Level Prototype



Final Level Prototype



Final Level Prototype



Tools

Text:

Create

Insert Text

← Colorblocker-main

Runs Branches Analytics

Description	Stages
#20230119.4 • Reset Player start Manually triggered for main bd124638	✓ ✓ ✓
#20230119.3 • Reset Player start Manually triggered for main bd124638	✗ ⌚ ⌚
#20230119.2 • Reset Player start Individual CI for main bd124638	✗ ⌚ ⌚
#20230119.1 • MagneticPlatform positions	✓ ✓ ✓

Random Rotation X Y Z

Create

Random Scale

Min 1.0 Max 1.0

Objects

Meshes

2 Array elements

Index [0]



Bush_2_snowy

Index [1]



Grass_1_snow

Snap_-X

Snap_Y

Snap_Z

Snap_X

Snap_-Z

Snap_-Y

Turn_Cam_Left



Source

Source Material	MI_EnvironmentBase
Source Mesh	Cube
Source Class	None

Target

Target Material	MI_Main
Target Mesh	SM_Block
Target Class	None

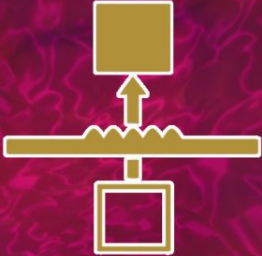
Replace

Undo

Visuals









2



Audio