Nykus

Robin Brase
Wenzhe Zhuge

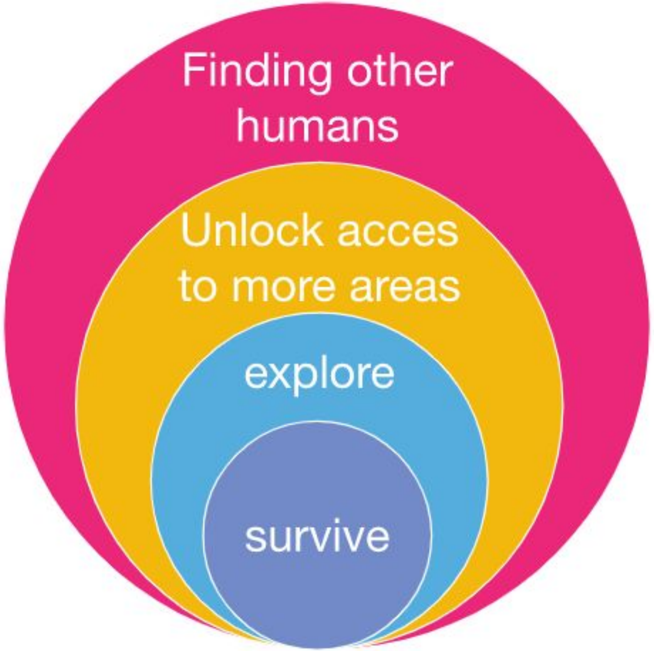
Trailer

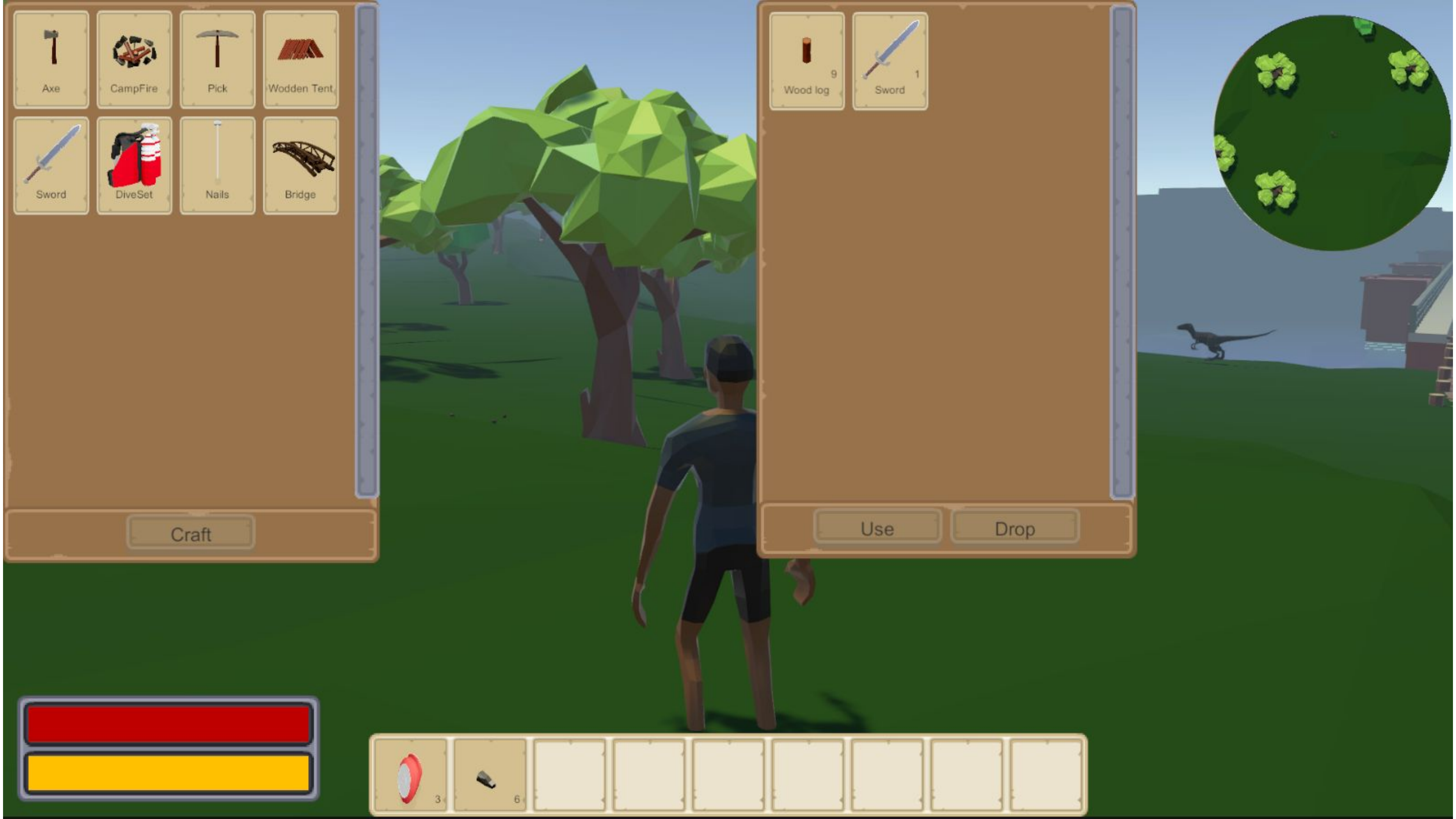
Overview

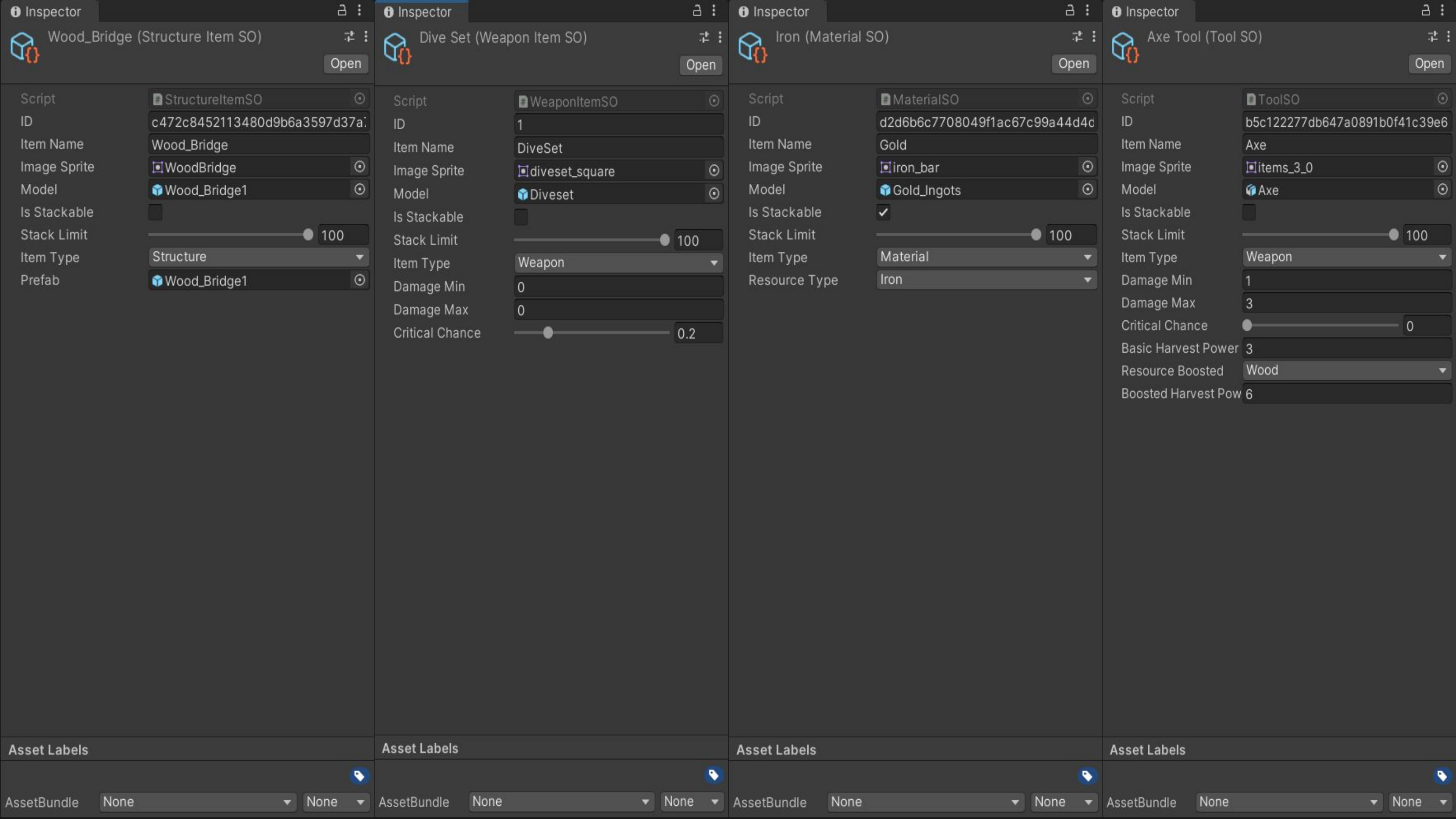
Space: Umgebung und Stadtgebiet von Grimma

Spielmechaniken:

- Grundmaterialien (Holz, Stein,...) abbauen
- Herumliegende Objekte (z.B. Müll, Nahrung) einsammeln
- Fangen von Tieren zur Nahrungsbeschaffung
- Bauen von Unterschlupf, Feuer etc.
- Craften von Gegenständen um weitere Gebiete zu erkunden
- Robotor erklärt Spielmechaniken und leitet durch die Story


Finding other humans
Unlock acces to more areas
explore
survive


Axe
CampFire
Pick
Wodden Tent
Sword
DiveSet
Nails
Bridge
Craft
9
Wood log
1
Sword
Use
Drop
3
6



Wood_Bridge (Structure Item SO)

Script	StructureItemSO
ID	c472c8452113480d9b6a3597d37a
Item Name	Wood_Bridge
Image Sprite	WoodBridge
Model	Wood_Bridge1
Is Stackable	☐
Stack Limit	100
Item Type	Structure
Prefab	Wood_Bridge1
AssetBundle	None / None

Dive Set (Weapon Item SO)

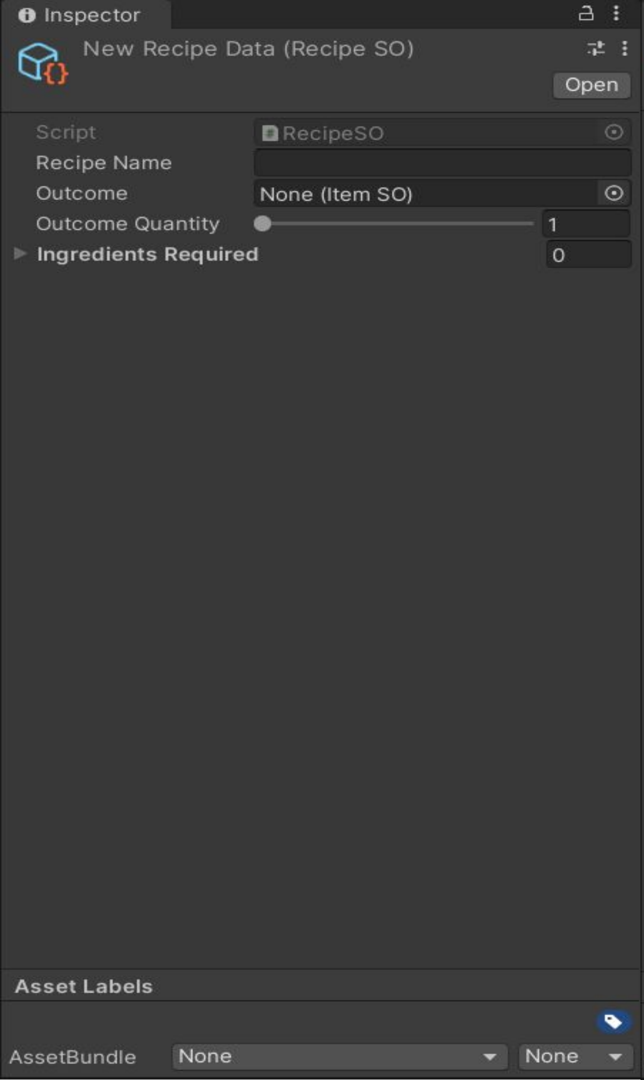
Script	WeaponItemSO
ID	1
Item Name	DiveSet
Image Sprite	diveset_square
Model	Diveset
Is Stackable	☐
Stack Limit	100
Item Type	Weapon
Damage Min	0
Damage Max	0
Critical Chance	0.2
AssetBundle	None / None

Iron (Material SO)

Script	MaterialSO
ID	d2d6b6c7708049f1ac67c99a44d4c
Item Name	Gold
Image Sprite	iron_bar
Model	Gold_Ingots
Is Stackable	☑
Stack Limit	100
Item Type	Material
Resource Type	Iron
AssetBundle	None / None

Axe Tool (Tool SO)

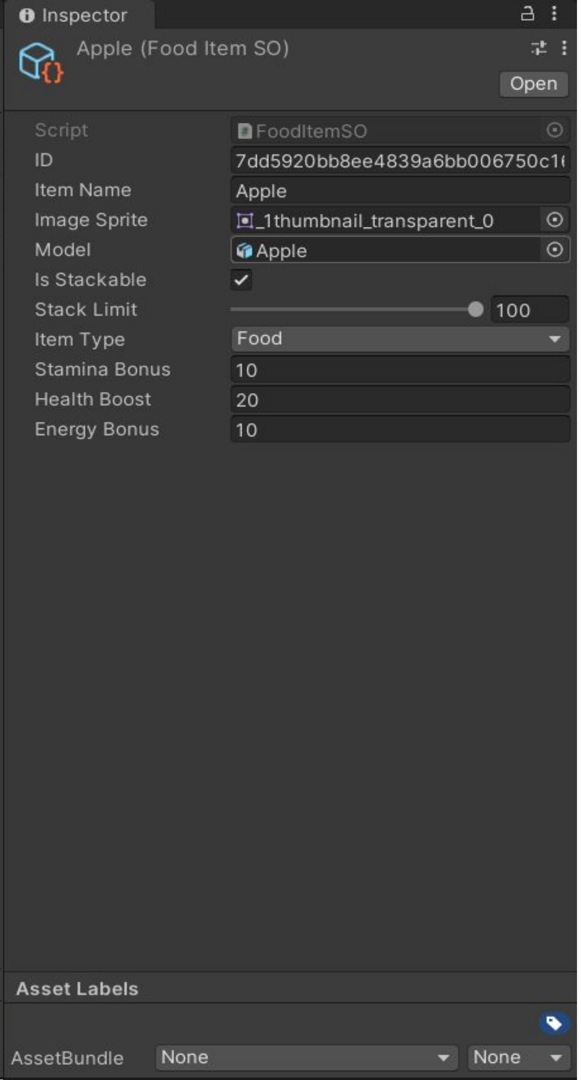
Script	ToolSO
ID	b5c122277db647a0891b0f41c39e6
Item Name	Axe
Image Sprite	items_3_0
Model	Axe
Is Stackable	☐
Stack Limit	100
Item Type	Weapon
Damage Min	1
Damage Max	3
Critical Chance	0
Basic Harvest Power	3
Resource Boosted	Wood
Boosted Harvest Pow	6
AssetBundle	None / None



New Recipe Data (Recipe SO)

Script: RecipeSO
Recipe Name:
Outcome: None (Item SO)
Outcome Quantity: 1
Ingredients Required: 0

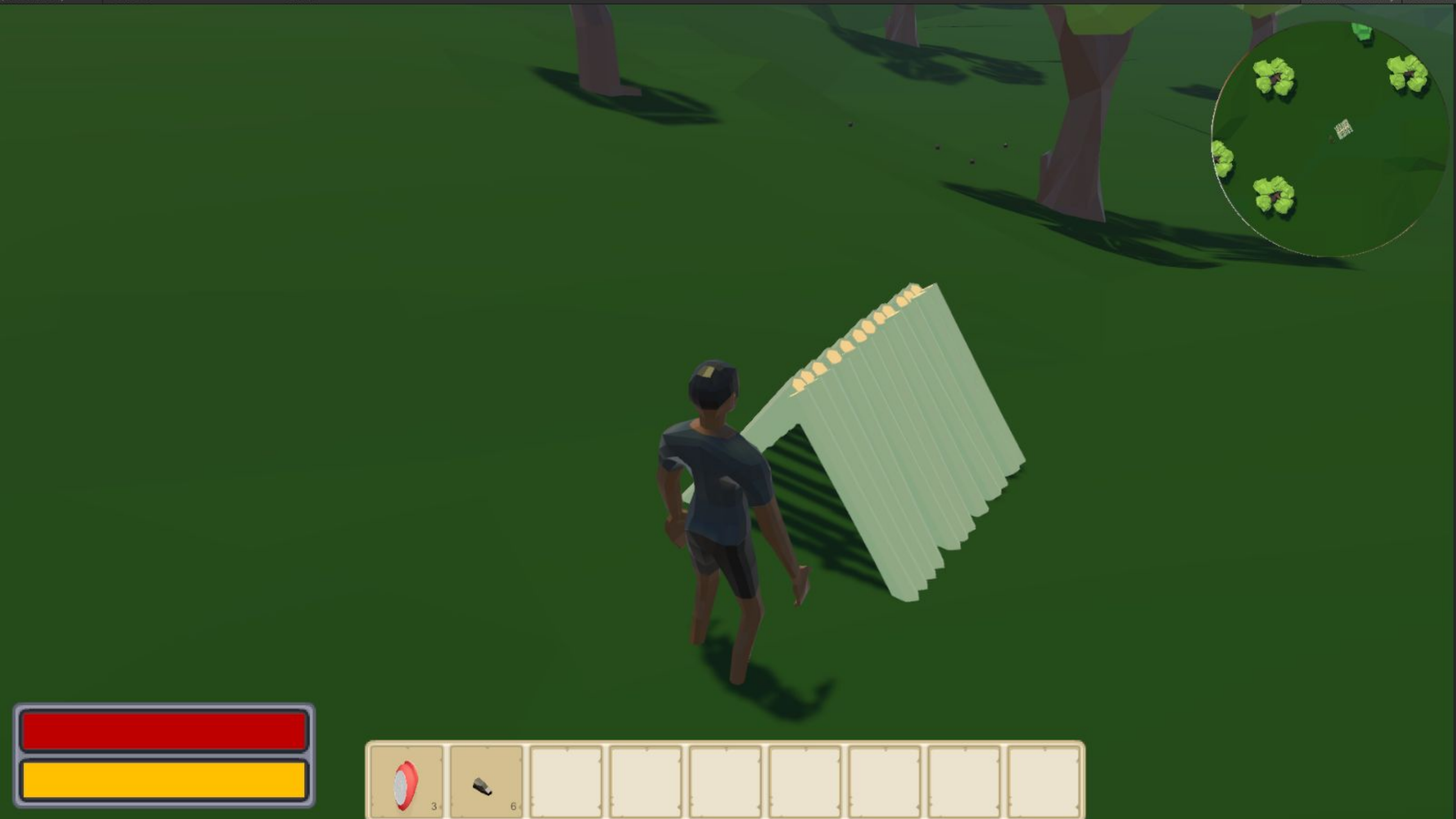
Asset Labels
AssetBundle: None, None



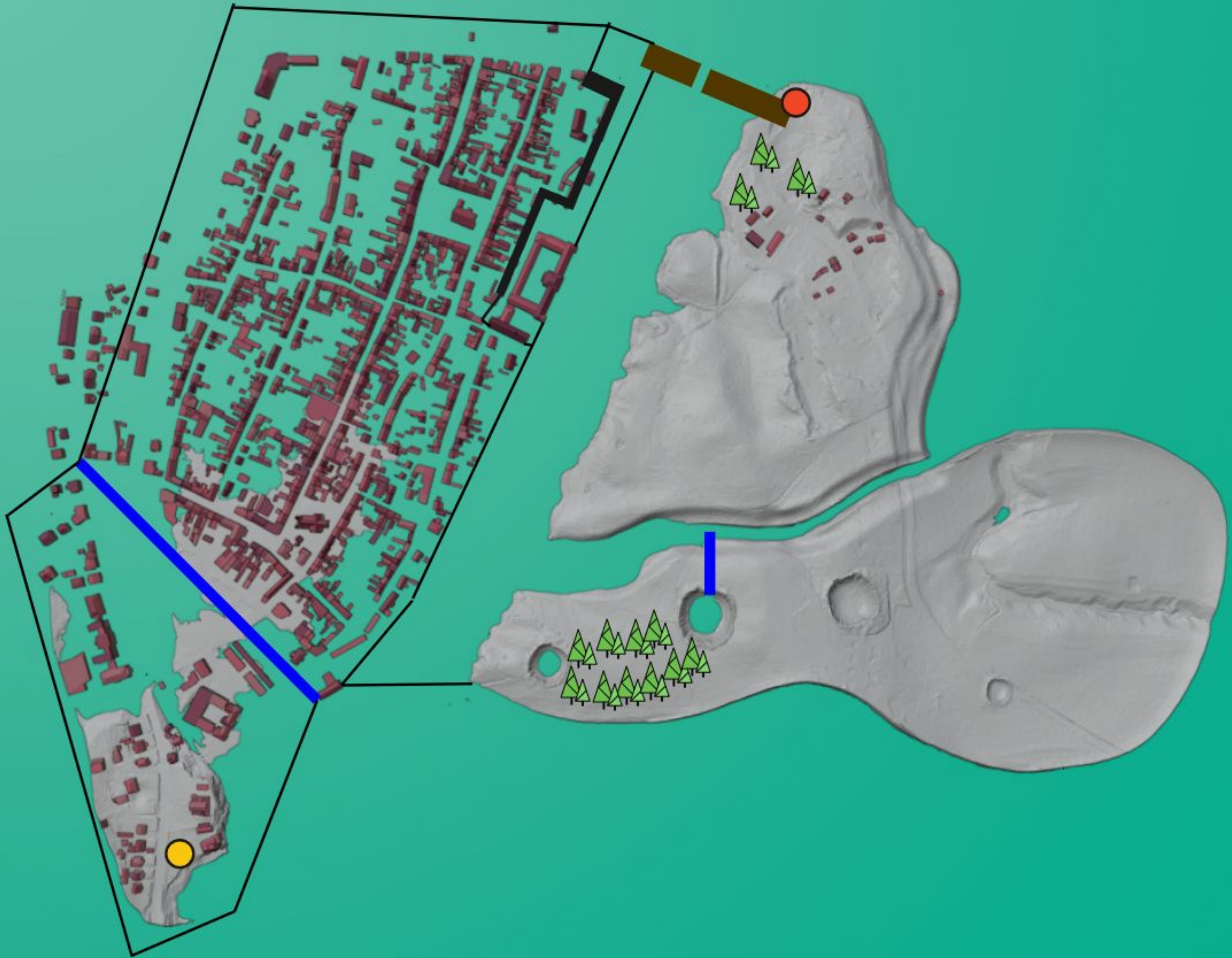
Apple (Food Item SO)

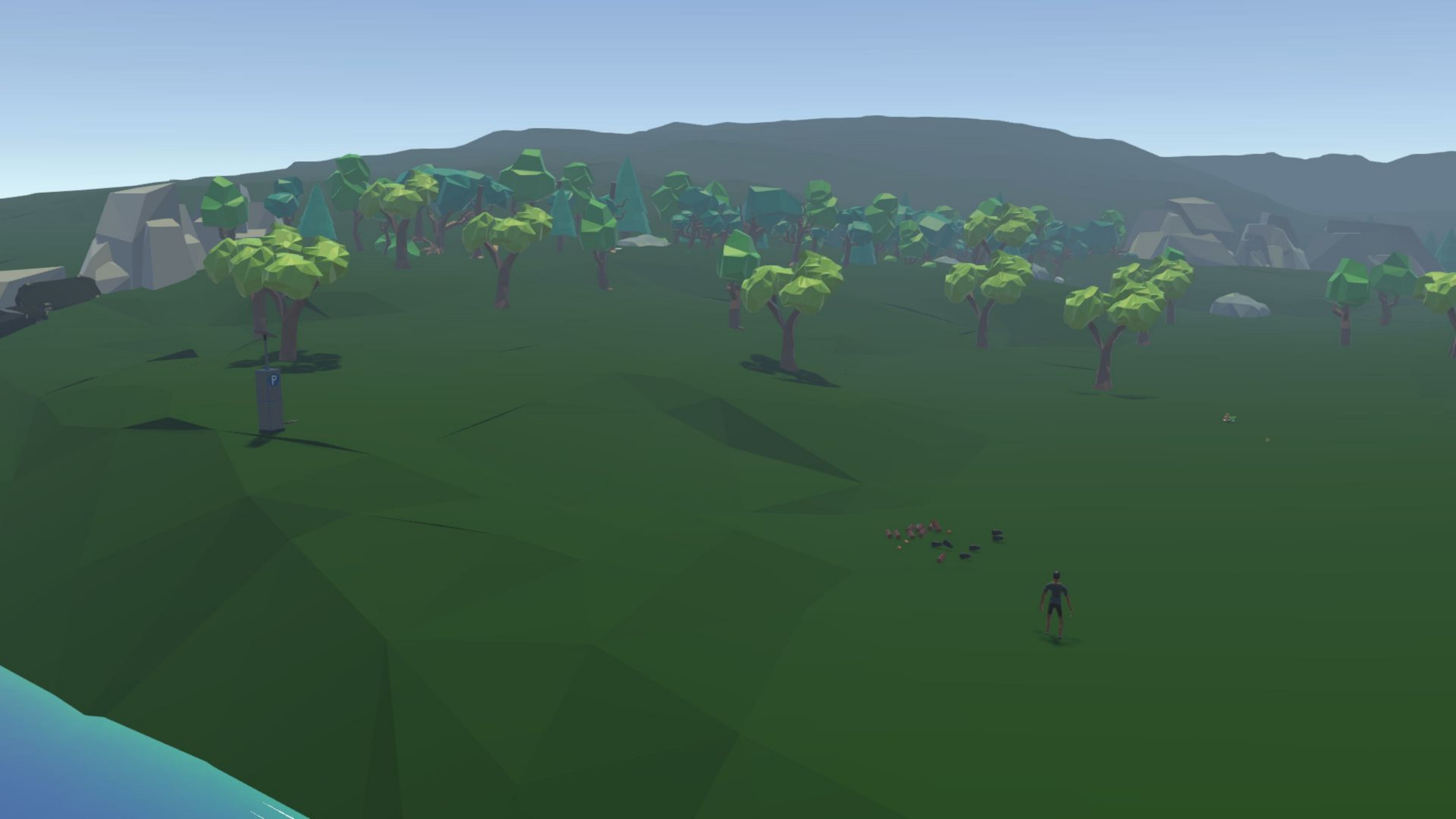
Script: FoodItemSO
ID: 7dd5920bb8ee4839a6bb006750c1
Item Name: Apple
Image Sprite: _1thumbnail_transparent_0
Model: Apple
Is Stackable: ✓
Stack Limit: 100
Item Type: Food
Stamina Bonus: 10
Health Boost: 20
Energy Bonus: 10

Asset Labels
AssetBundle: None, None


3
6

DEMO

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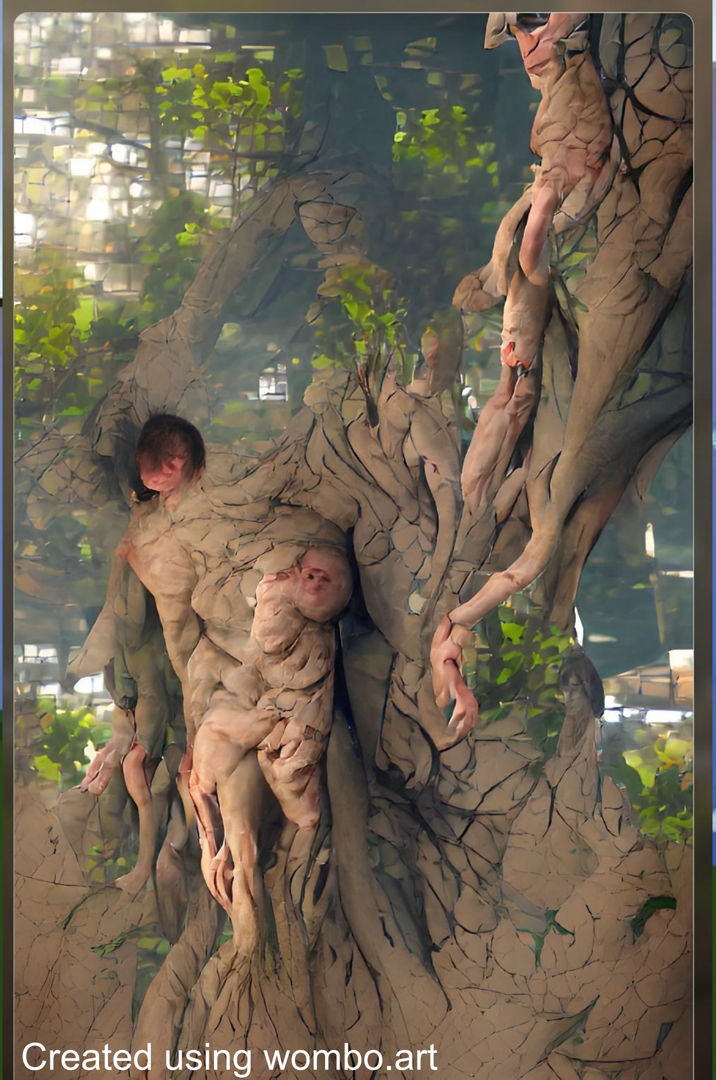
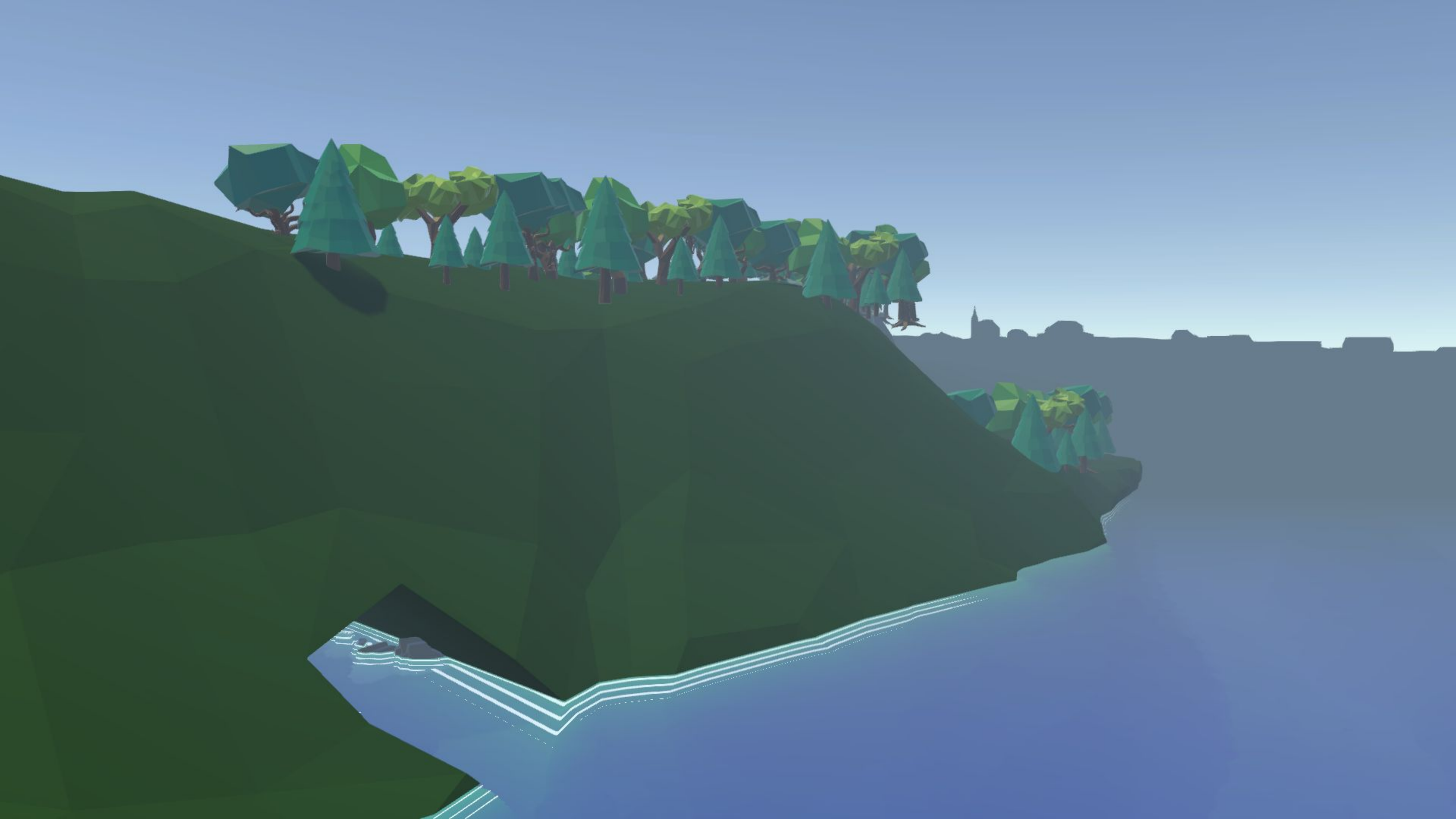
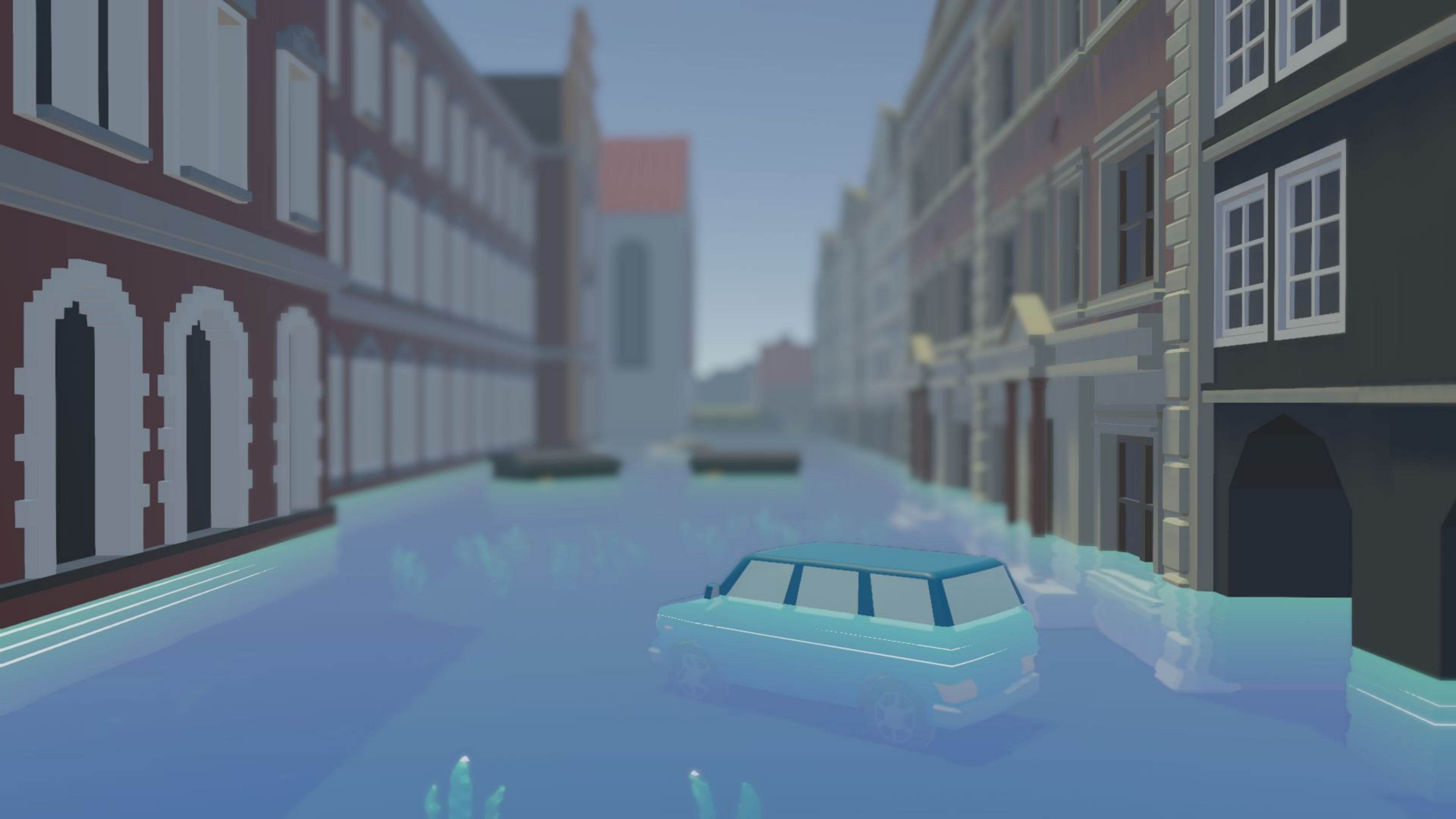
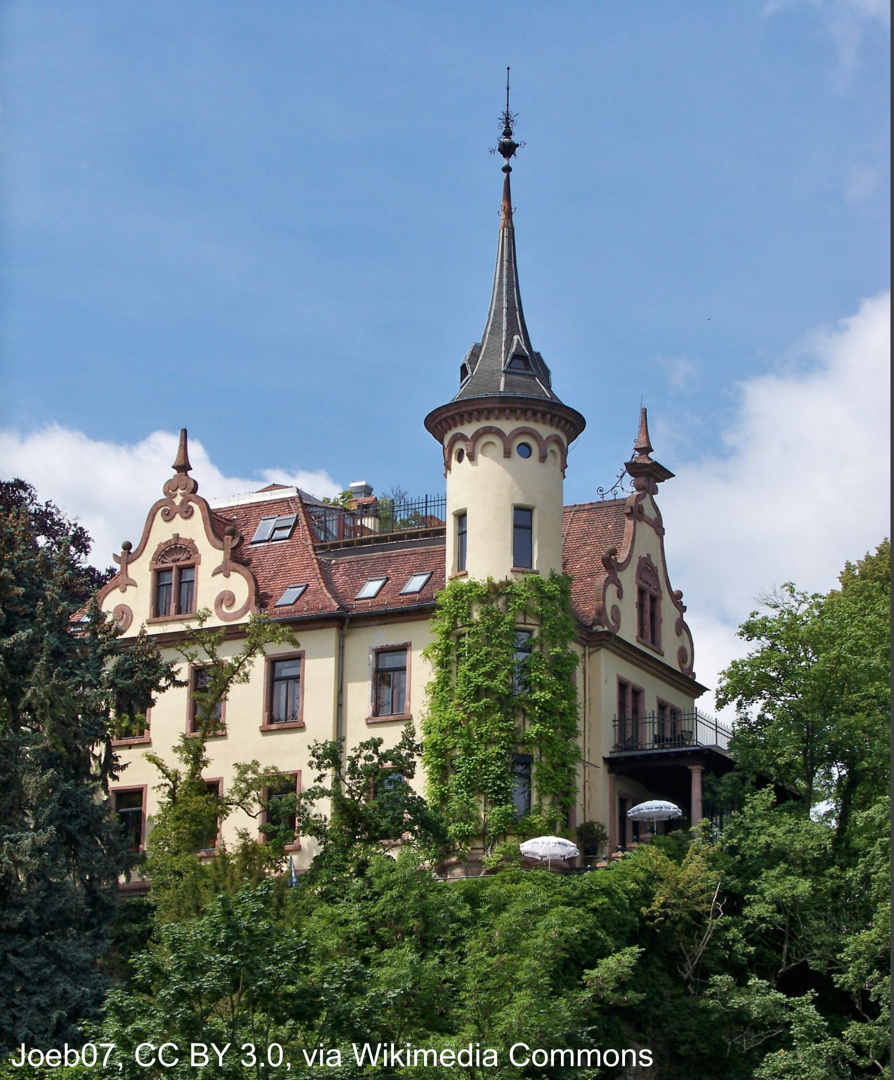
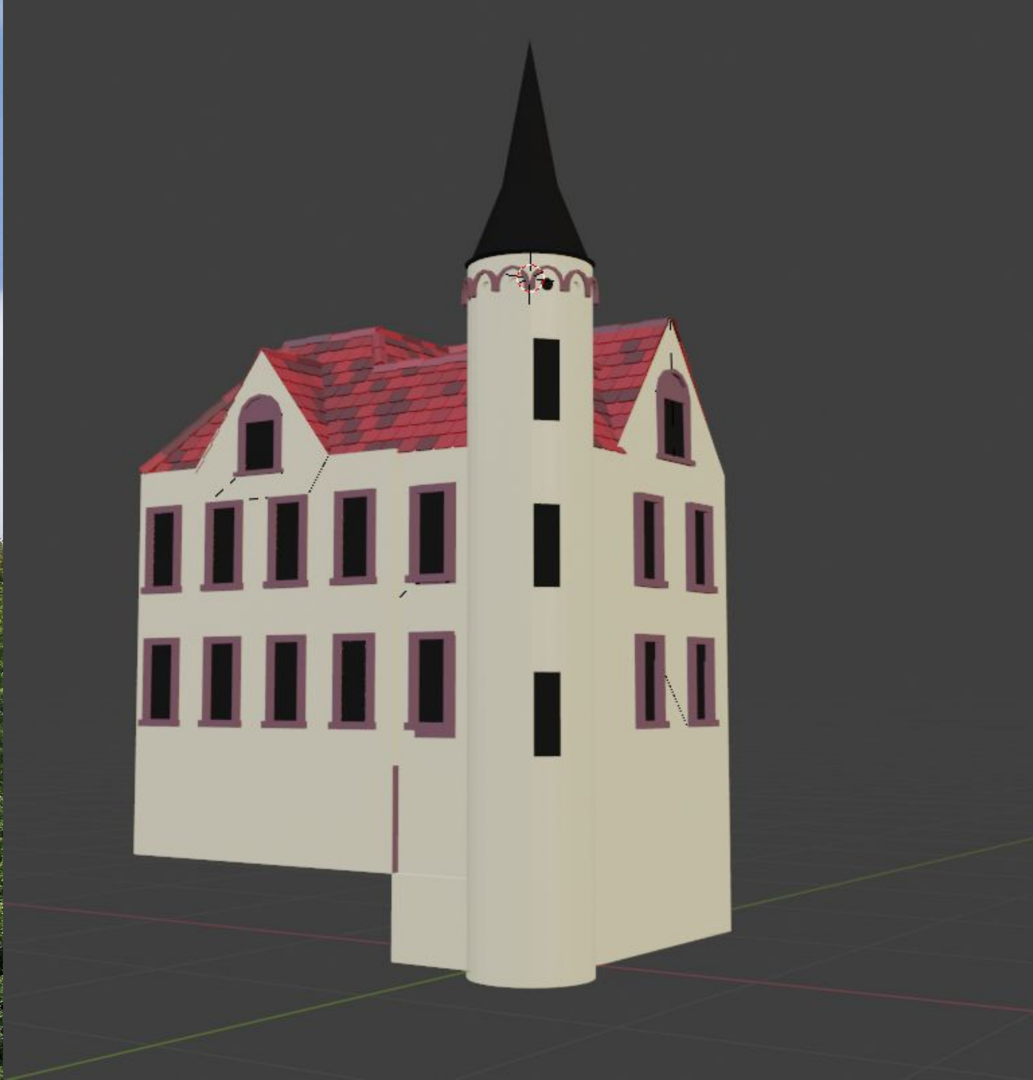


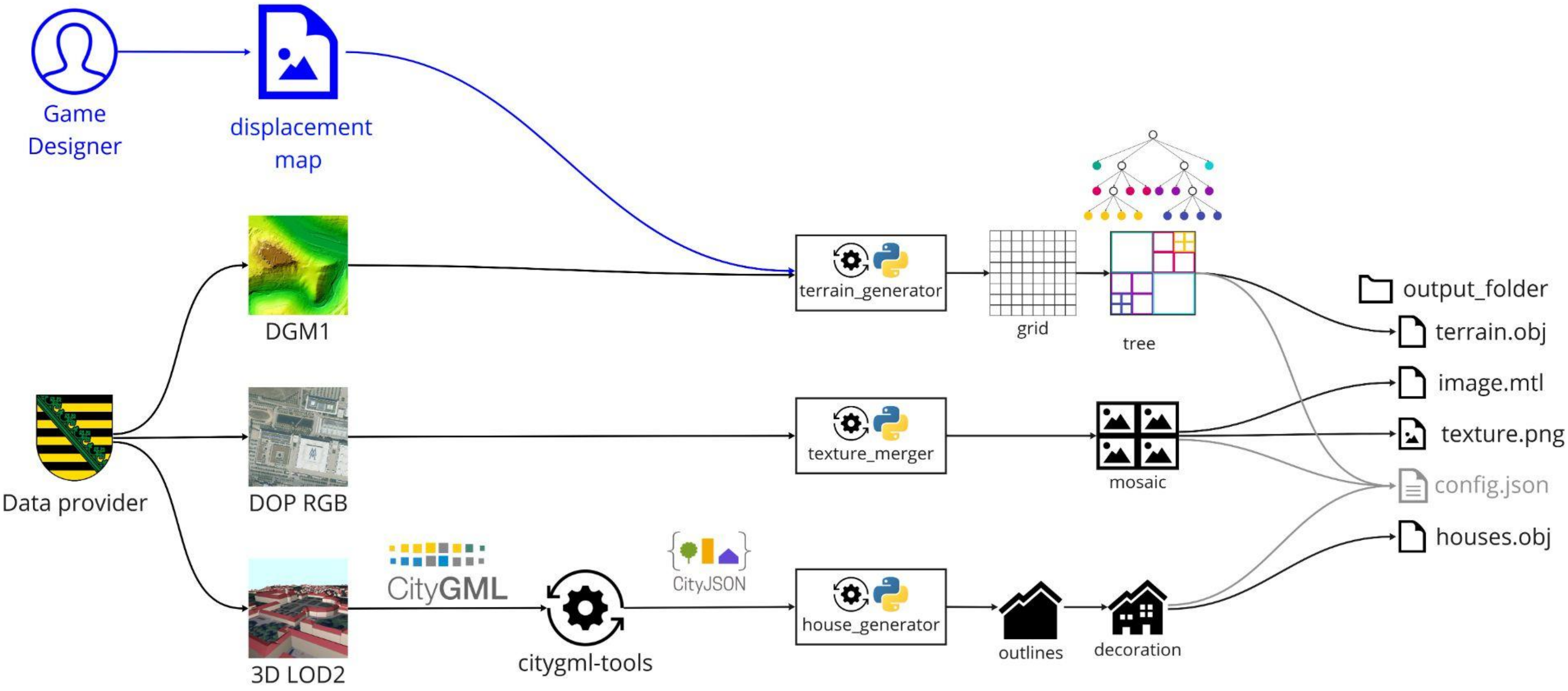
Created using wombo.art






Joeb07, CC BY 3.0, via Wikimedia Commons





Game Designer

displacement map

Data provider

DGM1

DOP RGB

3D LOD2

CityGML

citygml-tools

CityJSON

terrain_generator

texture_merger

house_generator

grid

tree

mosaic

outlines

decoration

output_folder

terrain.obj

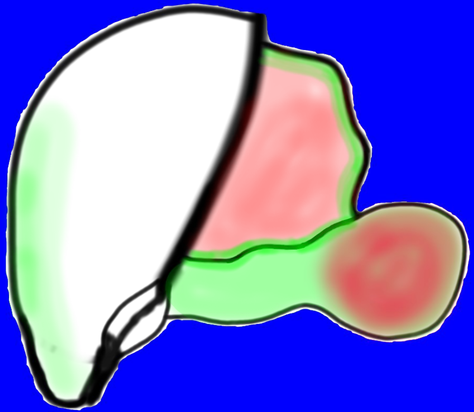
image.mtl

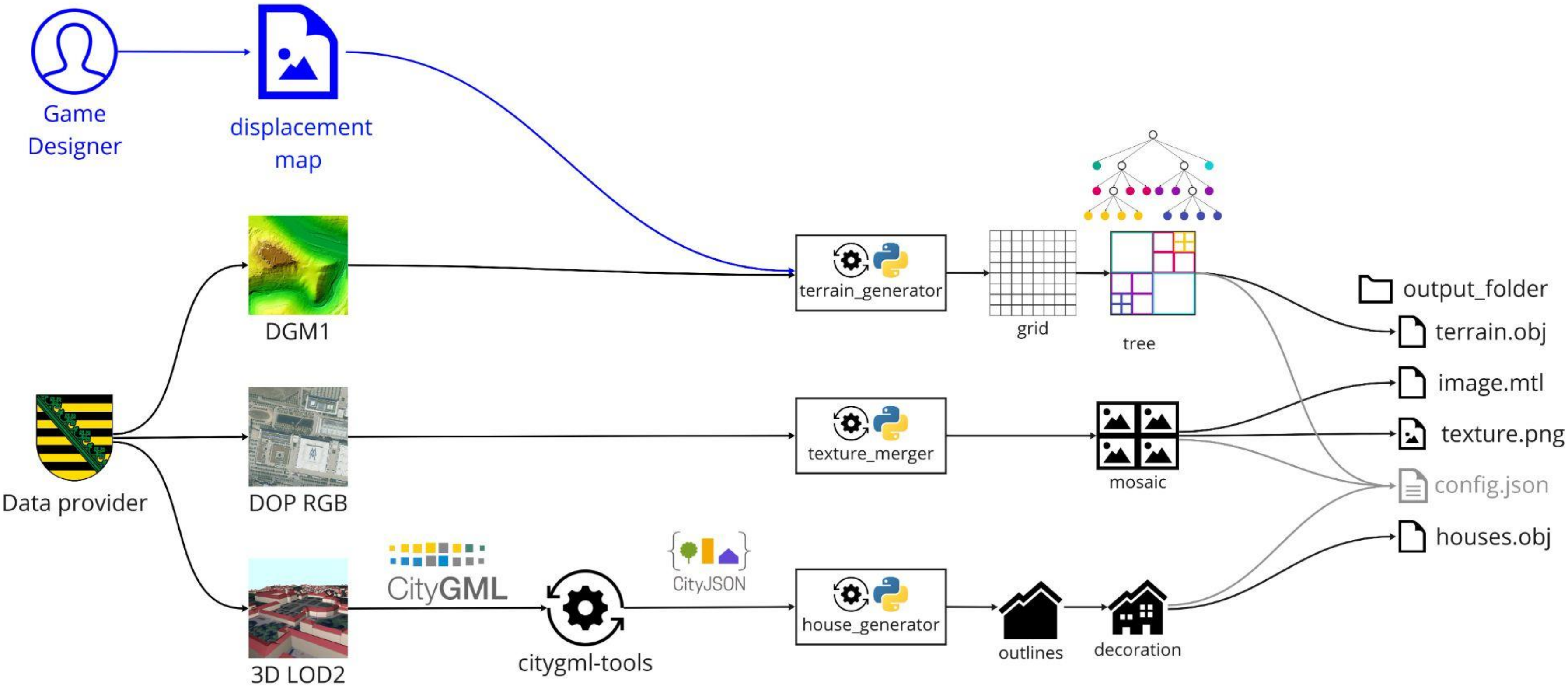
texture.png

config.json

houses.obj

Bilderquelle: landesvermessung.sachsen.de/ Quelle Icons: iconmonstr.com





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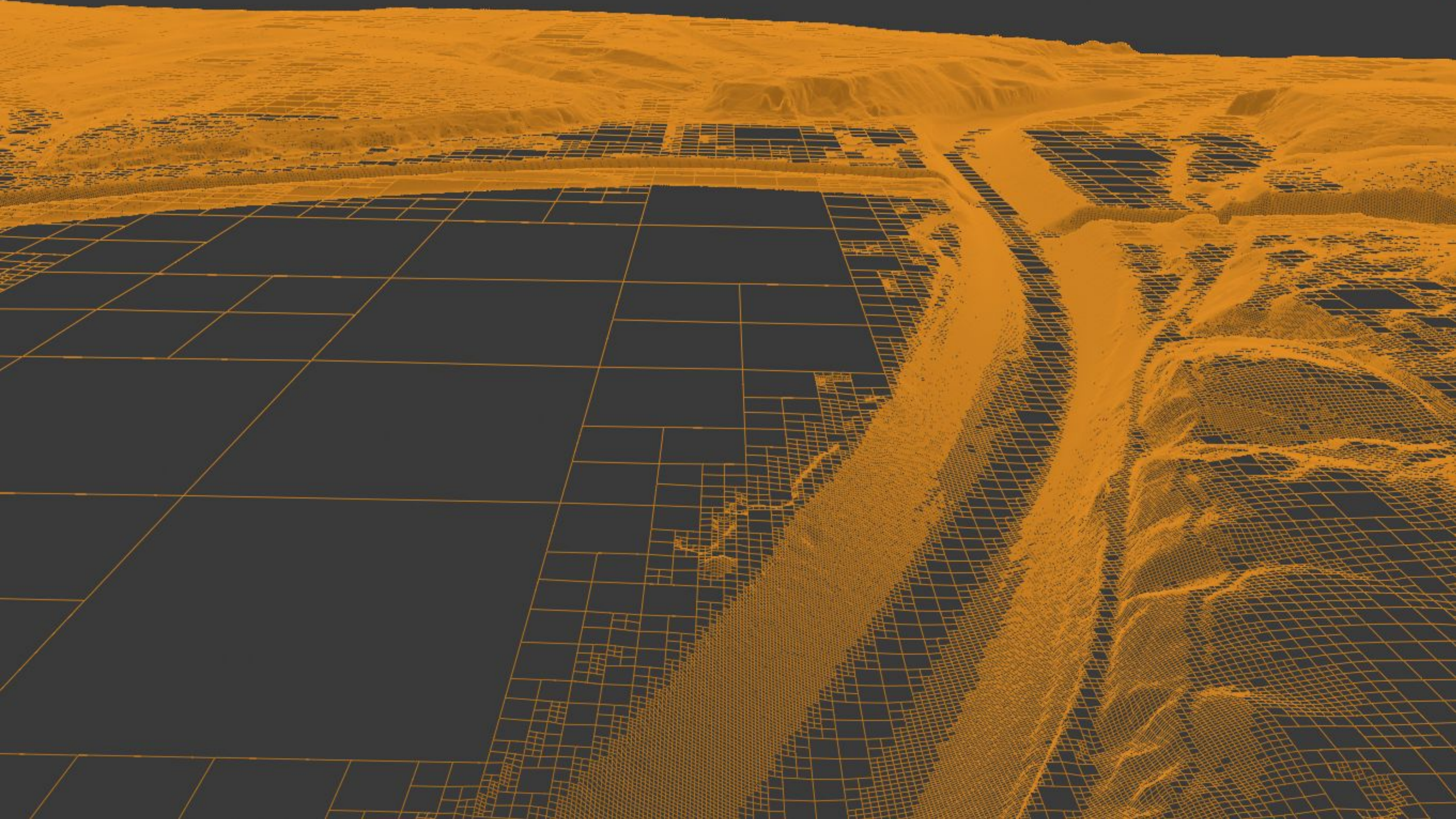
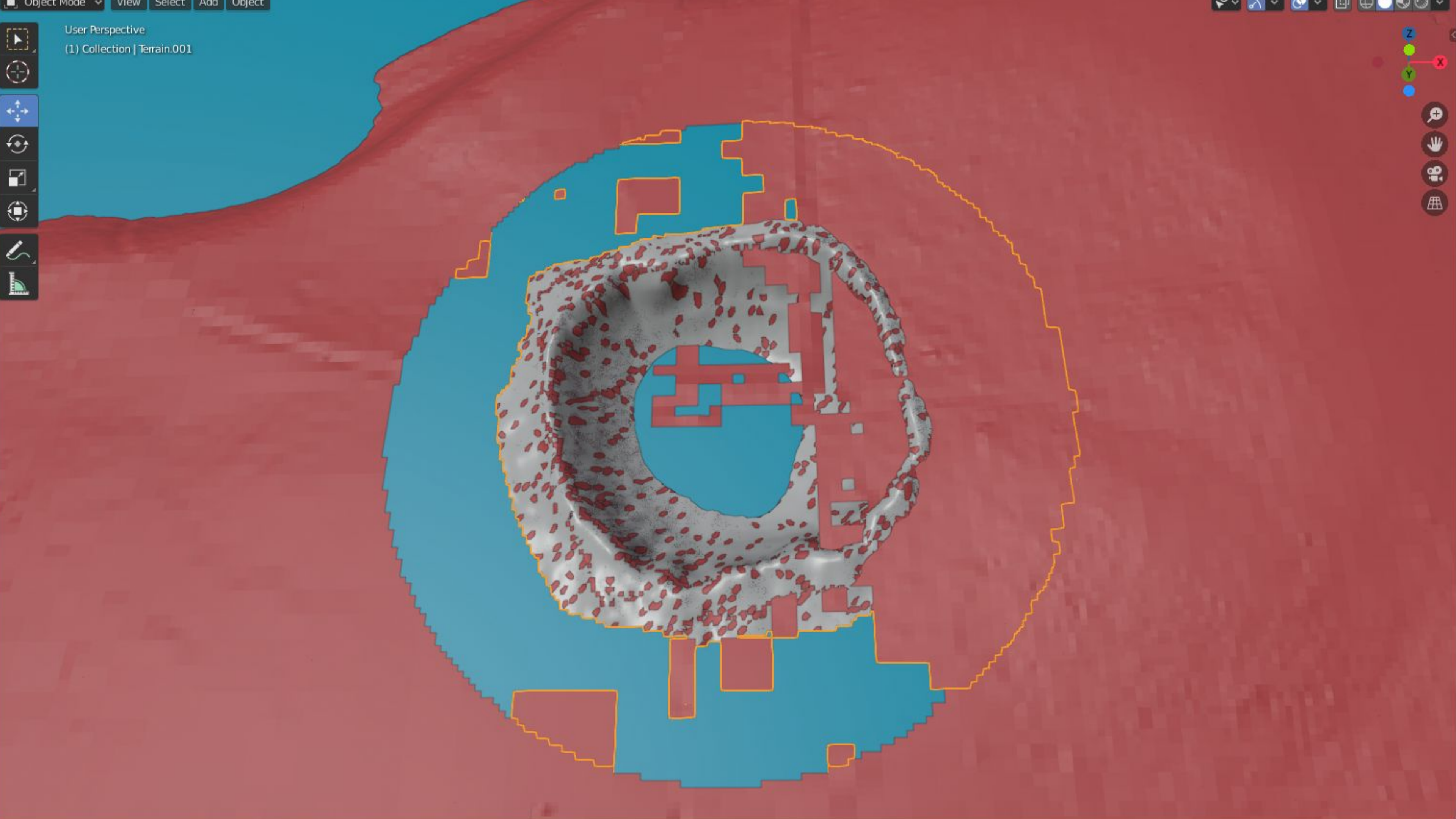
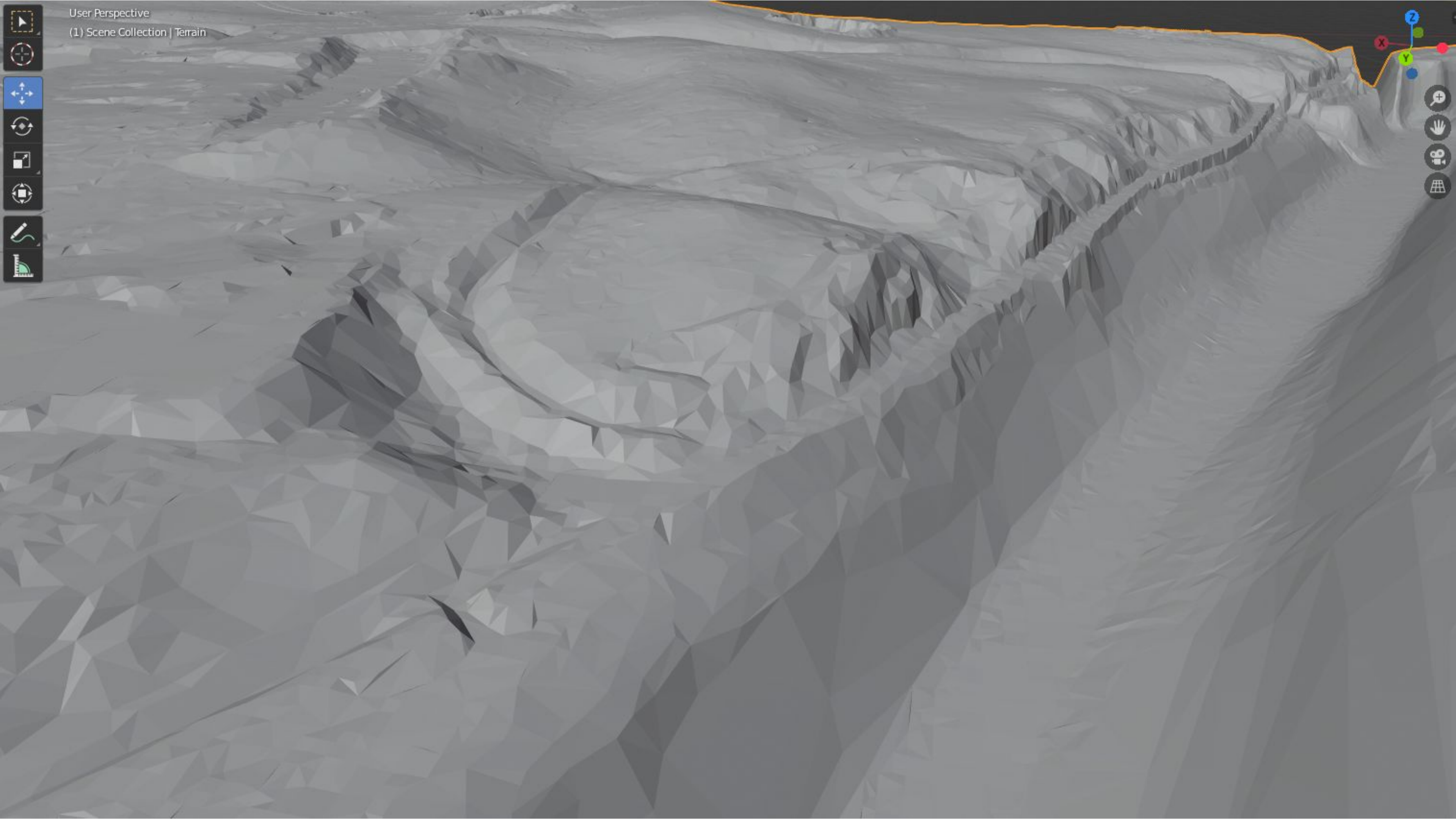
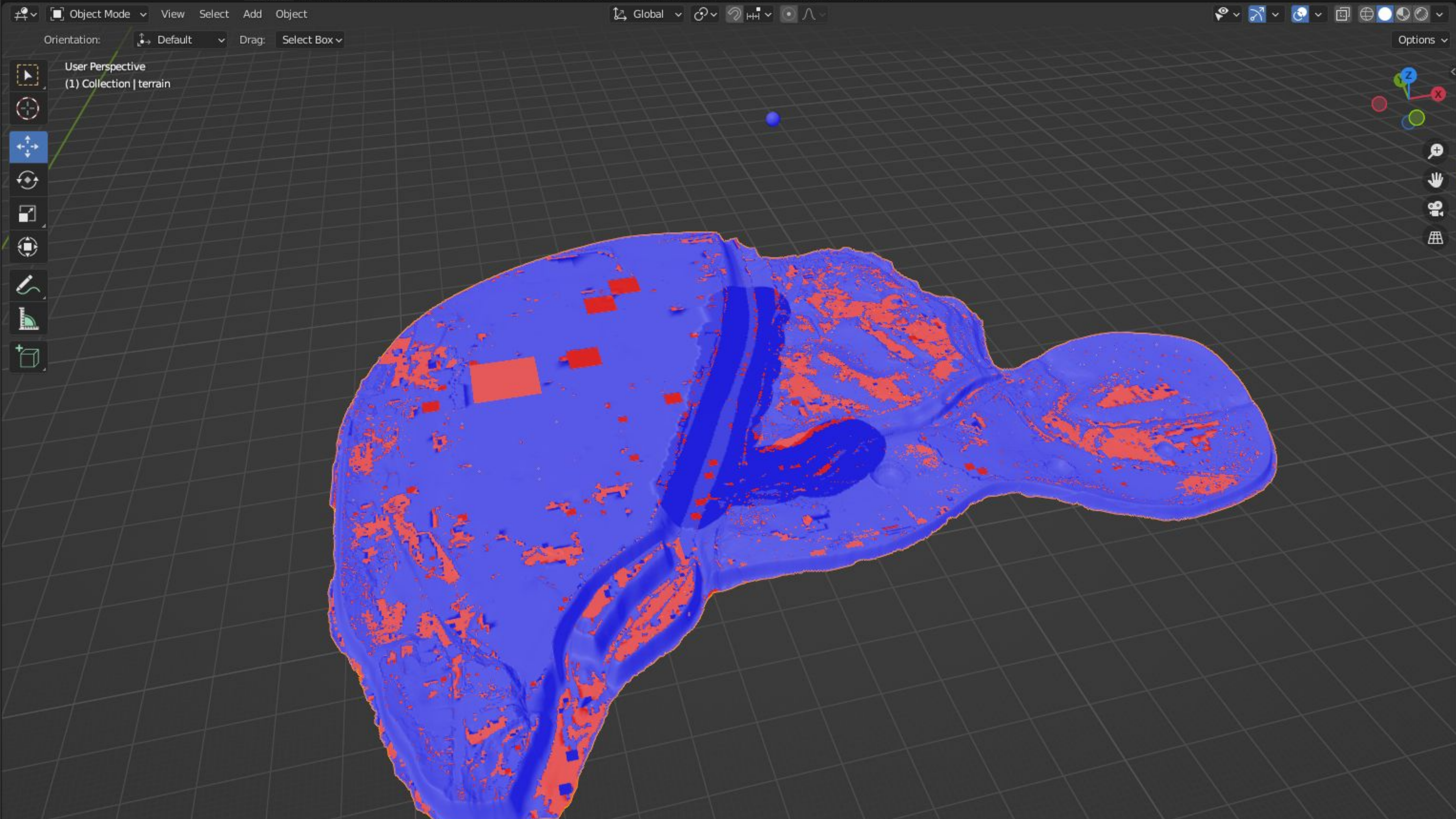



Object Mode
View
Select
Add
Object
User Perspective
(1) Collection | Terrain.001
Z
Y
X


User Perspective
(1) Scene Collection | Terrain
Z
X
Y

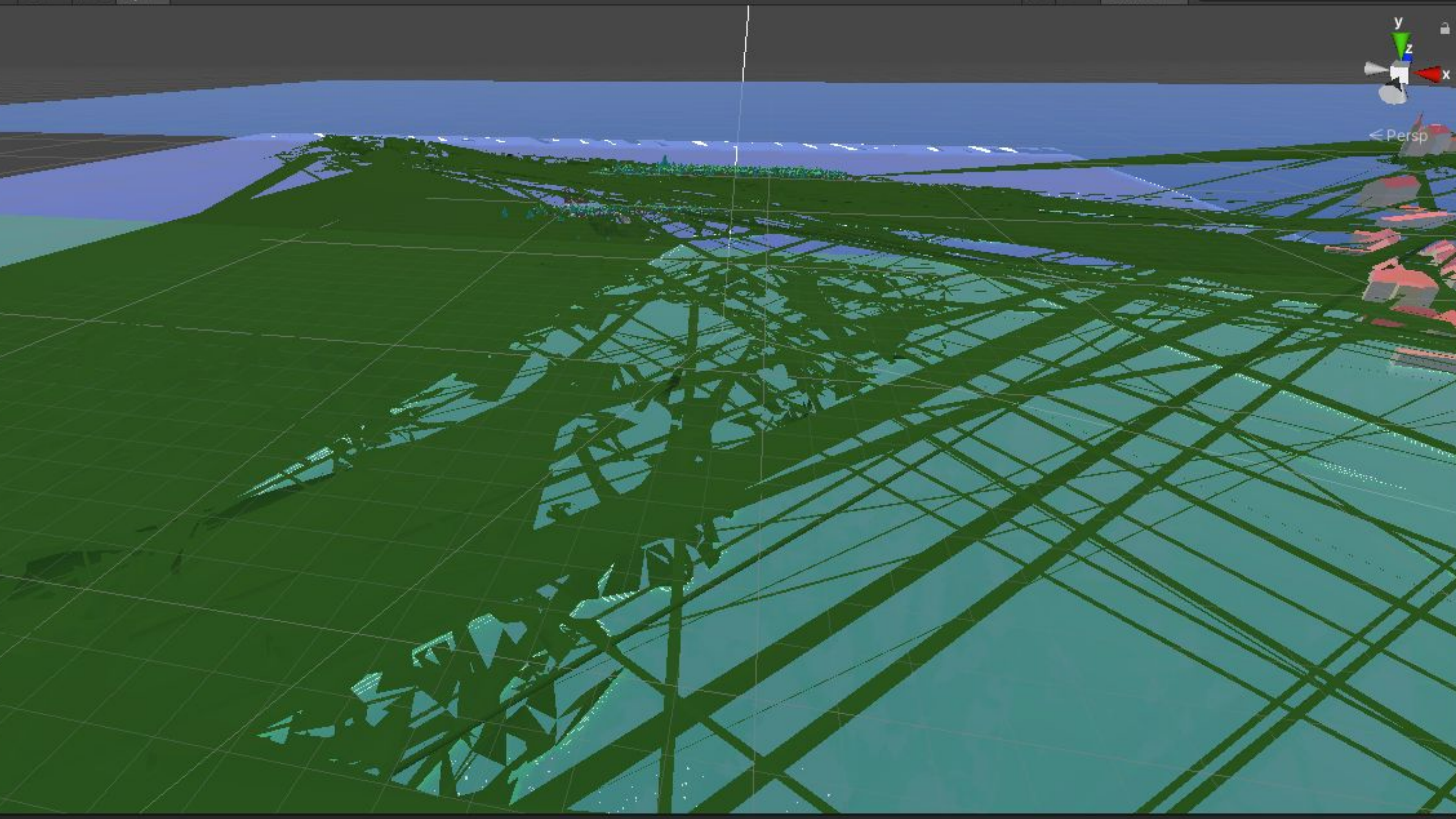

Object Mode
View
Select
Add
Object
Global
Options
X
Y
Z

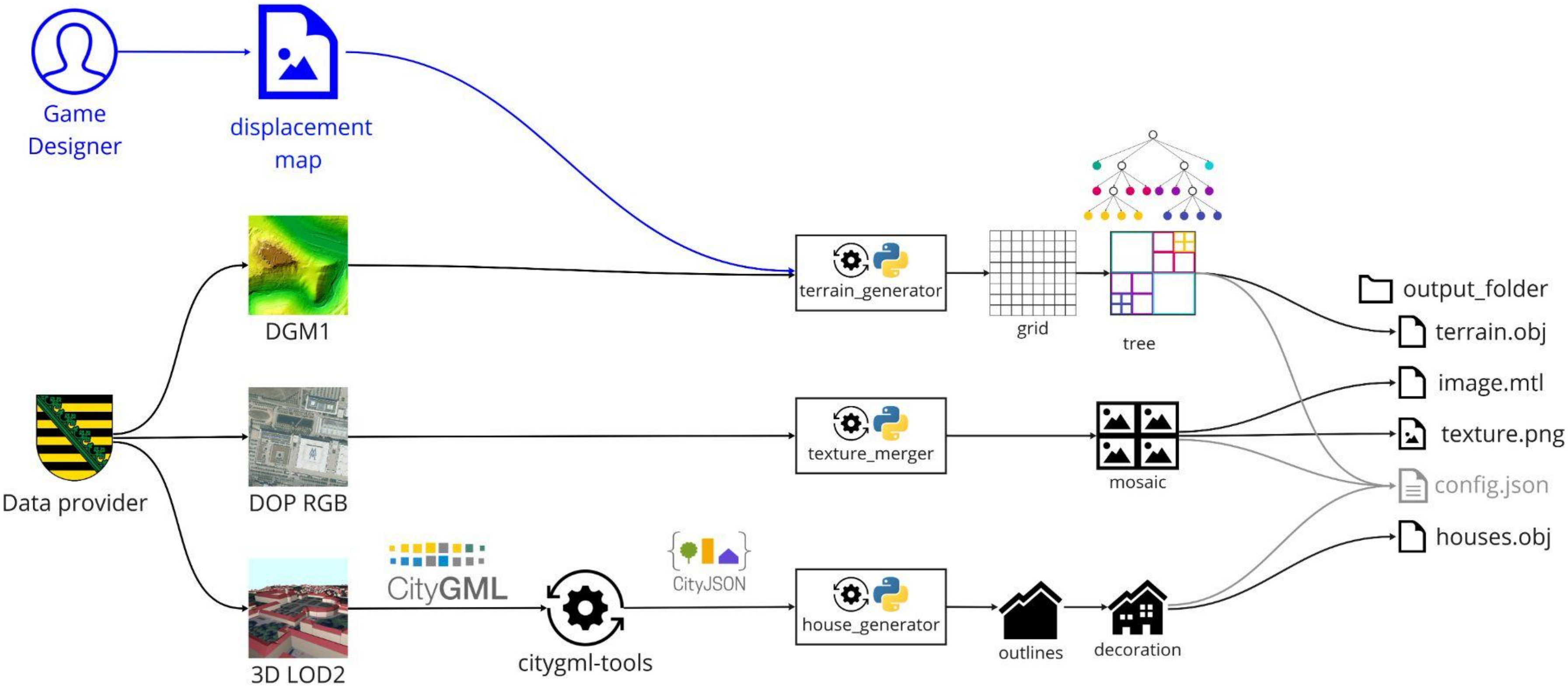
Orientation: Default

Drag: Select Box

User Perspective

(1) Collection | terrain


y
z
x
Persp



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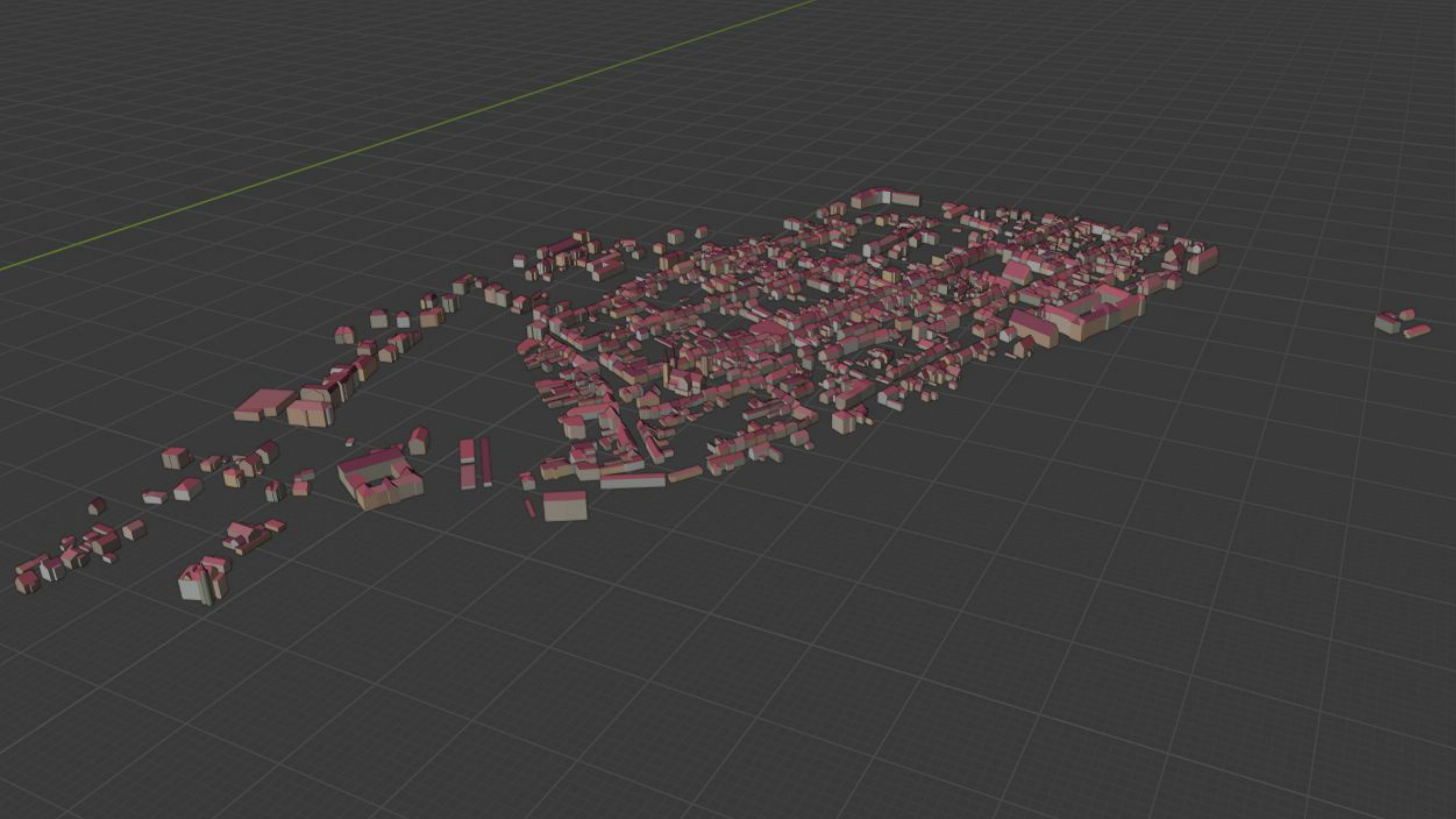

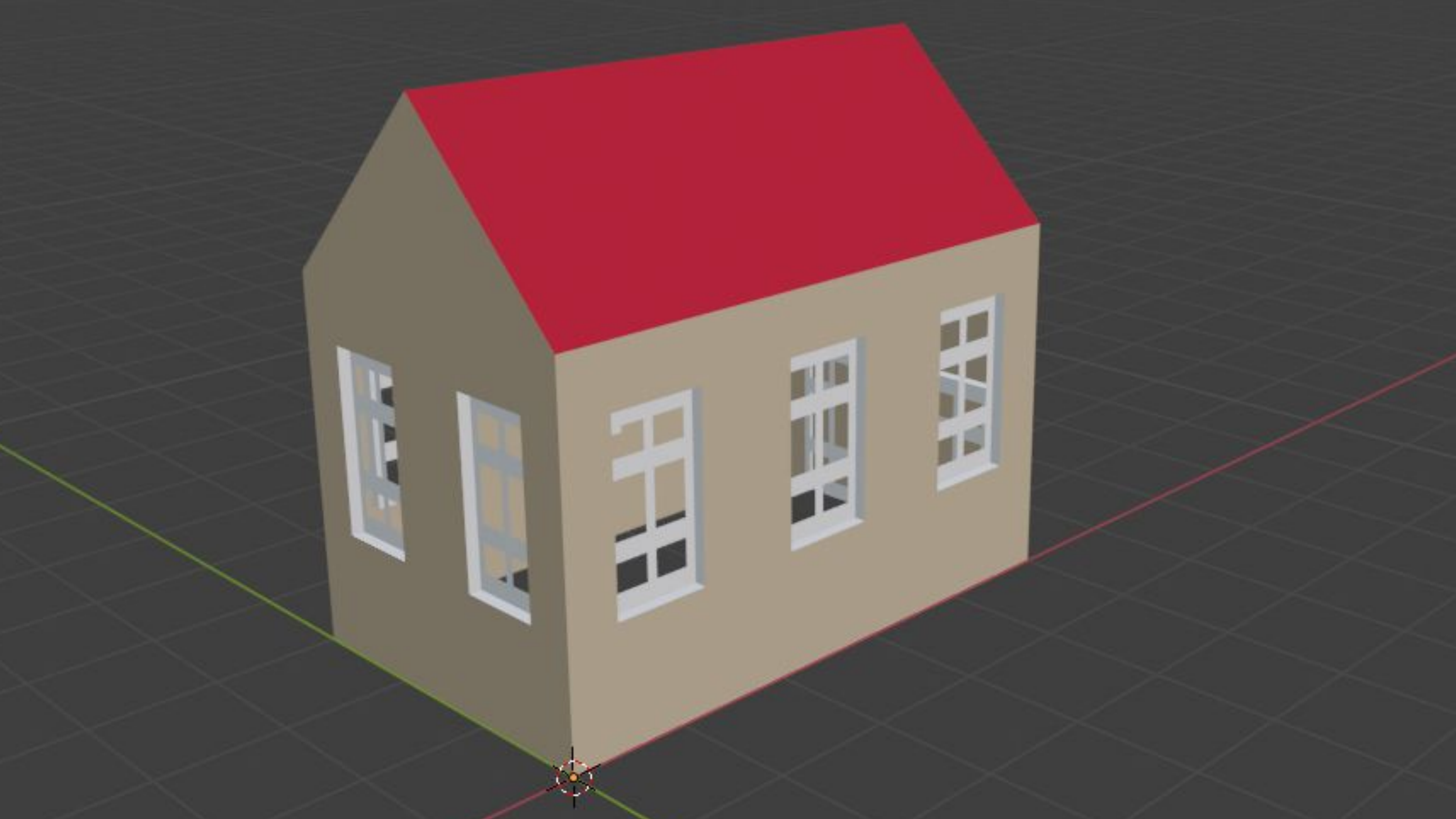

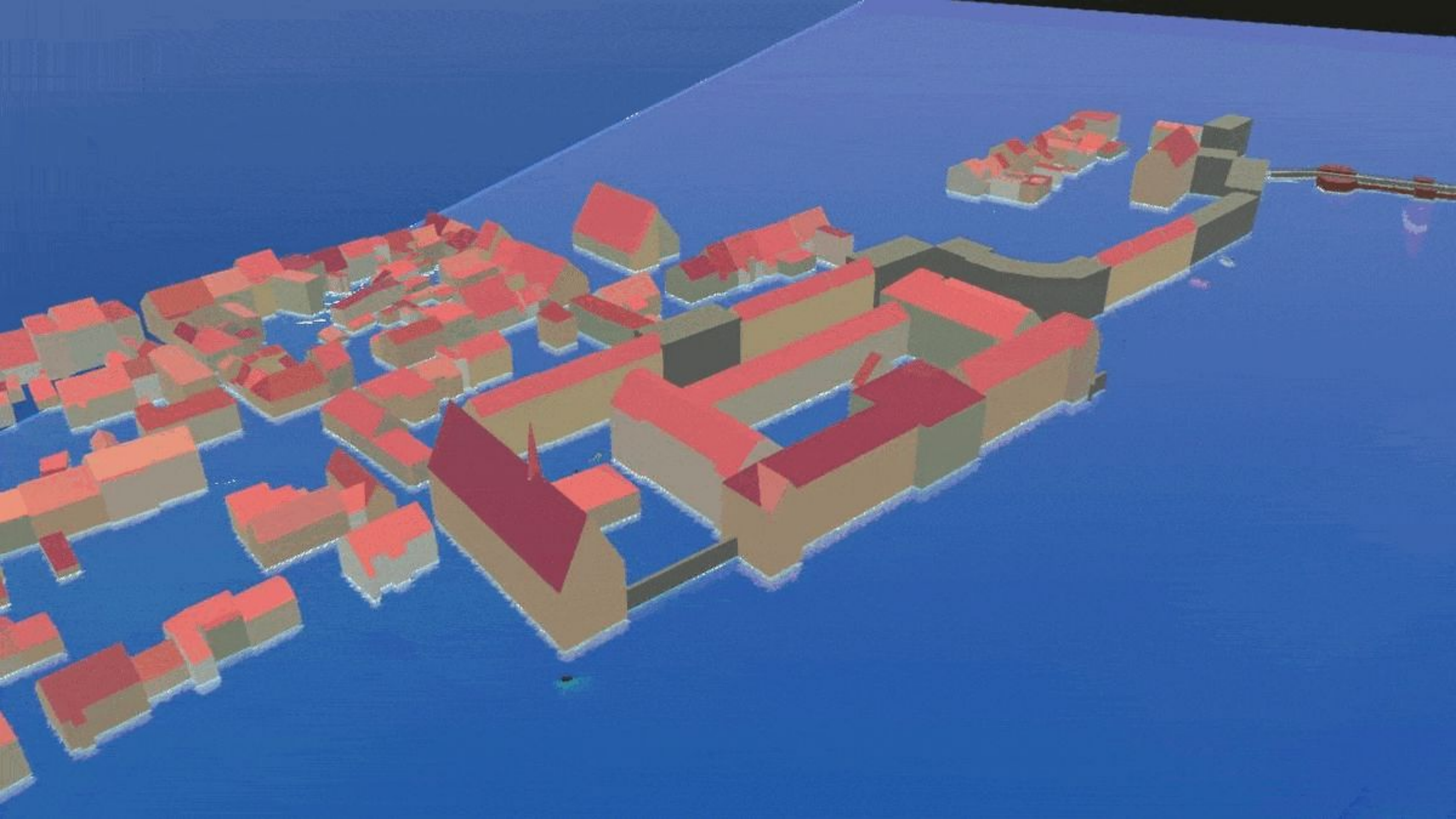

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