# Catching Stardust

Game Development I

# Description of the game

Story driven detective game

Collect clues and find the killer

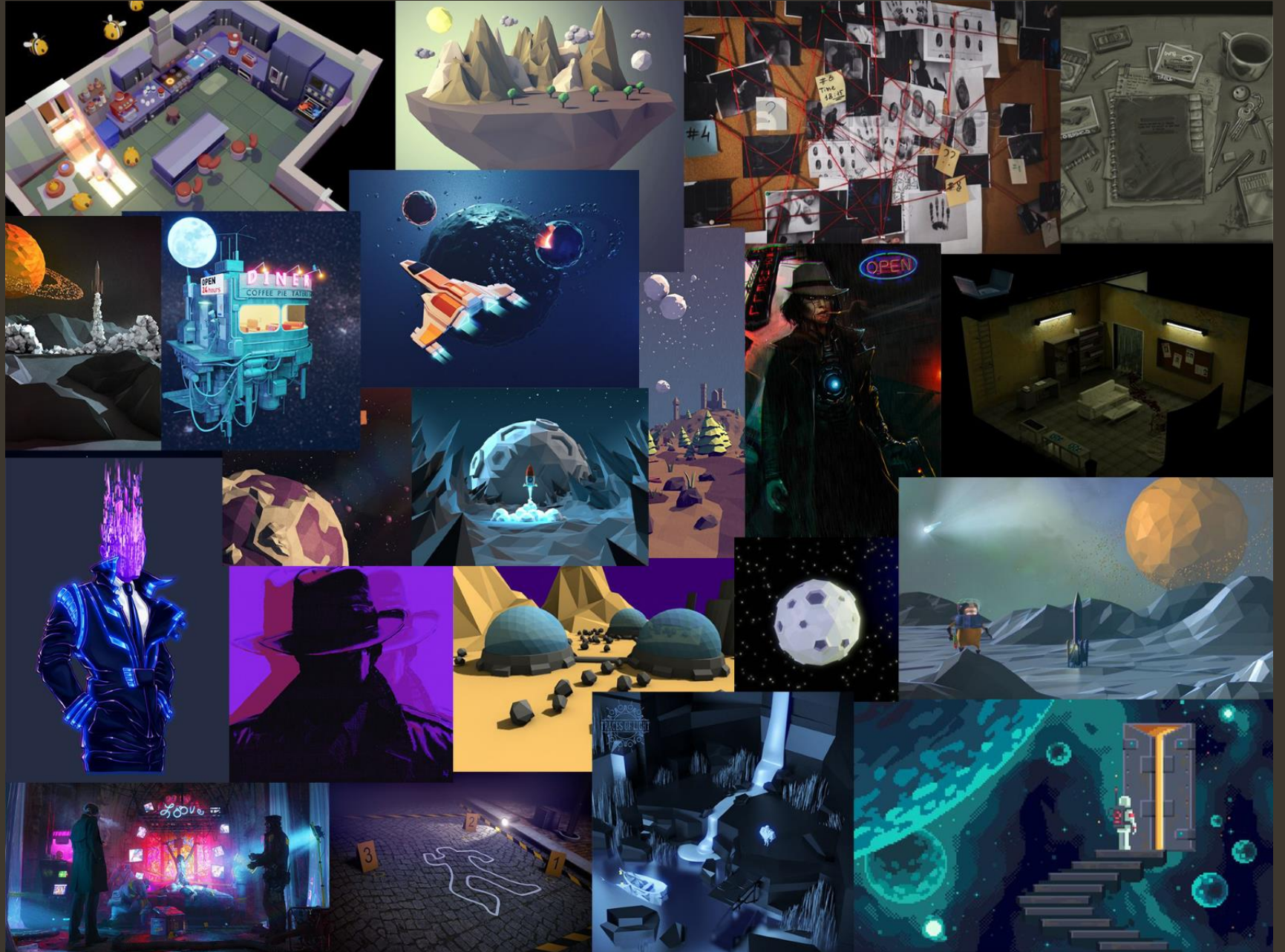Travel between unique planets to collect clues

# Core mechanics

- ❖ Investigation and exploration
- ❖ Interrogation
- ❖ Space travel
- ❖ Clue analysis
- ❖ Decision making
- ❖ Audio and atmosphere

# Visuals

❖ Low-poly

❖ 2D or 3D?

THANK YOU FOR YOUR ATTENTION !