



Interactive Systems

IID Runner

Caglar & Martin

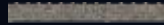
Kernaspekte

- **Konzept**
- **Procedural Level-Generation**
- **Character Editor**
- **Game Preview**

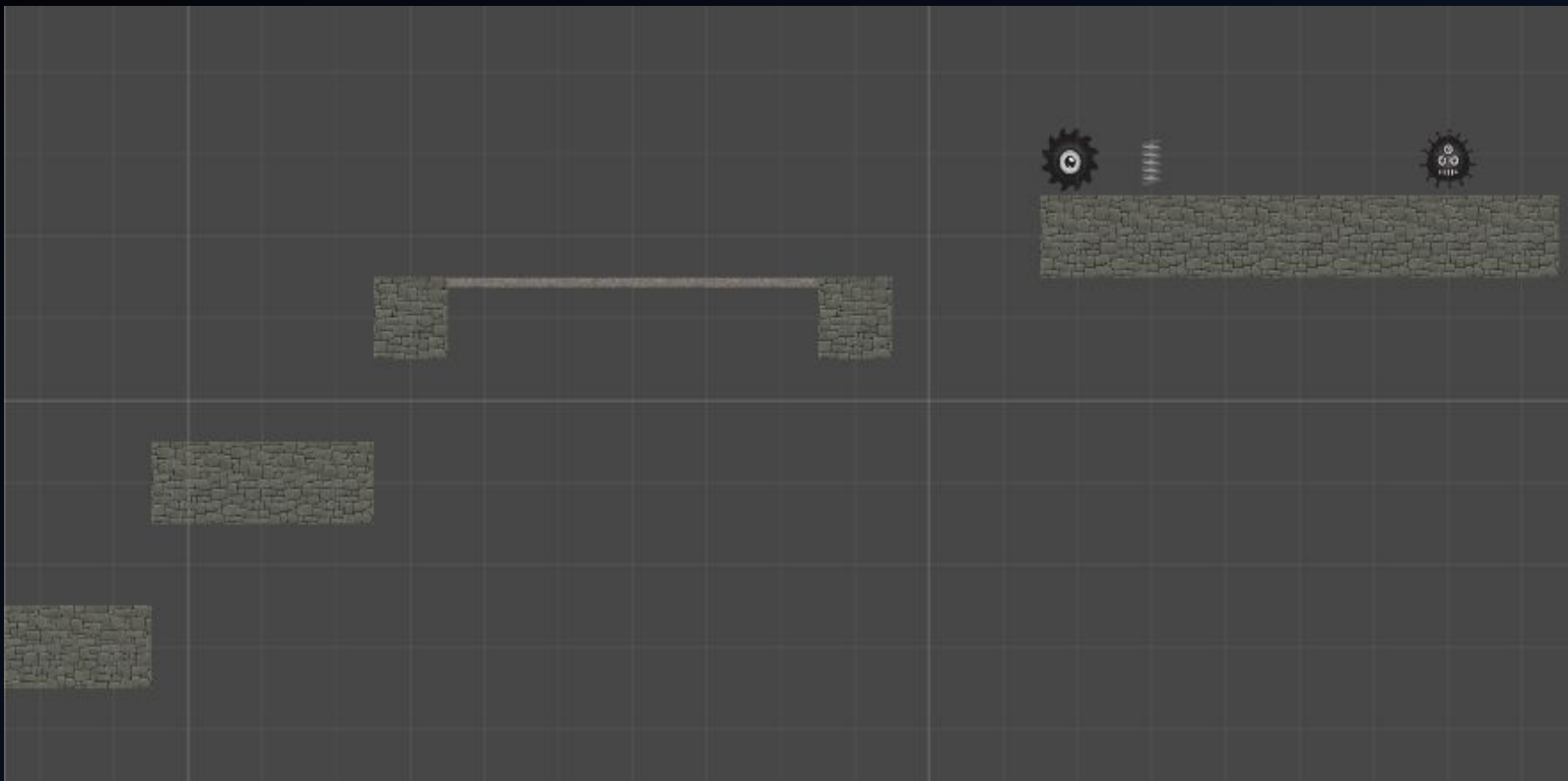
Konzept

- **2D Runner mit 2 modularen Anwendungen in Unity**
- **Stil: Sci-Fi**
- **Random soll Kernaspekt bilden**
- **Verschiedene Einstellungsmöglichkeiten**

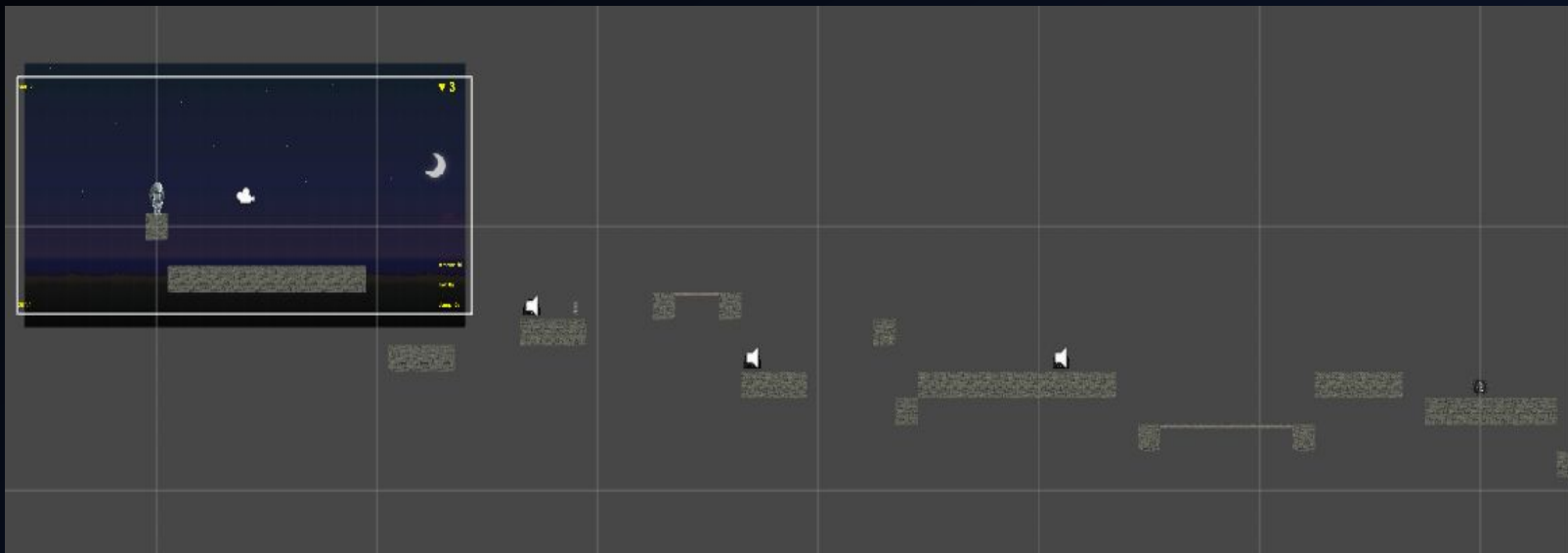
Procedural Level-Generation



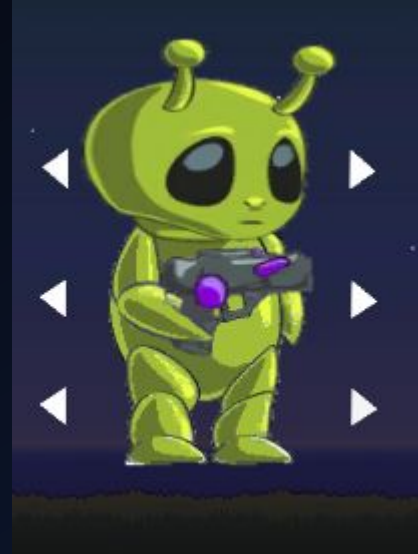
Procedural Level-Generation



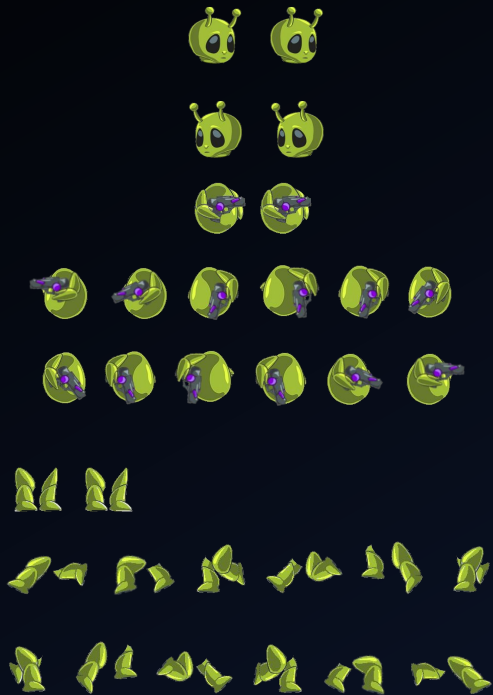
Procedural Level-Generation



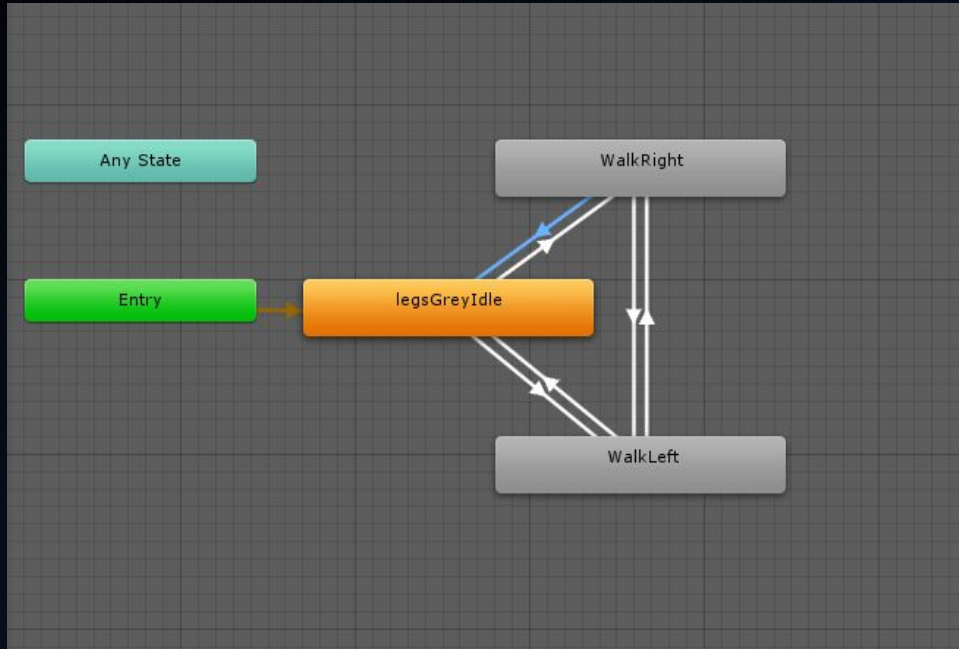
Character-Editor



Spritesheets



Animation and AnimationController





Game Preview