

Game Developer

# Portfolio

by Denis Schlusche

# ITORAH



## Game Description

**Itorah** is a lovingly designed 2D action platformer whose story takes place in a world called **Nahucan**, which is threatened by an ever-growing plague. Our heroine (**Itorah**) seems to be the last human being and must use a talking axe to fight her way through numerous areas and enemies to stop the growing threat and uncover the disappearance of humanity.



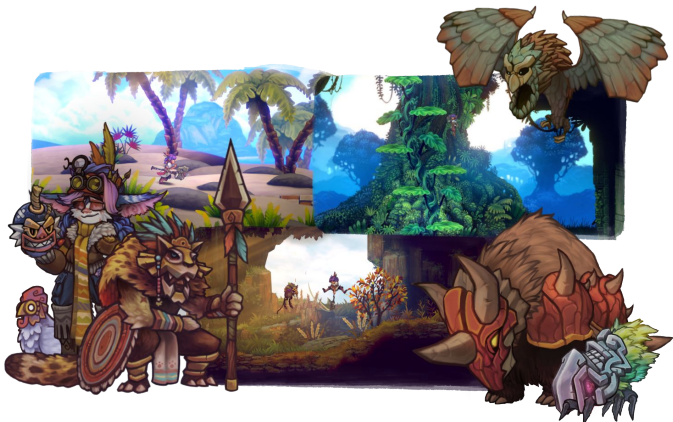
## Scope of Work

- ❖ Implementation of 50+ cutscenes with Unity Timeline
- ❖ Custom Unity Editor Scripting
- ❖ Design and implementation of gameplay mechanics
- ❖ UI programming and UX improvement
- ❖ Steam connection (Achievements and localization)
- ❖ Integration of FMOD Events



## Personal Highlights

- ❖ Close collaboration with art and audio team for cutscene design
- ❖ Design of several puzzles
- ❖ Implementation and balancing of two boss fights
- ❖ Active participation in brainstorming and game design decisions





## Cutscenes

One of my main tasks was the implementation of cutscenes. Based on the storyboards, I was responsible for adding the animations, VFX and graphics created by the art team. The workflow was mostly under my responsibility, mostly starting with a block-out to get a feel for the necessary pacing & spacing, as well as capturing the desired emotions and estimating requirements.

For dialogue and special effects, I built custom Unity timeline events and tracks that interacted with other systems.

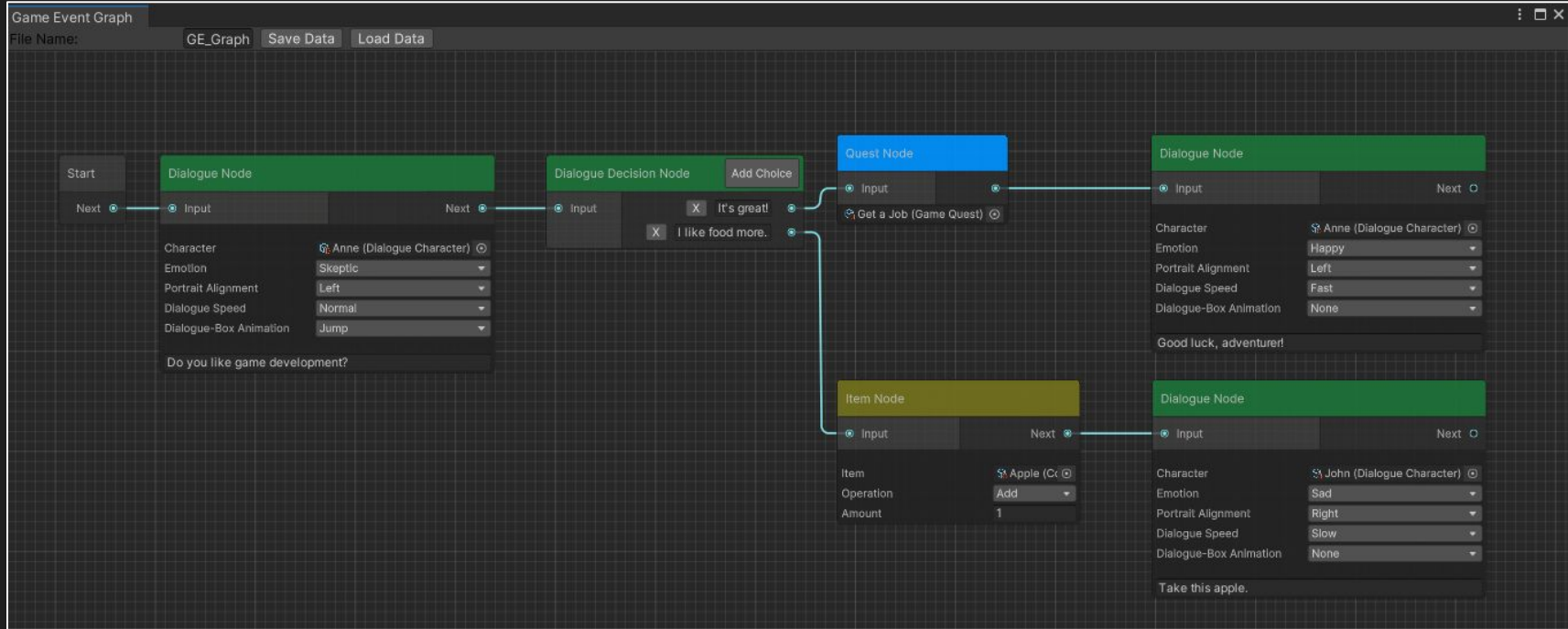
Once the level art was in, I adjusted the scene and communicated with the audio team to get the best possible result.



## Challenges & Achievements

- ❖ Serialization of timeline and scene elements
- ❖ Organic transitions of animations and models with **Spine2D**
- ❖ Implementation of own ideas and designs
- ❖ All cutscenes with **Ahui**, as she has no running animations despite a lot of movement =)

# Game Event Graph

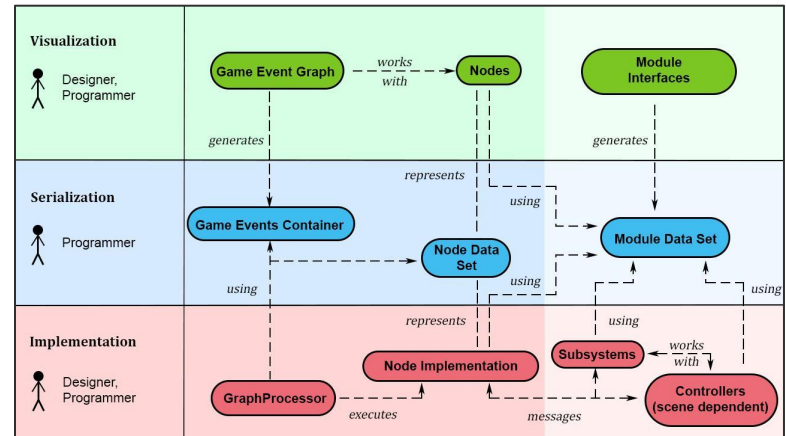
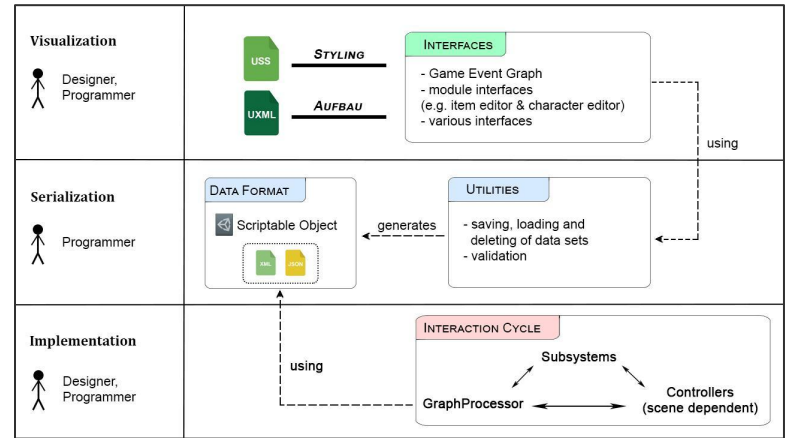


## Goals

Support for Unity developers through the Game Event Graph and integration of custom modules. Simplified task distribution in teams thanks to three-layer model.

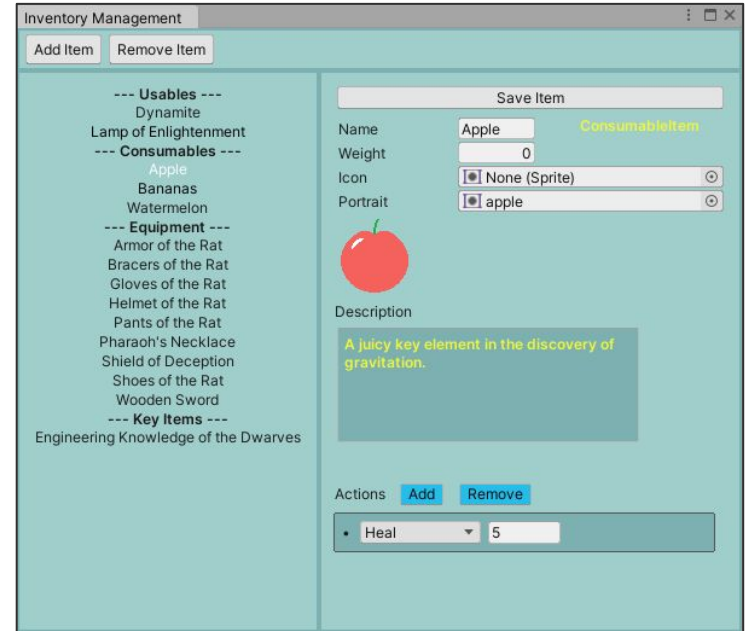
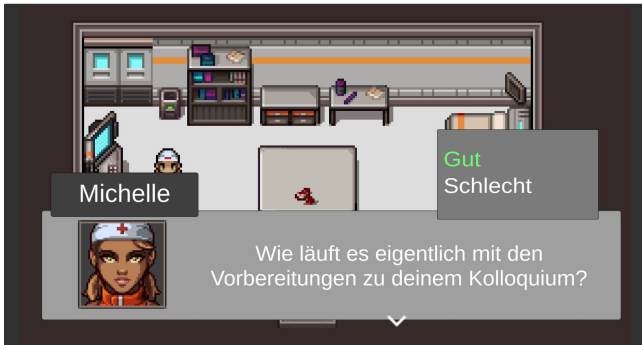
## Features

- ❖ Three-layer model: visualization, serialization and implementation
- ❖ Extensible interface for managing modules at runtime
- ❖ Implemented modules: Dialog, Inventory/Items, Characters, Quests.
- ❖ Management of module-dependent data via associated user interface



## Challenges & Achievements

- ❖ Use of the UI Toolkit with custom stylesheets
- ❖ Event sequence on node basis
- ❖ Dynamic masks (e.g. there are four different item types, depending on the type, a different layout is displayed for the details page)
- ❖ Reading and displaying images via AssetDatabase
- ❖ Dynamic list views





# VR Conference



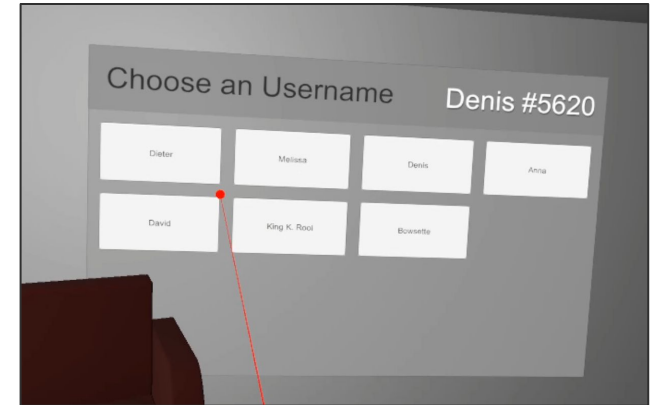
## Goals

Prototype to support collaborative working. Users can connect with each other, communicate with each other and work on joint projects through tools.



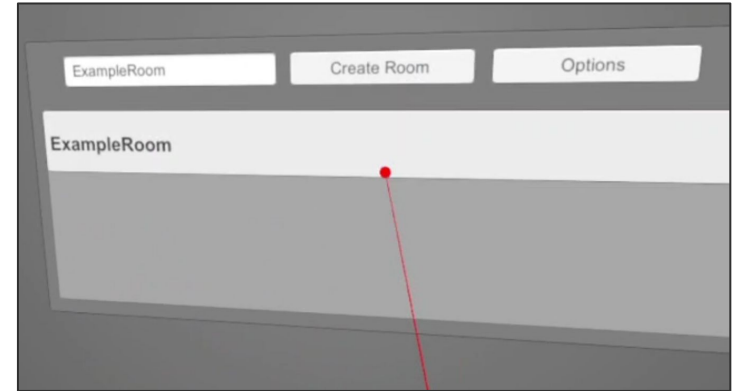
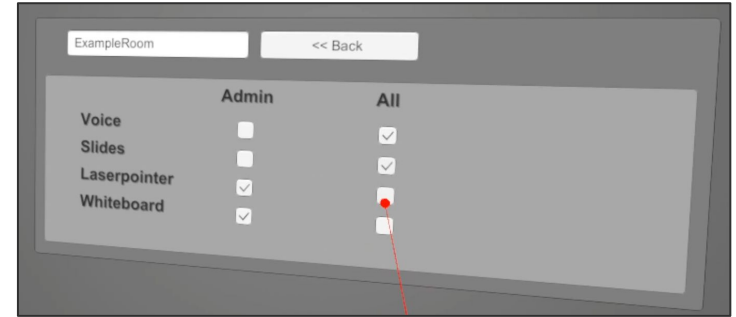
## Features

- ❖ Creating and entering conferences via “lobby-room-structure”
- ❖ Definition of authorization options for the use of tools regarding user roles
- ❖ Tools: interactive slideshow, laser pointer, whiteboard with pen & sponge



## Spezifikationen

- ❖ Tested with **HTC Vive**
- ❖ Network Framework: [Photon 2 Unity Networking](#)
- ❖ Voice Framework: [Photon Voice 2](#)
- ❖ VR Framework: [VRTK - Virtual Reality Toolkit](#)



## Contact



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