

# Owl Song

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This Unity3D project was realized in a team of four over the course of three months.

## Core Game Mechanics

“Owl Song” is a crafting- and exploration game that deals with the process of remembering traumatic events once the mind is ready. As the player, you are searching for resources and expanding your campsite as the reasons for your arrival at this secluded forest area start to become clear via emerging audio bits of your past.

## Personal Responsibilities

I was the main programmer and responsible for the implementation of features such as:

- the gathering- and crafting system
- the world-space UI surrounding the crafting system and its elements
- a day- and night cycle
- player movement and interactions
- camera movement
- distance-based transparency of obstructing objects
- an achievement/story progression system

## Example images of the world-space UI:



1. Selection of buildable blueprint in world-space menu



2. Player finished selection of blueprint. Pieces of wood and stones are needed to

complete the blueprint and transform it, in this case, into a weaving wheel.  
Later production steps of the weaving wheel are also shown.



3. Blueprint was turned into the finished product (a weaving wheel)



4. The needs of the weaving wheel have been met, weaving wheel is working to create the promised product (rope)



5. Weaving wheel has completed its work process, and the rope is now ready for pickup

## "Owl Song" Visuals



