

Owl Song

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

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. 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



