Project SHadOW

Deciding on a project, we knew we wanted to build a game that would allow for easy an intuitive content creation from its user. Inspired on the game Shadowmatic, we decided to build a game with a simpler form of shapes (blocks), so that we would attempt to match two shapes projected one in each wall. These simpler geometries had to be easy to design from the perspective of the user, so that UI for building had to be relatively intuitive.

Furthermore, building shapes from blocks already seemed like an interesting potential idea due to its potential to act as a 3D sprite modelling tool. Adding the shadows to have cool projections then might result in some interesting cool-looking levels with interestingly designed solutions.

(EXAMPLE)