

# Solve'n Slide

## Interim Presentation

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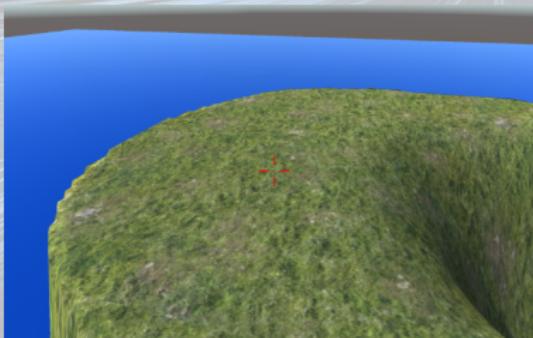
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# Basic Character and UI

- Basic character implementation
  - Handling of keyboard inputs
  - Responsible for phase switch
  - Connect different scripts via well defined interfaces
- User interface
  - Currently text only
  - Will be replaced with (animated) textures in next milestone
- Input scheme
  - WASD+Space for movement, mouse to look around
  - Left MB to raise, right MB to lower terrain
  - Enter to switch phases, restart after death and go to next level

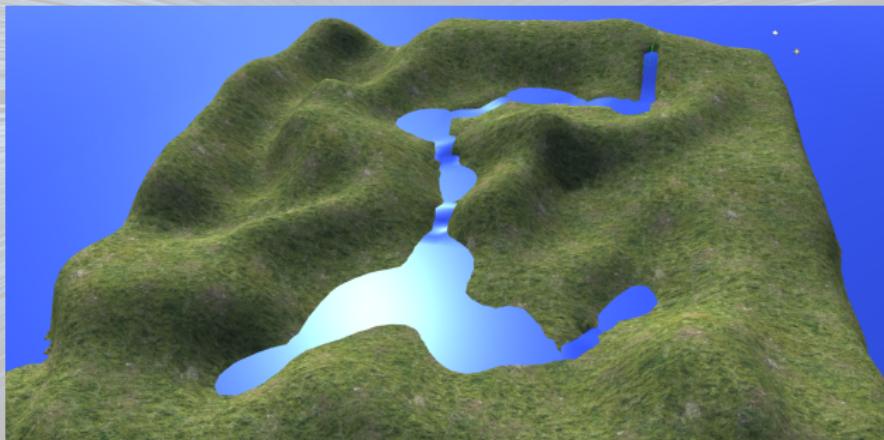
# Terrain Manipulation

- Player can manipulate terrain through mouse clicks
- Still needs balancing of intensity
- Redo option still needs to be implemented
- Caution: Unity stores terrain changes permanently



# Terrain River

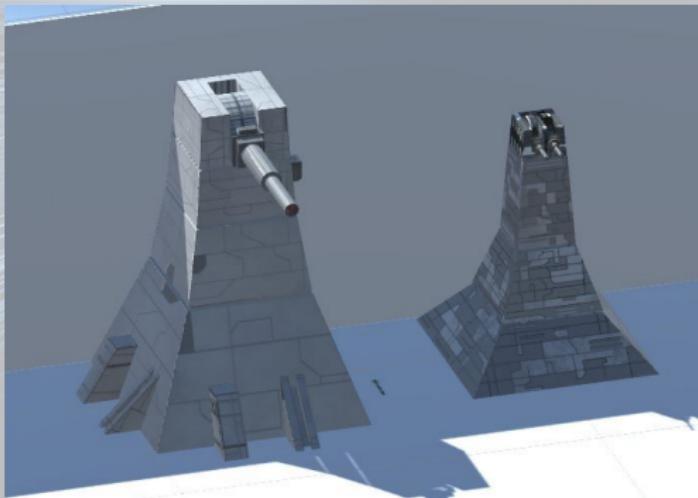
- Simulation based on heightmap
- Two repeating steps:
  - River: path along lowest neighbor
  - Lake: fill sink



- Original plan: include velocity

# Modeling and Arts

- Modeling with Blender
- Turret coding and animation in Unity
  - Turrets aiming at the character
- Character animation with Blender



Demo

Time for a live demo!