

Solve'n Slide

Interim Presentation

Hanieh Arjomand-Fard

Kevin Sawischa

Markus Ansorge

Stefan Aicher

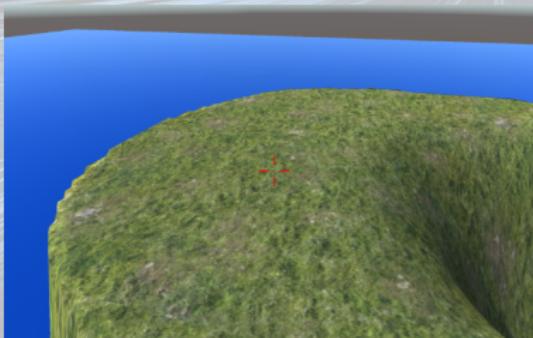
02. June 2017

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

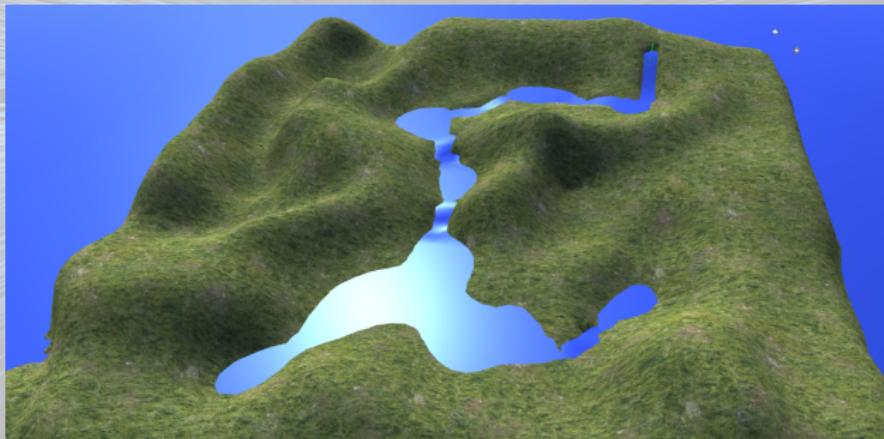
Terrain Manipulation

- 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

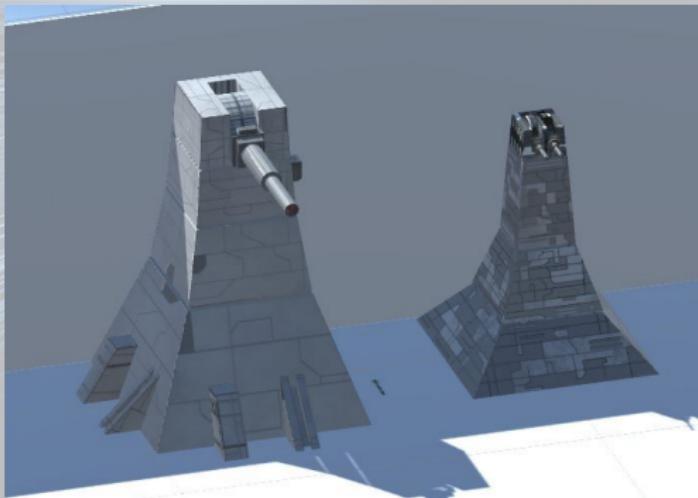
- Simulation based on heightmap
- Two repeating steps:
 - River: path along lowest neighbor
 - Lake: fill sink



- 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!