

Solve'n Slide

Interim Presentation

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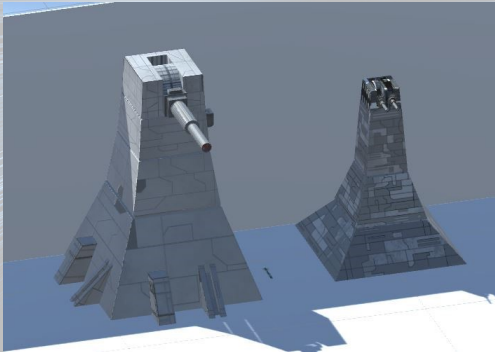
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Basic Character and UI

- 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 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

Modeling and Arts

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



The End

Thanks for your attention.