

# EIPortal

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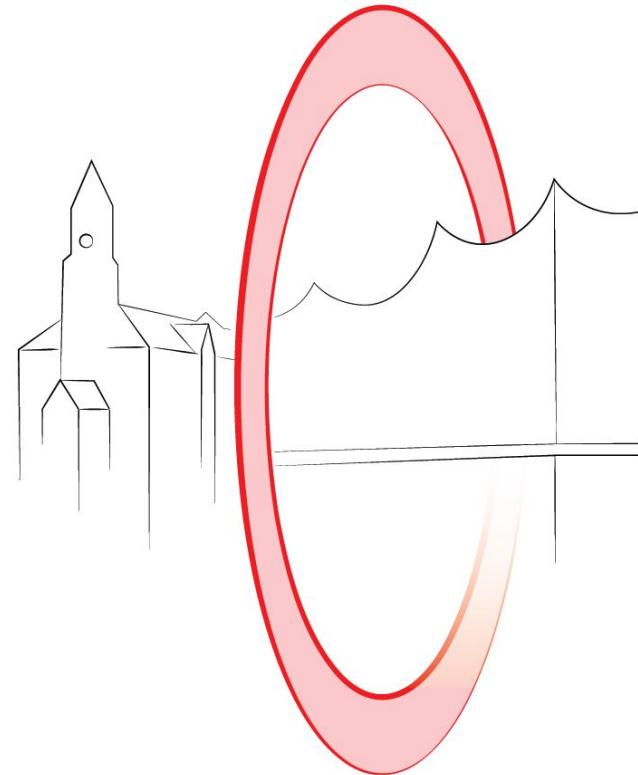
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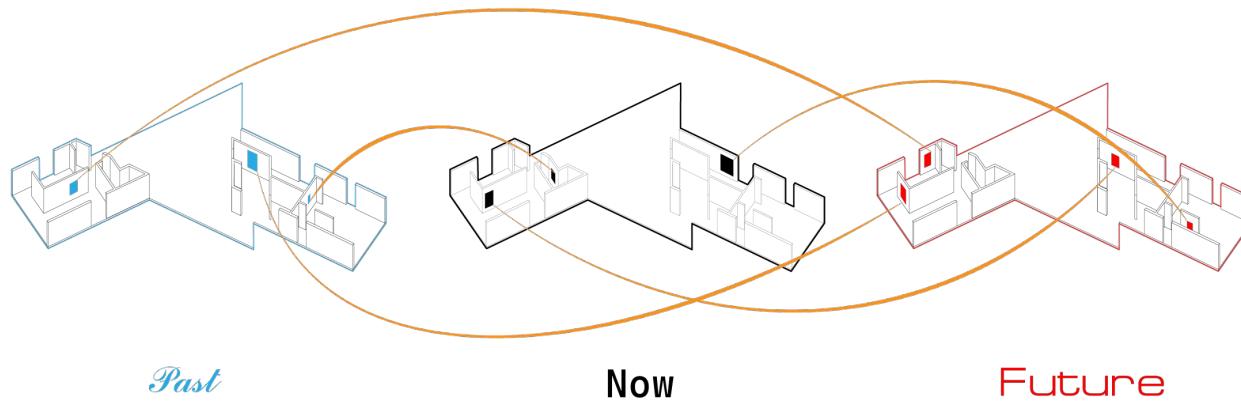


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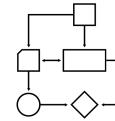
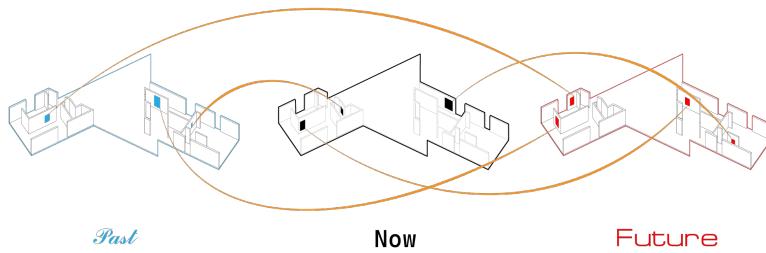
# 01 Concept

# Time Travel through Portals



## 01 Concept

# Architectural Concept



## Features

Development of famous buildings throughout the history

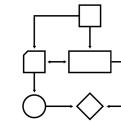
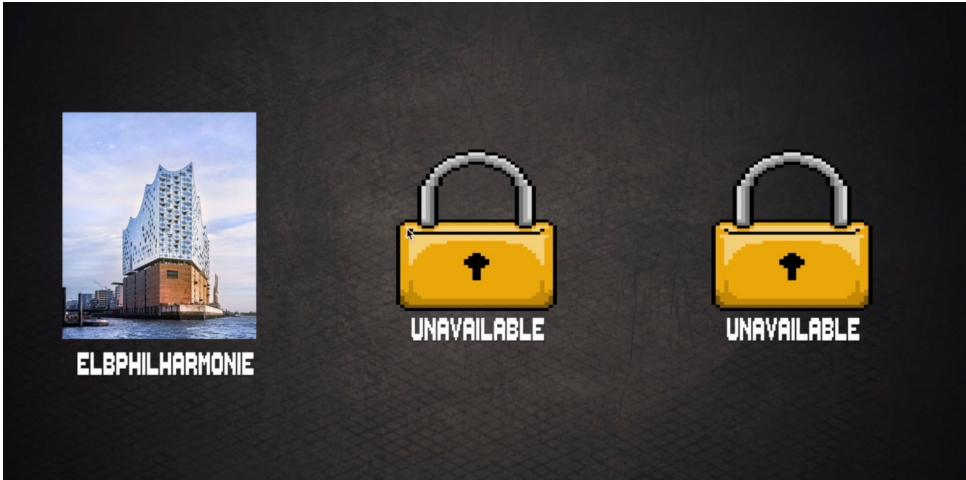


## Architectural Goal

Visualising different phases of the historical buildings to the player

01 Concept

# Game Concept



## Features

Consequences in time, UI, high immersion



## Game Goal

Change the future by solving catastrophe in the past



## Target Group

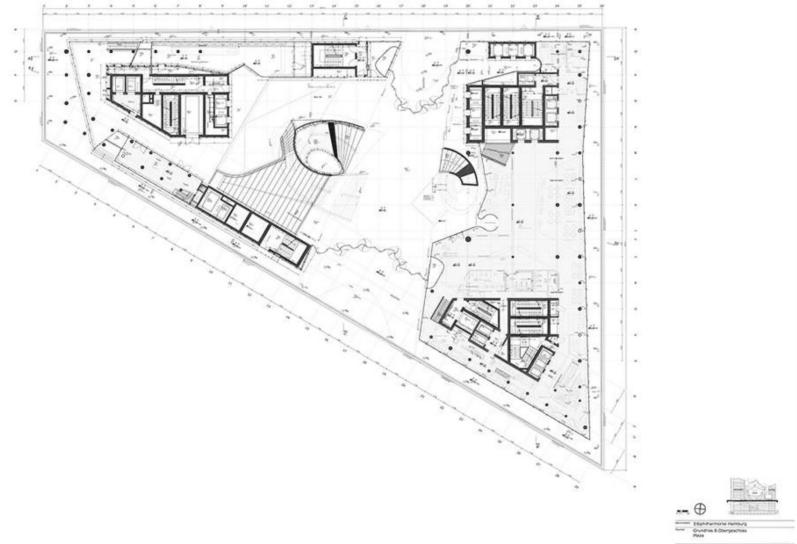
Anyone interested in the buildings with long and complex history

## 02 Research

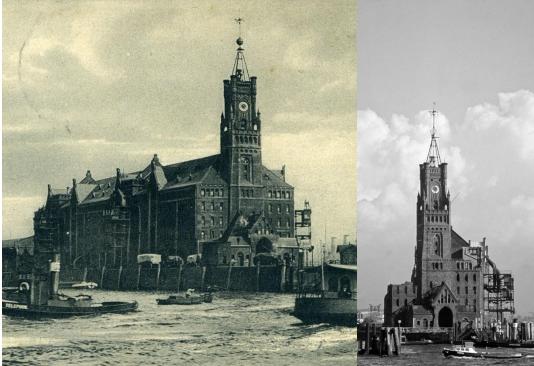
# Elbphilharmonie as Game Stage



Elbphilharmonie, Hamburg. Herzog & de Meuron. 2017



# History of Elbphilharmonie



**1875 - 1963**

Kaispeicher, built 1875,  
damaged in WW2,  
demolished 1963



**1963 - 2007**

Kaispeicher A by architect  
Werner Kallmorgen

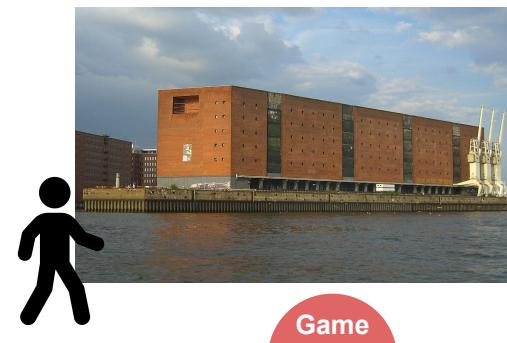


**2007 - Now**

Designed by Herzog de Mouron  
Opened at 11 January 2017

## 03 Implementation & Collaboration

# Storyline



Game  
Starting  
Time

1943



1963



2022

## 03 Implementation &amp; Collaboration

# Storyline



Game  
Starting  
Time

1943

Solve the Task

1963

2022



## 03 Implementation &amp; Collaboration

# Storyline



?



1943

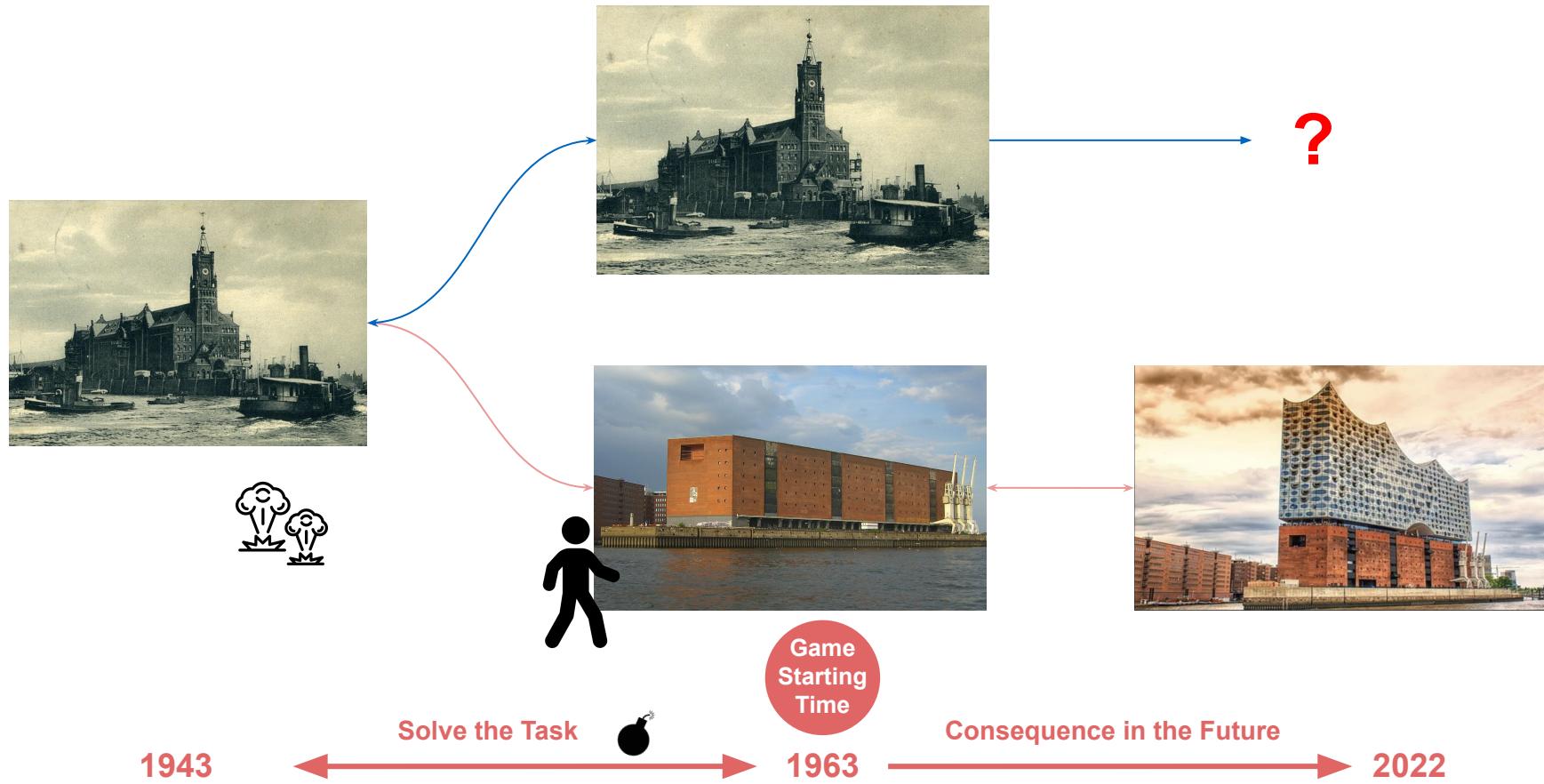
Solve the Task

Game  
Starting  
Time

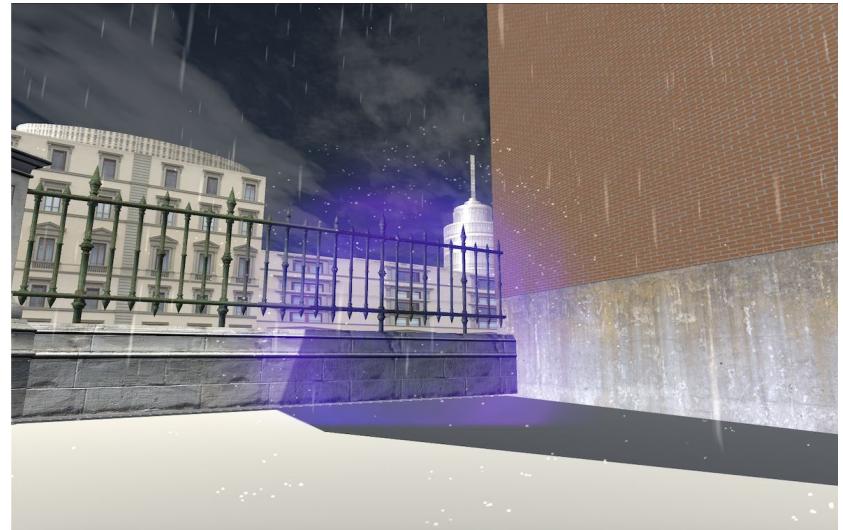
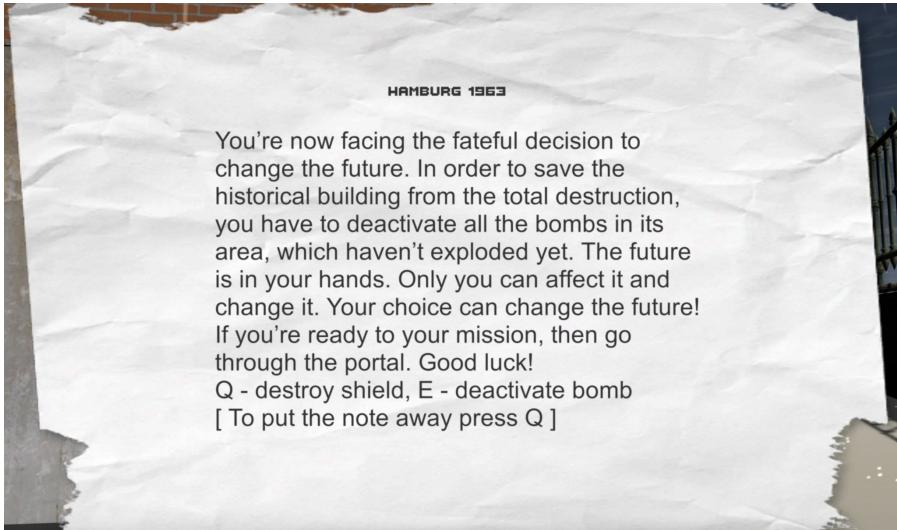
1963

Consequence in the Future

2022



# Time Travel through....



## 03 Implementation &amp; Collaboration

# 1963 Kaispeicher A



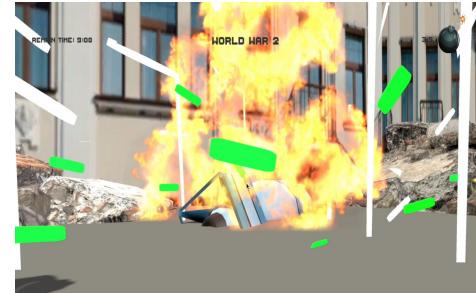
## 03 Implementation &amp; Collaboration

# 1945 Kaispeicher



## 03 Implementation &amp; Collaboration

# 1945 World War 2



### 03 Implementation & Collaboration

# 2022 Elbphilharmonie



## 03 Implementation & Collaboration

# 2022 Kaiserspeicher Saved



## 03 Implementation & Collaboration

# Storyline Complete



1945

Collecting Bombs



1963

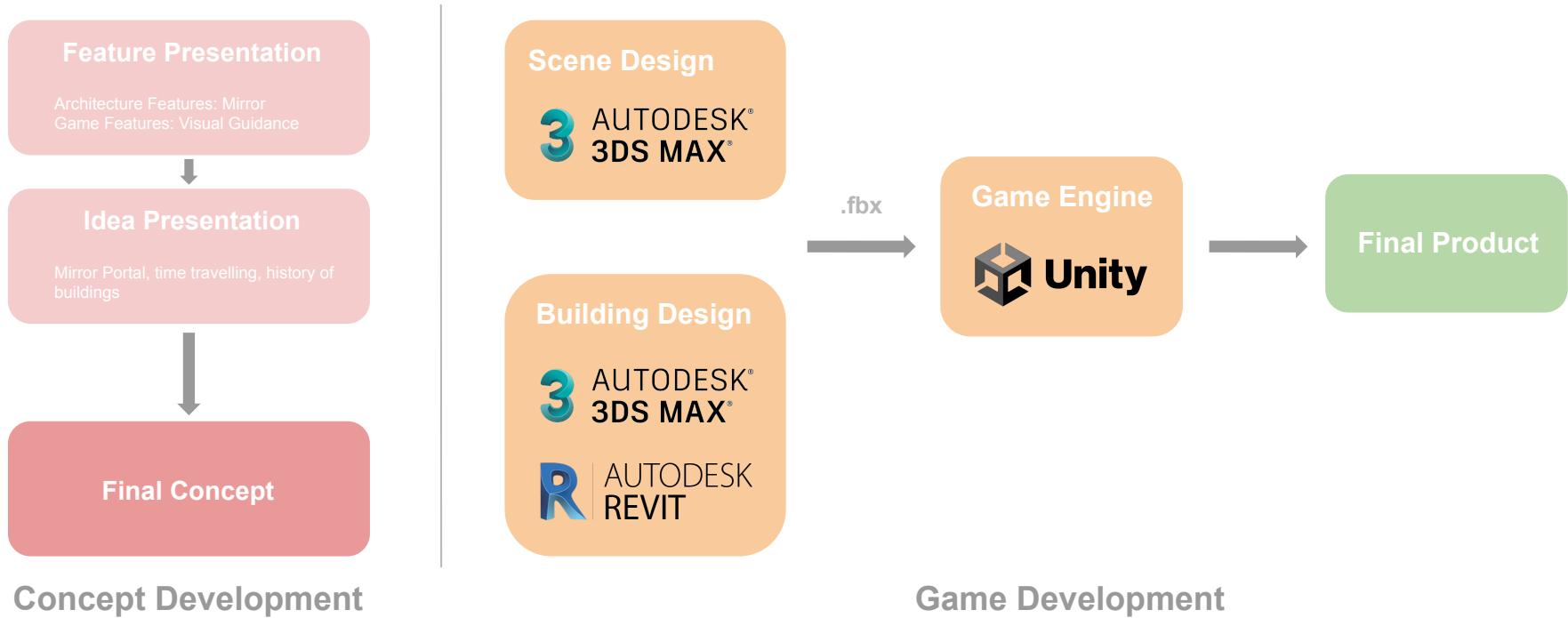
Game Starting Time

Consequence in the Future

2022

## 03 Implementation &amp; Collaboration

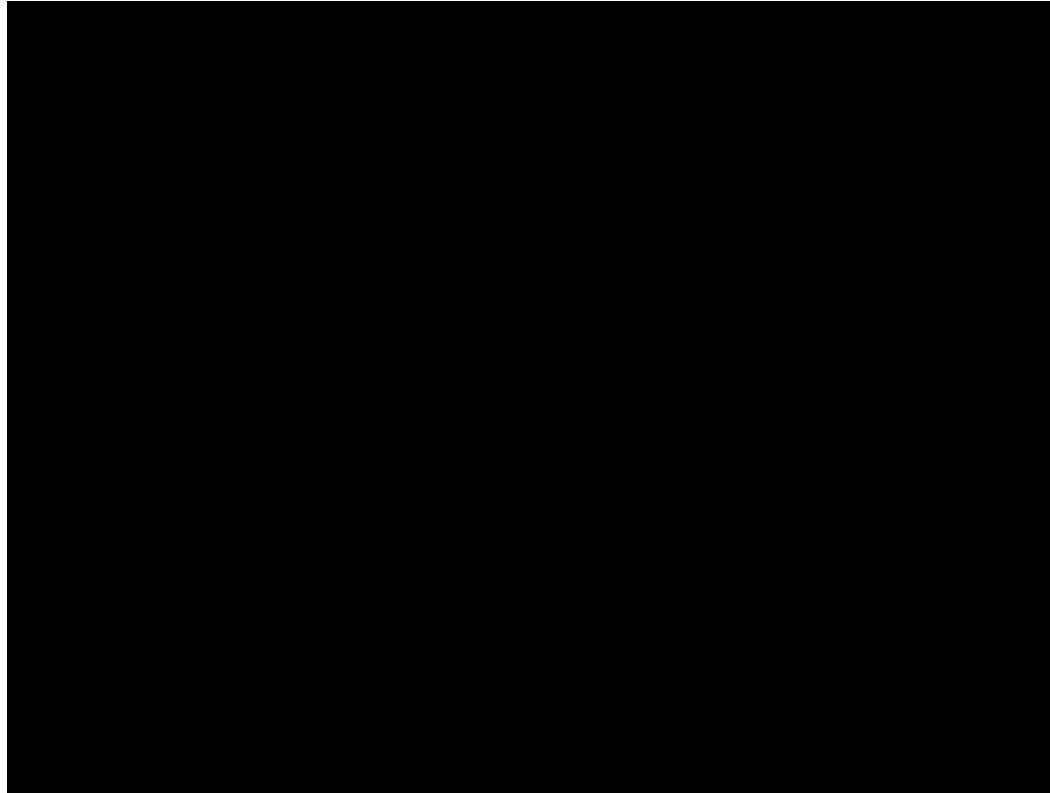
# Development



## 04 Game Play

## 04 Game Play

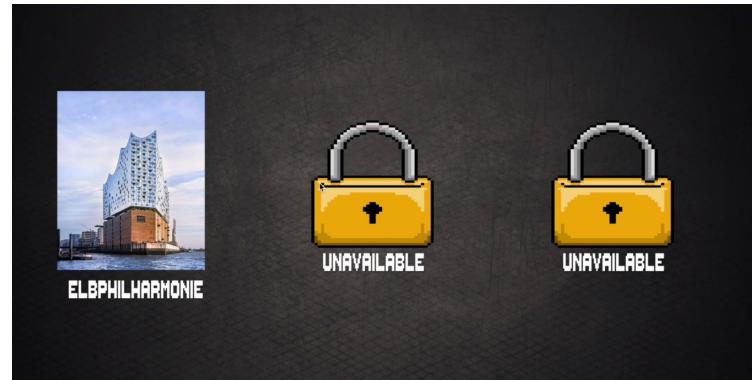
**Video**



## 05 Reflection & Outlook

# Next Steps

1. Floating mode for the play to get up to the sky to have a better look at the building
2. Find out more buildings with a complex yet fascinating history to interpret them into the game.



Thank You for Your Attention!