created by **Marco, Harald, Rene, Phillip and Leonie**

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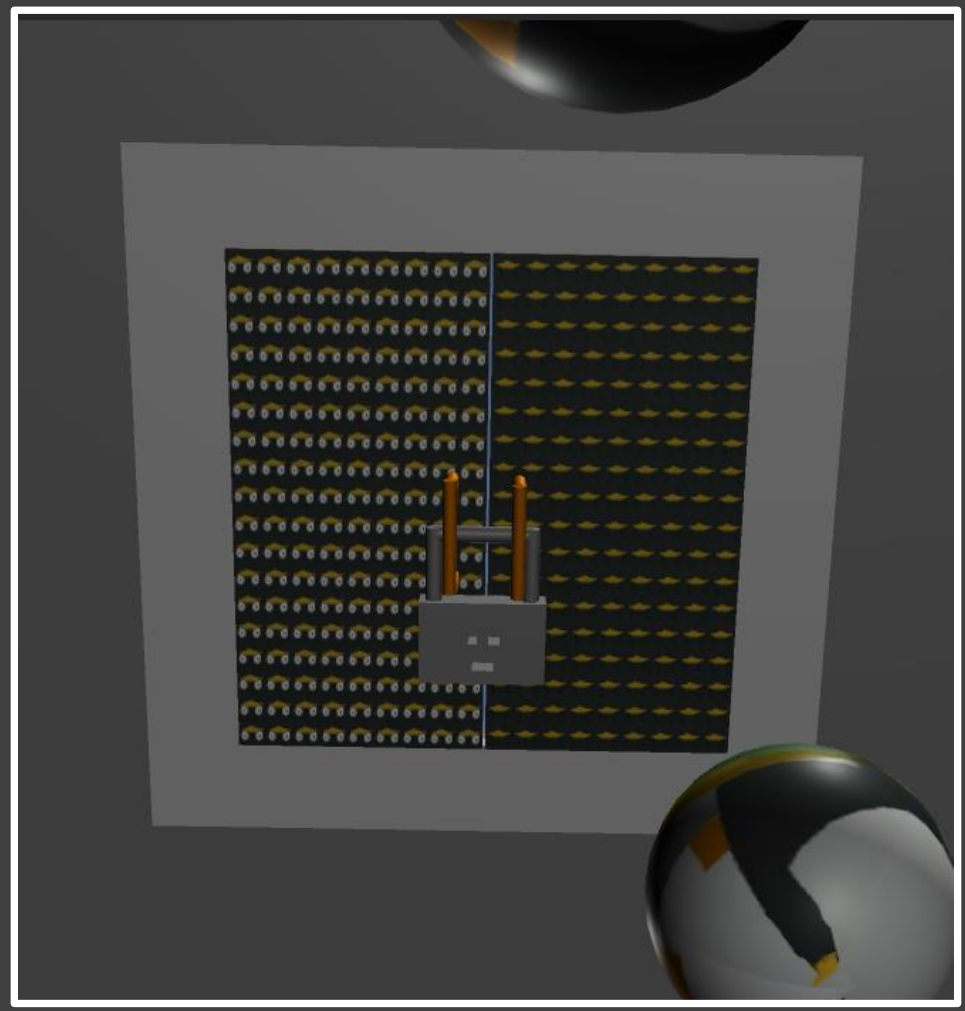
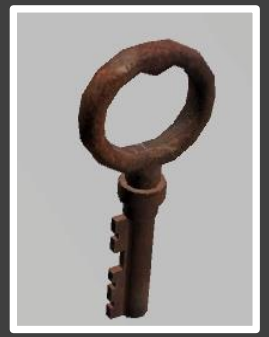
Olaf

Brian

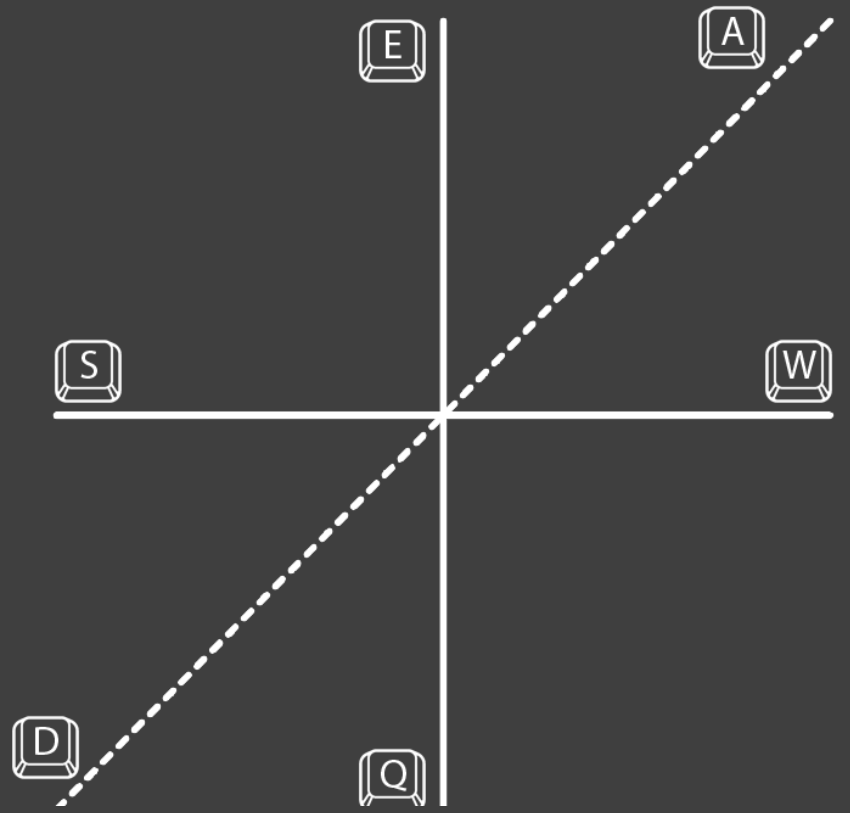
BONK

Player control





Gravity control

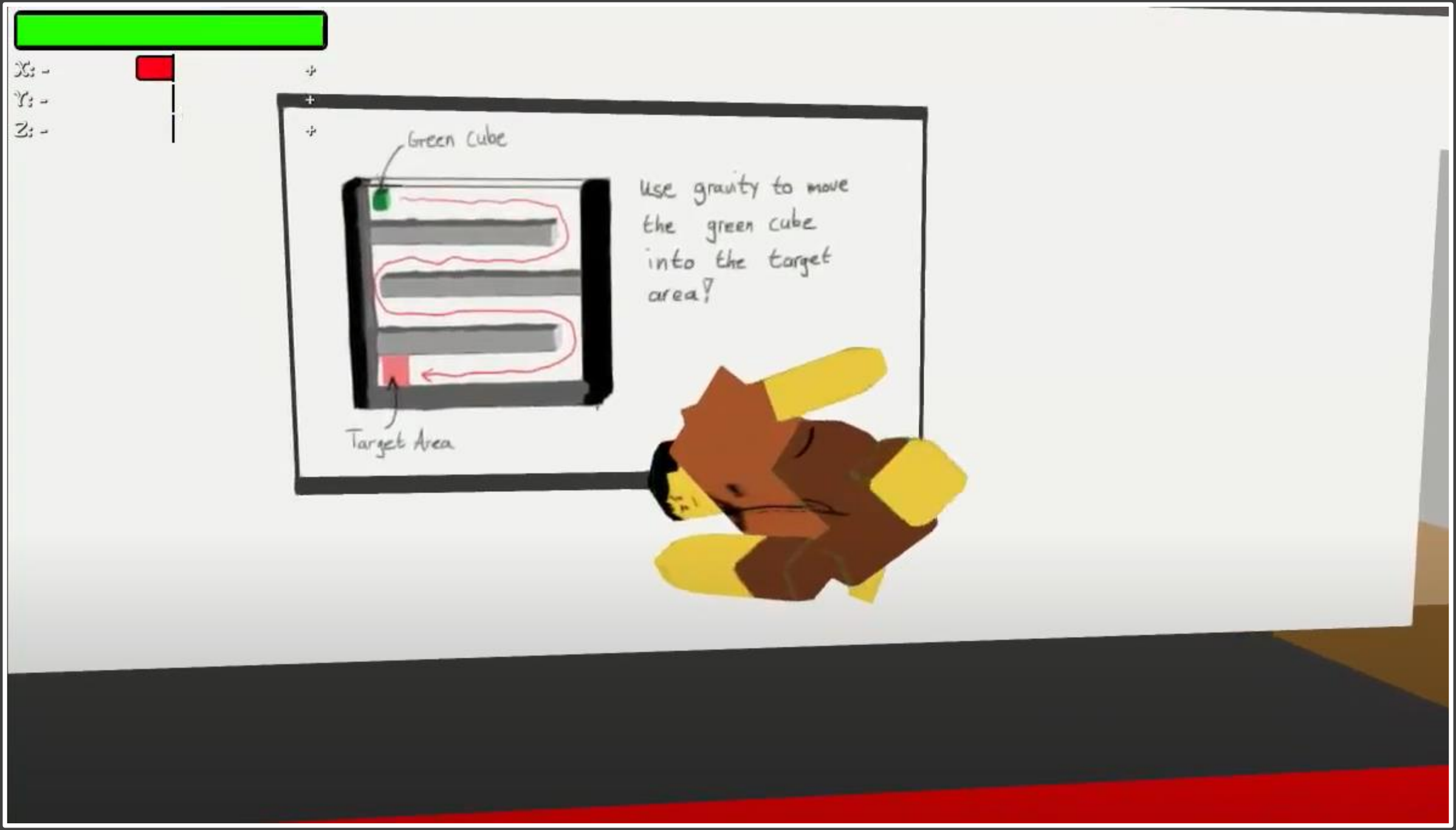


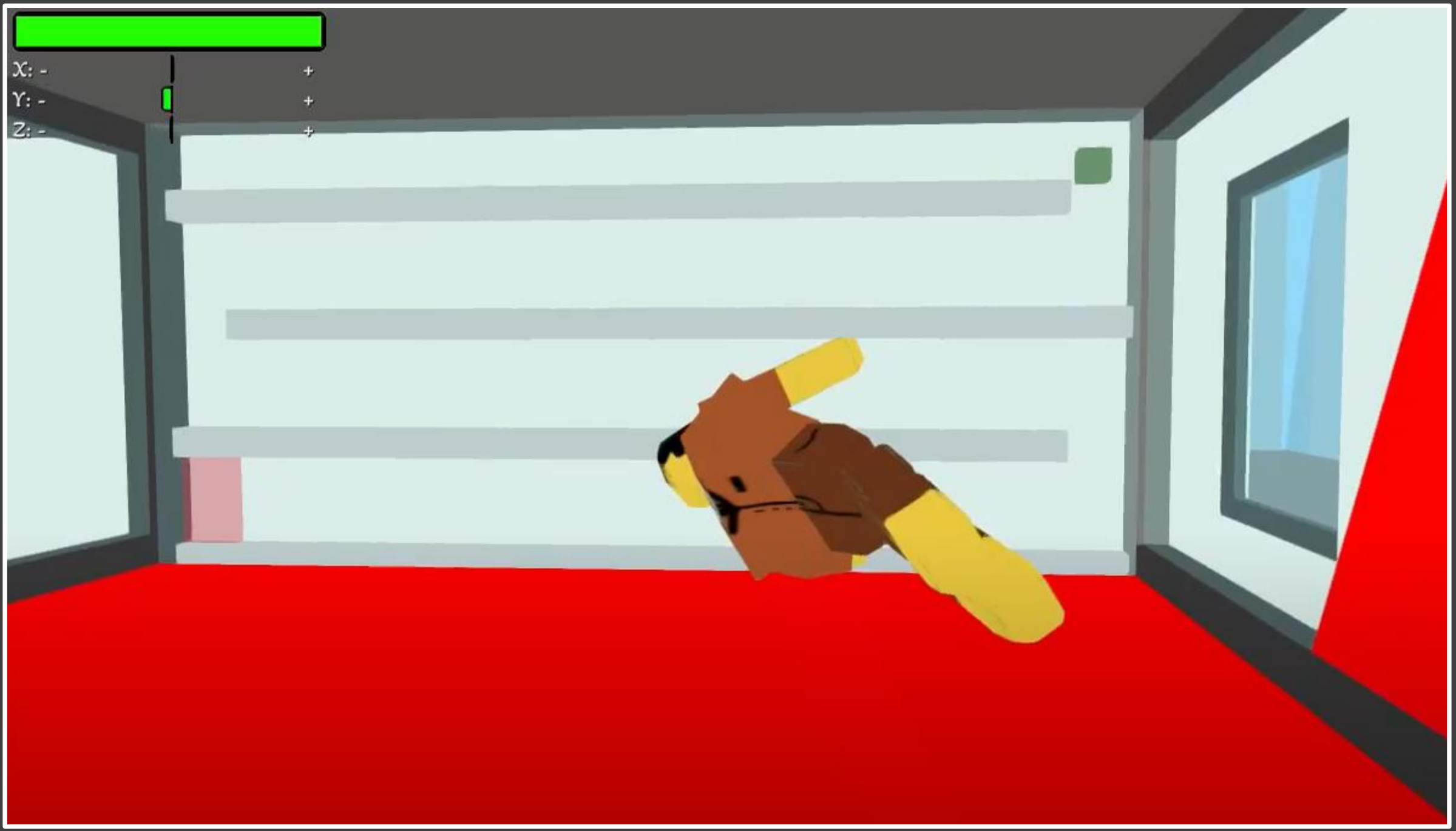
Camera Control

Damage System

Gameplay

X: -
Y: -
Z: -


X: -
Y: -
Z: -
Green Cube
Target Area
Use gravity to move the green cube into the target area!


X: -
+
Y: -
+
Z: -
+

X: -
Y: -
Z: -

X: -
+
Y: -
+
Z: -
+