DEVELOPERS: OR BAR - CALIFA
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MENTOR: ELLA LUNA PLEASANCE

מדעי המחשב
המכללה האקדמית ספיר (ע"ר)

SHADOW & EYE

"EXPLORE. ADAPT. OVERCOME. DIVE INTO A WORLD WHERE EVERY ENEMY YOU FIND SHAPES HOW YOU FIGHT, MOVE, AND SURVIVE."

THE EYE, BANISHED WATCHER OF WORLDS, HAS FALLEN INTO YOUR HANDS AS DISASTER UNFOLDS.
JOURNEY TO RETURN IT AND MEND A BROKEN REALM.
WITH MALUVESTIS, SLIP INTO YOUR FOES' SHELLS, DEFEAT GREATER ENEMIES, AND RISE BEYOND LIMITS.

🎭 PLAYER CONTROLLER

Interprets movement and attack inputs, then layers suit-specific behaviors on core logic to deliver smooth, responsive control and varied playstyles.

🦸 SUIT SYSTEM

ScriptableObjects and the Strategy design pattern drives a scalable suit system to deliver diverse player agency at runtime without compromising performance or game feel.

🤖 ENEMY AI

From smart, state-machine–driven enemies to simple charging attackers, each type offers unique combat behaviors and suit drops— rewarding strategic play and exploration.

🗺️ LEVEL AND PROGRESSION

Suit-based progression gates control access to new areas, encouraging strategic exploration, backtracking, and mastery.

🕹️ GAME STATE MANAGEMENT

Singleton Game State Manager orchestrates scene and UI flow, broadcasting state changes via events so subsystems stay in sync.

🛡️ GAME ENGINE

Built on Unity 2D with custom C# components extending its physics and animation pipelines for responsive interactions.

Player — Combat — Enemies
Player Inputs
Physics & Rendering
UI Events
Input System
Physics
Physics
Unity Engine
Canvas Display
Updates
Runtime Loading
UI Manager — Updates — Game State Manager — Updates — Level Manager

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