Factsheet

Current Team:

Kim Bastiaanse MI7 - 3. Sem.	Game Development
Georg Matejka MI7 - 6. Sem.	Game Design & Development
Valeria Orlova MI7 - 7. Sem.	PM, Game Dev., 3D Art/Modelling
Marc Braun AM3 - 3. Sem.	Animation
Michael Dmoch AM3 - 1. Sem.	Sounddesign
Michael Spring AM3 - 1. Sem.	User Interface Design

1st-Person Battle-Royale melee survival Multiplayer Game

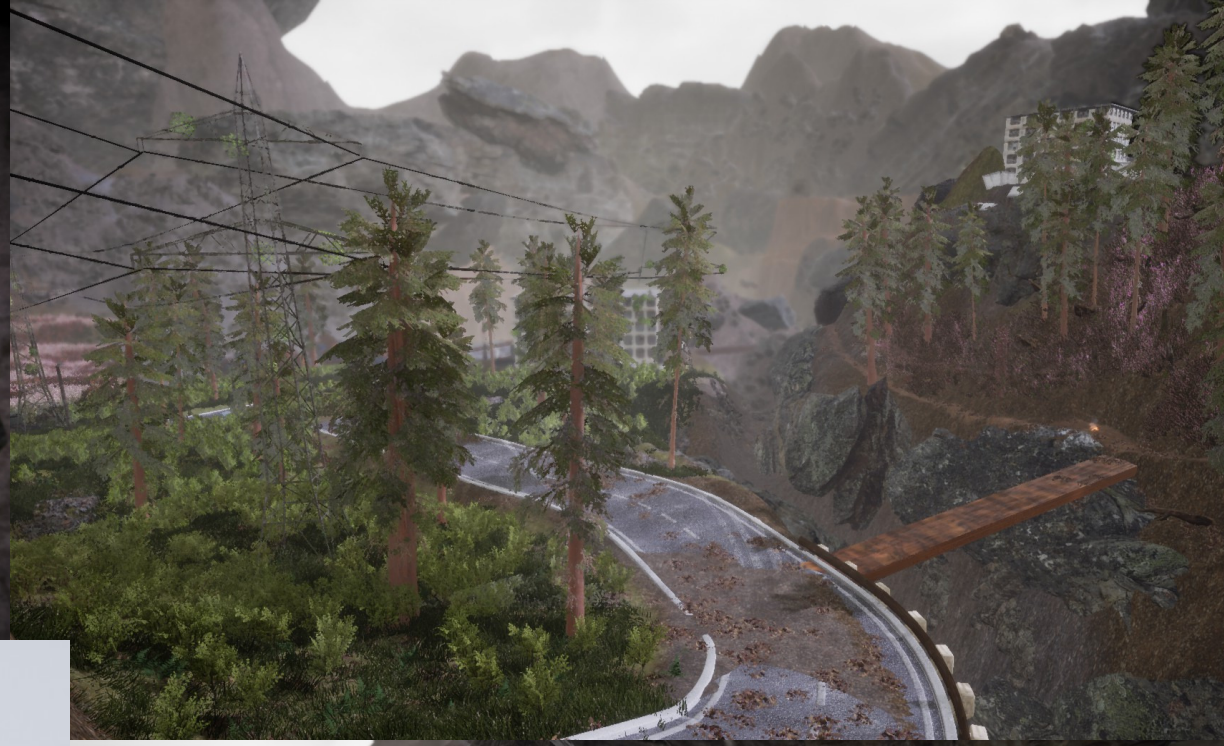
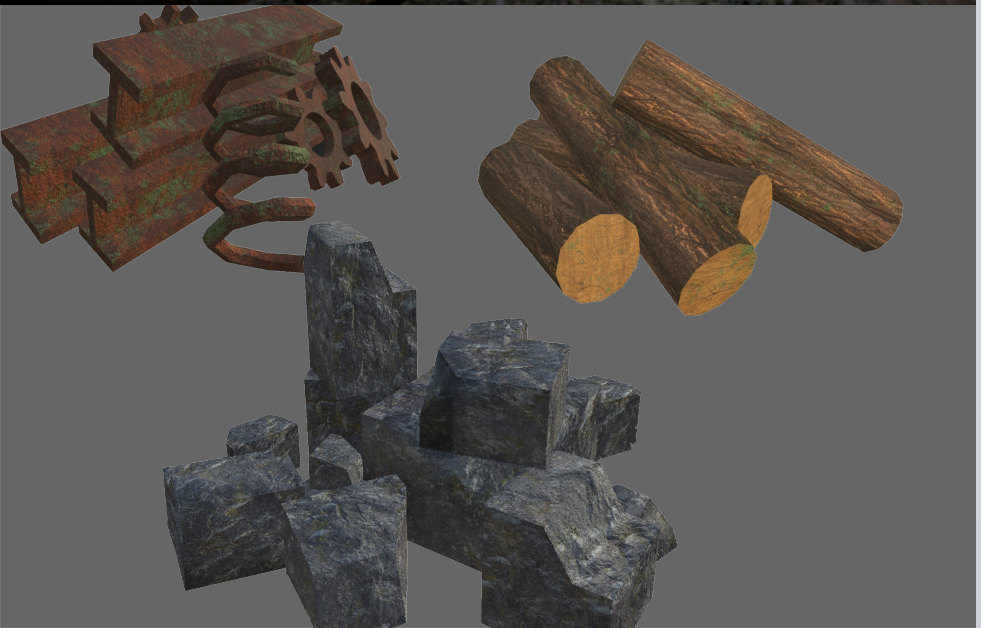
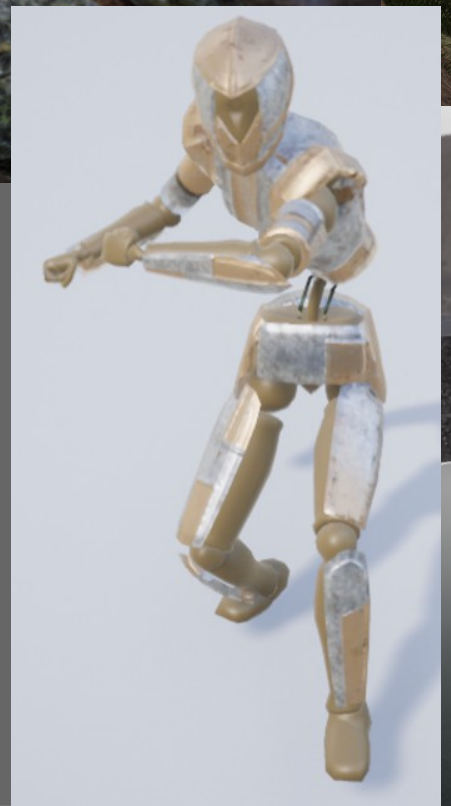
Problem: Bisherige Battle-Royales hatten random oder festgelegte Events um bestimmte Punkte auf der Map unspielbar zu machen.

Unsere Lösung: Ein Algorithmus der sich den Bewegungen der Spieler auf der Map anpasst.

Umsetzung:

Unreal Engine 4, Autodesk Maya, Substance Painter

ЮЖНОГОРСК

SERVANTS
THE CIRCUIT CALAMITY

The Map