

FACTSHEET

CROWN OF THE INDOMITABLE KING



TEAM:

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with

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PROJECT:

Designing and developing a bossfight inspired by the Dark Souls-series with special focus on the AI-behaviour.

KEY ELEMENTS:

- ✦ Melee combat system
- ✦ Oversized enemy knight
- ✦ Challenging but fair AI
- ✦ Gothic-medieval design... in space



SOFTWARE:

Unreal Engine 4, Blender, Substance Painter, Photoshop, Spacescape

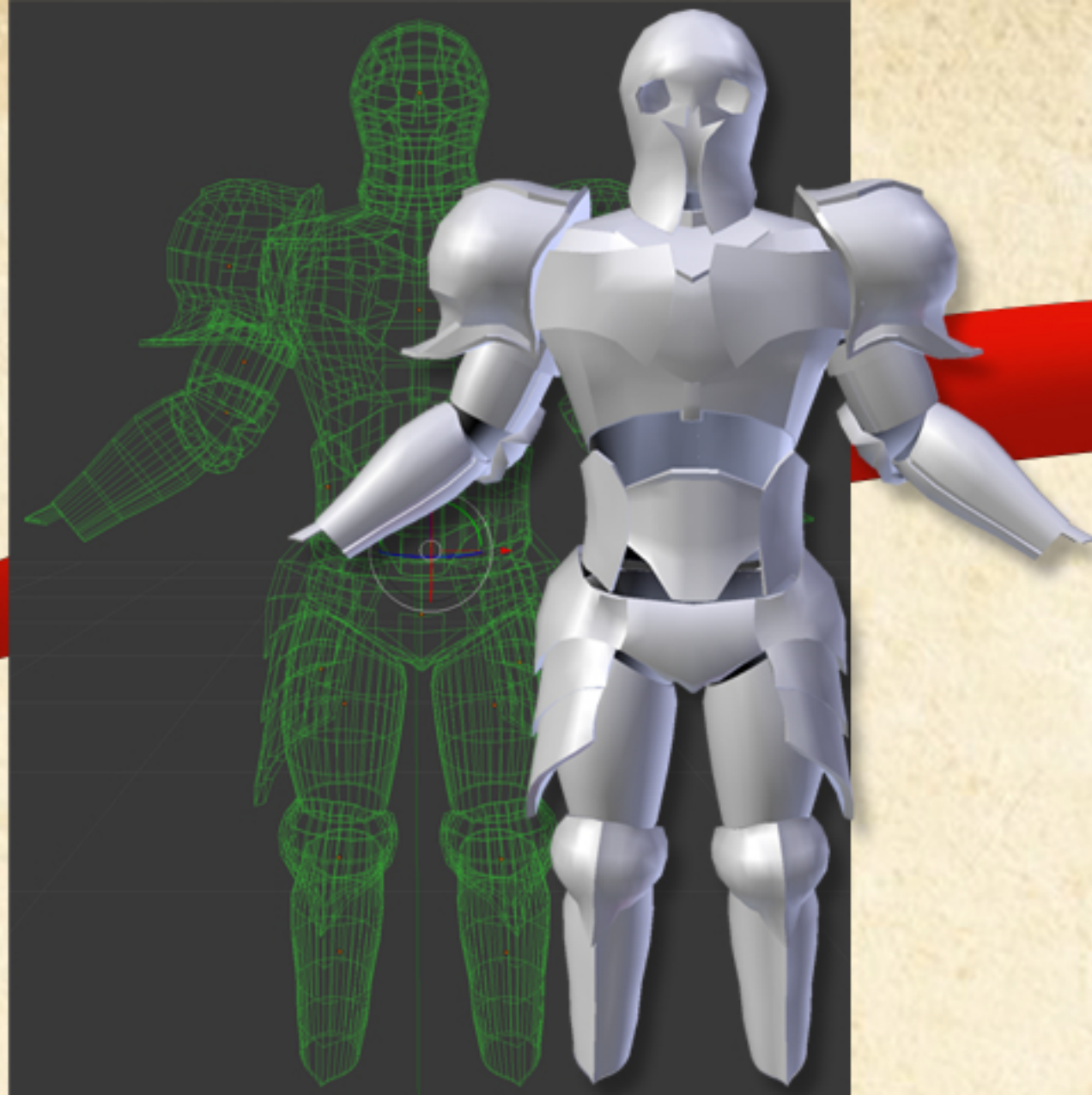


WILL YOU SURVIVE THE AUDIENCE?

CROWN OF
THE INDOMITABLE KING



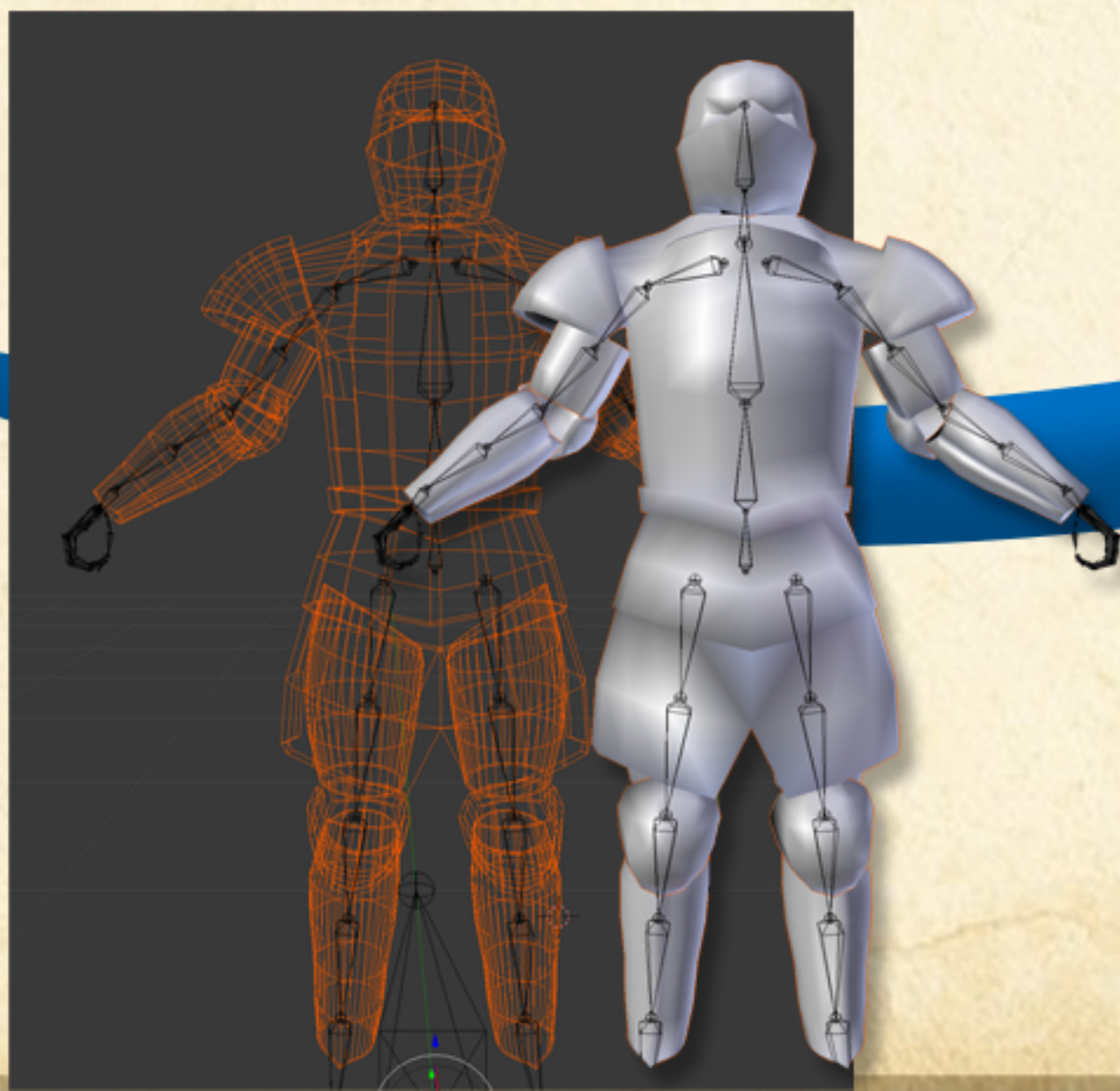
Body based
on UE4 Skeleton



Armour
Modelling



Texturing



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CHALLENGES:

- ✦ Workflow from Blender to Unreal
- ✦ Animation states and the behaviour tree
- ✦ Fine tuning the difficulty (AI)
- ✦ Adding full character controls



AUDIENCES WILL BE GRANTED AT THE MEDIANIGHT

