



Tied up in Space

Project Team

- **24x members** belonging to MI7, MM7, ID7, CS3 and Exchange Programs
- **Departments:** Engineering, Game Design, Graphics, UI, Sound, Management
- **Supervised by:** Prof. Stefan Radicke

Project Vision

- **Genre:** Third Person Co-Op, 3d platformer, puzzle, combat
- **Setting:** Sci-Fi, robots, icy landscapes
- **Game Idea:** Cable mechanics and cooperative teamplay
- **Realized with:** UE4, FMOD, Blender, Figma, Perforce, Confluence, Jira

