



CAELUM KALI

Team List

Lead Game Designer

Julius Steib, Javier Navarro Lázaro

Game Design

Max Becker, Nicolas Bryg, Kilian Domnick, Jonas Held, Tilman Kreis

Lead Engineer

Sandra Hillebrand

Engineering

Marta Casandra Lendínez Ibáñez, Kien Dang, Elias Kittel, María López Padilla, Hannes Ochs, Victor Stancioiu, Moritz Wahlenmeier

Lead Graphics Designer

Isaac Morales

Graphics

Niklas Mäcke, Julia Porsch

Lead Sound Designer

Akseli Keinänen

Supervisor

Prof. Dr. Stefan Radicke

General

- Our game was developed for the Game-Project seminar which goal is to simulate video game production in a large-scale project team under realistic circumstances
- The team of nineteen students with 4 nationalities was split into 4 departments: **Game Design, Engineering, Graphics, Sound**
- Goal was to create a small, fully functional game
- Game was optimized for playing with controller

Licenses

Software: Unity, Ink Unity Integration - inkle Studios, LeanTween - Dented Pixel, Quick Outline - Chris Nolet, Figma

Sound: FMOD Studio - Firelight Technologies Pty Ltd.

Fonts: Disket mono - Mariano Diez, Kontrapunkt - Bo Linnemann

3D Asset Tools: Autodesk Maya, Blender, Adobe Substance 3d Painter, Texture Set Combiner, Specular Gloss Map Combiner,

Fuse, Mixamo

Premise of our game

- The player is sent to investigate a remote space station to which contact was lost.
- The station is trapped in a never ending time loop and the player now as well
- **The goal is to solve all puzzles and break the time loop**

Gameplay:

- The player needs to talk with NPCs & interact with objects to solve **time sensitive puzzles**
- **Every 13 Minutes** the world of the game **resets** and with it parts of the progress the player has made
- Some progress is retained though and together with the player's knowledge of the events allows further progress each loop



Challenges & solutions during production

- Missing Project Manager
-> Split task between department heads
- Missing Quality Assurance
-> Department internal quality checks
-> One big playtest, with friends as playtesters for finding crucial bugs & issues
- Merge conflicts from lacking Unity knowledge
-> optimized workflow during final stages of production
- Restrictions by manpower (e.g. small Graphics department)
-> Design choices to fit existing resources

