



Game Praktikum SoSe 24

The Team (25)

Supervision

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Quality Assurance

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Graphics

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Kimberly Köhnke

Tim Breunig

Peter Gutjahr

Bruno Serra

Sound

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Hoang Phuc Vo

Mia Rose Winter

Technologies



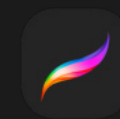
Godot



Krita



GIMP



Procreate



Blender

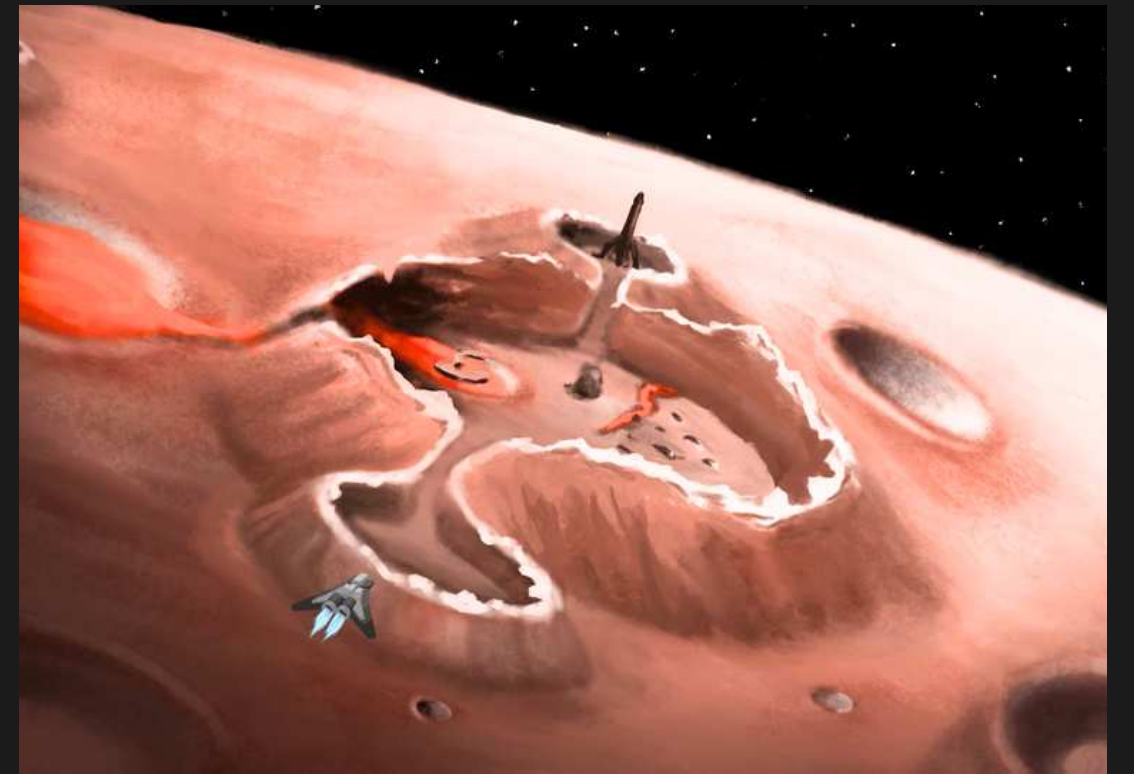
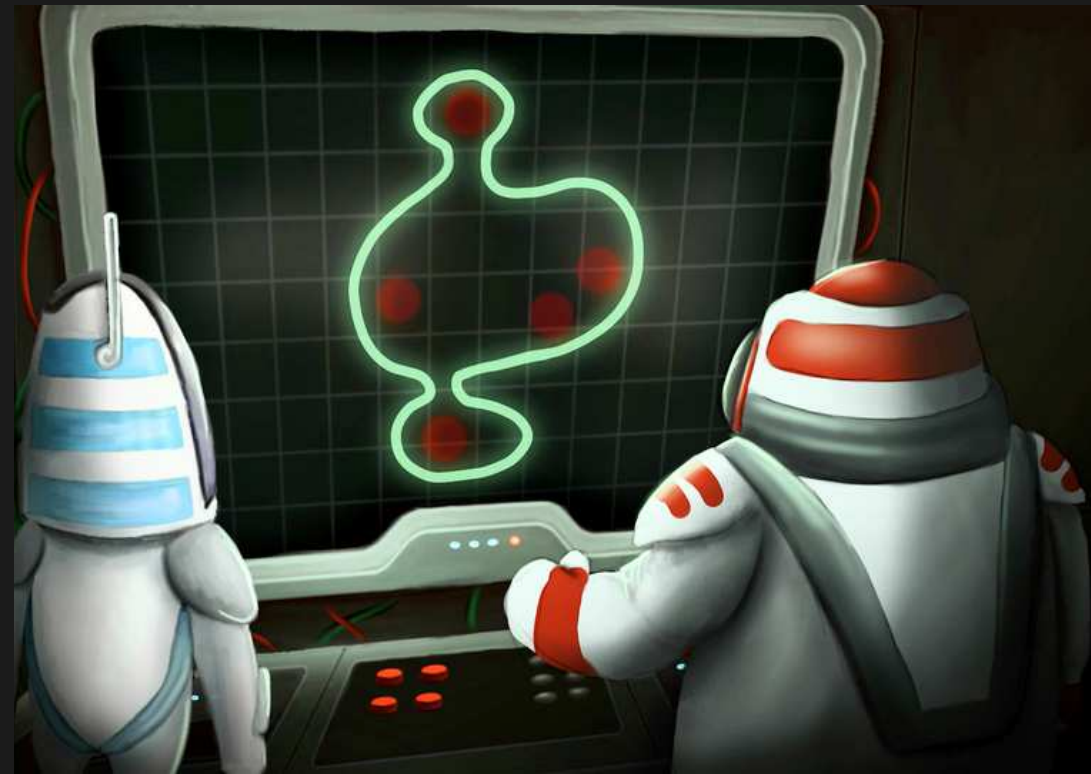


Reaper

Motivation

Working on a game in a real-world production setting

Story



Gameplay



Engineer



Scout

