

# Shadow Walker: The Umbra Project

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## Puzzle-Solver Sidescroller

### Main Characteristics:

- Interactions between Light and Shadow
- Switching between Real- and Shadow-World
- Solving puzzles and Exploring a foreign planet



### The Story:

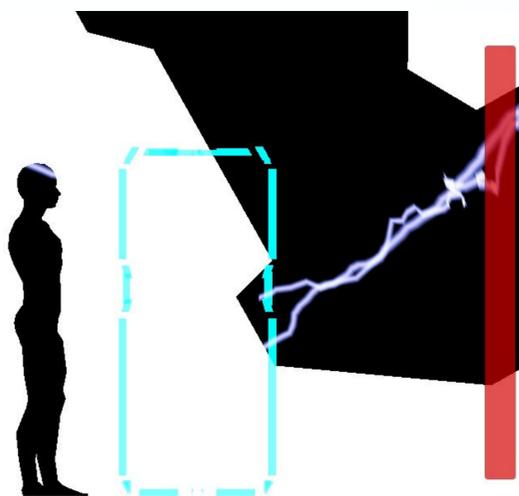
While being on a mission to a secret test facility your spaceship gets caught in an unknown planets gravitational pull, unable to manoeuvre your ship out of the gravitational field your ship gets sucked into the planet's stratosphere. You quickly notice that your sensors are going haywire and are not able to identify the planets chemical composition. Time is running out, you know if you do nothing your ship is going to crash, the sudden realisation hits you that you lost control over all the navigational systems. While passing through the planets inner atmosphere a loud sound pulls you out of your focus, an intense sound and a lot of flashing lights refocus your attention on your ships overall health report. You lost your engines! Now in freefall, knowing you cannot save your ship from a disastrous crash, you try to run into your life-capsule to ensure you survive the impact.

Play our game and continue the story ...



Dynamic changing between two worlds in order to solve puzzles and advance through the story!

## The Shadow-World and your Shadow Character



The shadow character is encountering an Obstacle in the Shadow-world

### Characteristics of your Shadow Character

- Spacesuit is able to dematerialise character into shadow
- Spacesuit properties keep the shadow's shape unaffected by light
- Shadow can change back if the real character would not materialise inside of an object (blue outline)
- Change into shadow character if the character is not standing on a shadow
- Spacesuit is only a prototype; time in shadow-world is limited

### Characteristics of the Shadow-World

- Shadow-world consists of all real obstacles' shadows
- Shadow character is able to navigate freely through real objects, gets stopped by shadows