

Shadow Walker: The Umbra Project

TUM - COMPUTER GAMES LABORATORY SUMMER TERM 2018

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Background Story

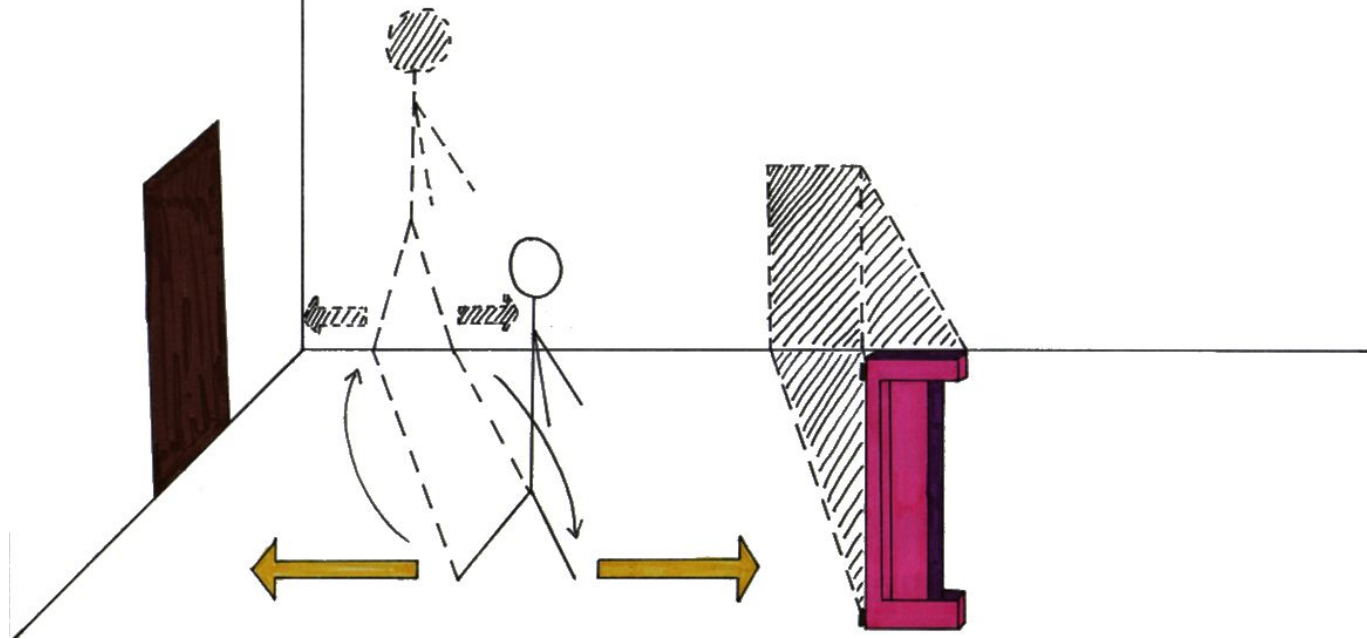
- On a secret mission, with a prototype spacesuit
 - Stranded on a foreign planet
 - Spaceship damage on impact
 - Unable to reach anyone for help
 - Needs to explore the planet and find lost spaceship parts
 - Decides to try the prototype spacesuit
- => Adventure in an unknown planet with
an untested spacesuit with unknown abilities



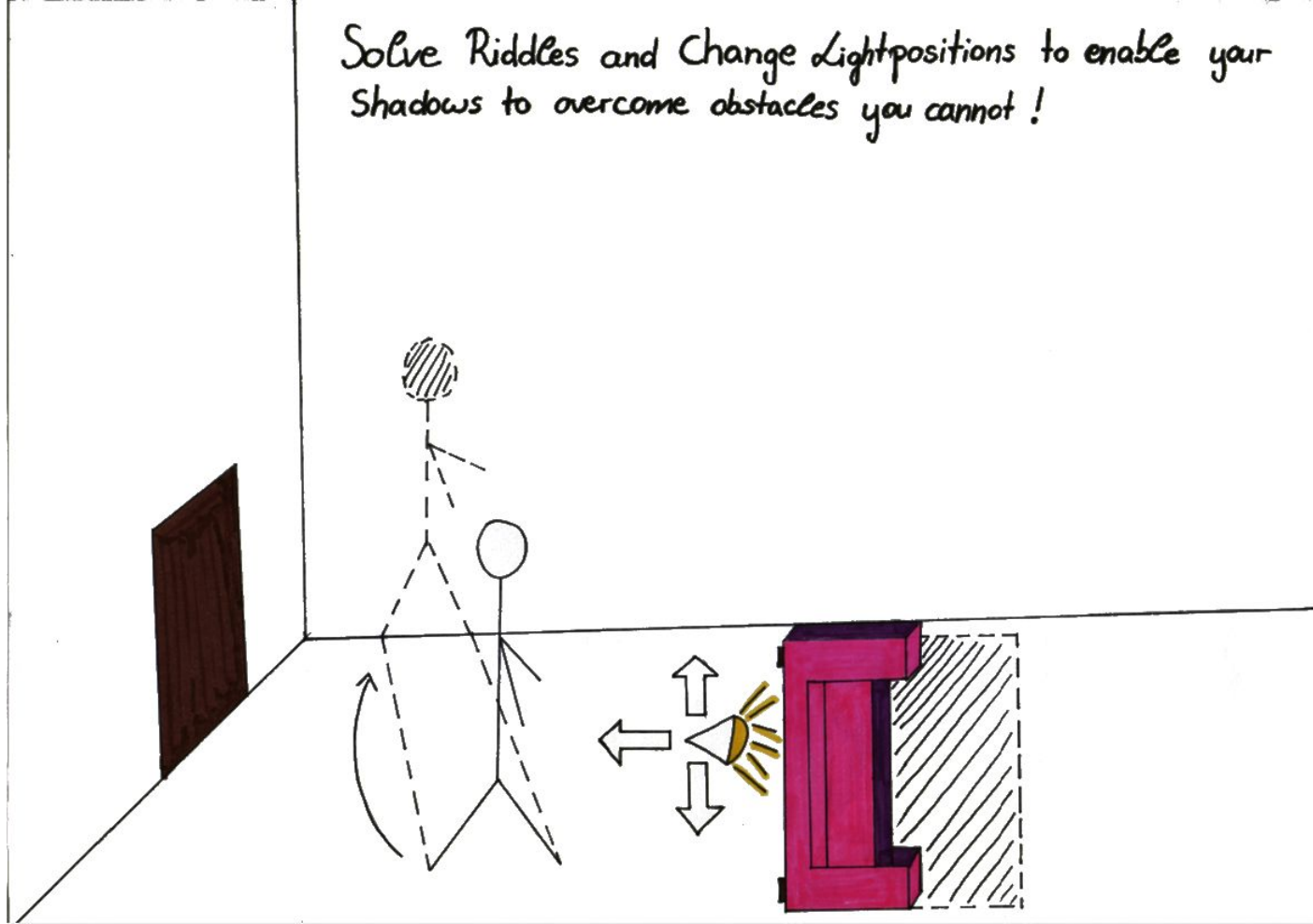
Solving Puzzles
in Different Dimensions

Light and Shadow
interactions

Change between Interacting with your Character and its Shadow!



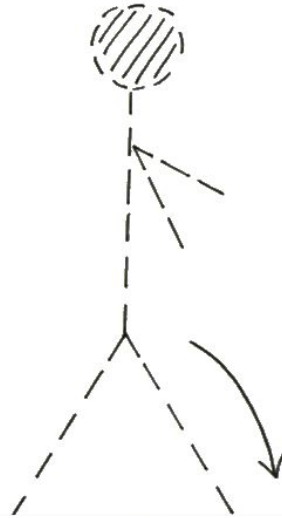
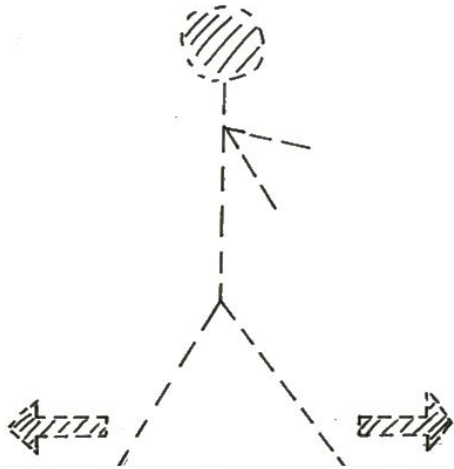
Solve Riddles and Change Lightpositions to enable your Shadows to overcome obstacles you cannot !



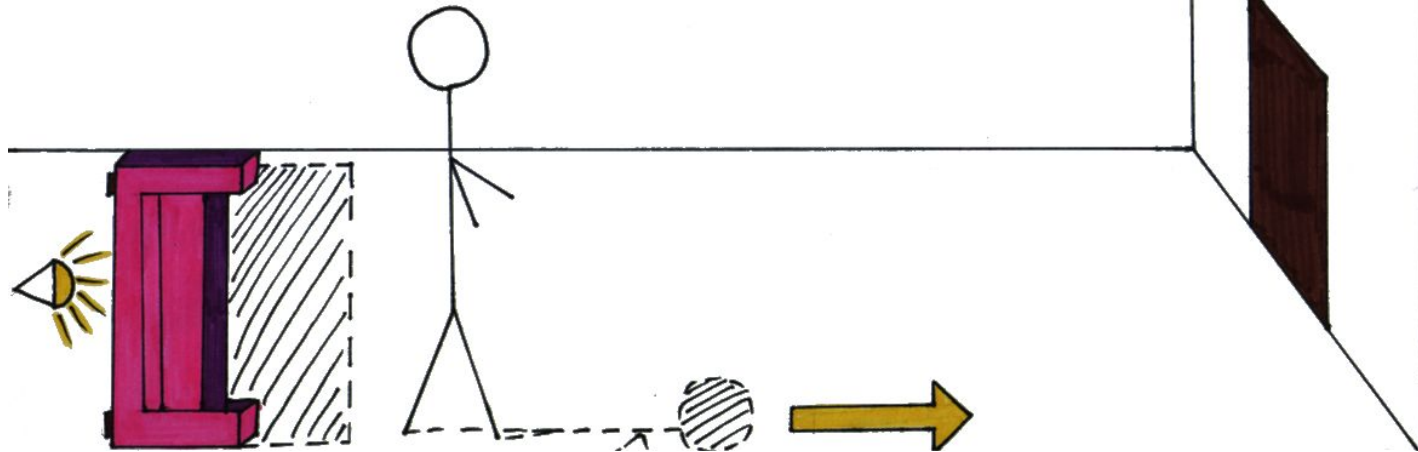
Merge into your Shadow and pass the obstacles!

But do not stay as your shadow for too long, something dangerous might occur!

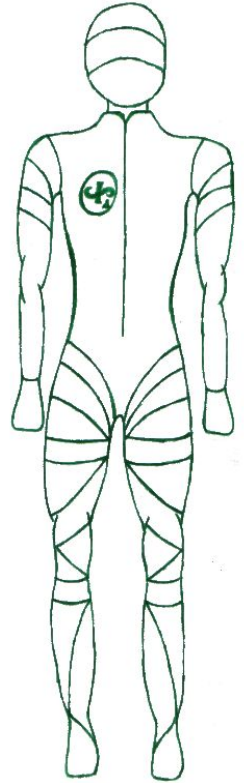
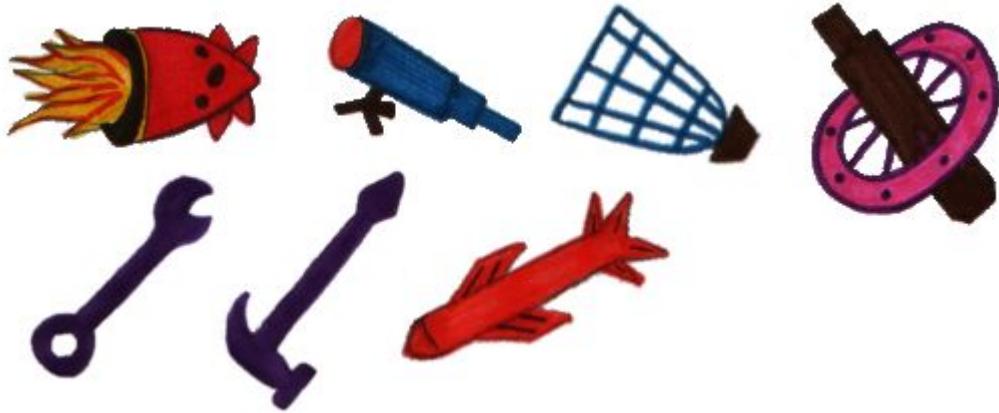
Separate again and continue through the story!



Try to pass each challenge and find out more about your character and his circumstances!

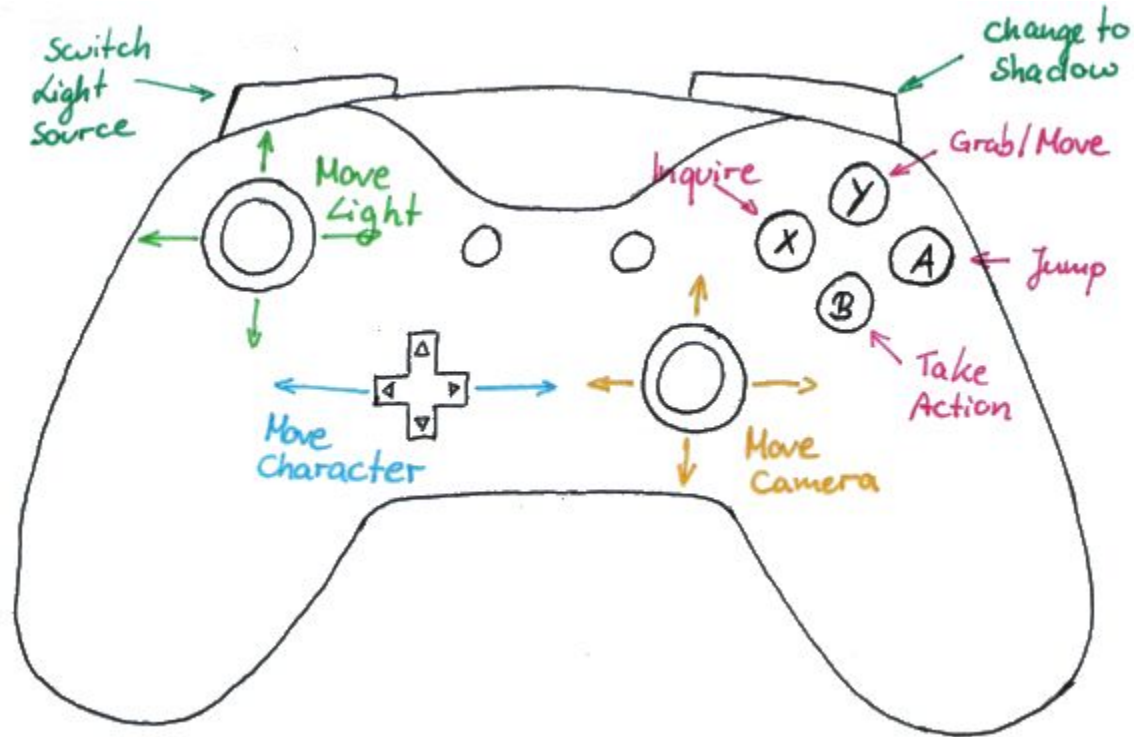


Character and Item Sketches





Game Controls



Development Schedule

Functional minimum:

- Shadow implementation with static lights
- A tutorial level which introduces controls and basic level and puzzle mechanics
- Controller mapping/controls
- Character modelling
- Environment modelling

Low target:

- Shadow implementation with dynamic lights
- Sounds
- Multiple Levels
- UI & Menu

Desirable target:

- In-level storytelling
- Player controlled lights
- License free soundtrack

Development Schedule

High target:

- Composed Soundtrack
- Cut-scenes
- More levels

Extras:

- Even more levels
- Longer story
- Puzzles with enemies

Questions or Suggestions?