

Artista

Team 4

Design: Daniel Probst (MDH) , Luis Wiedenmann (MDH)

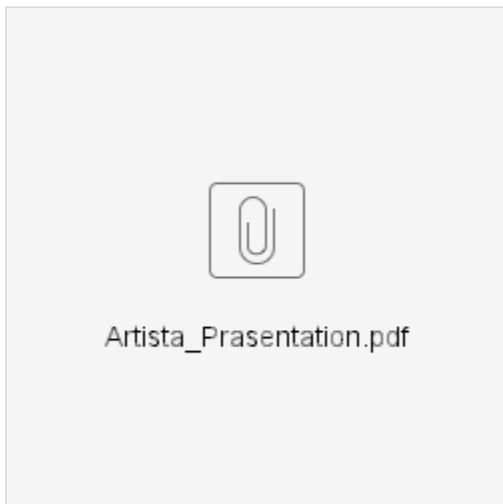
Art: Katharina Franz (MDH), Tommy Ngo (MDH)

Programming: Erik Franz (TUM), Frederic Fulghum (MDH)

Project Notebook



1. Formal Game Proposal



2. Physical Prototype



Prototype_presentation.pdf

Alpha



Alpha_presentation.pdf

Playtesting



Playtesting_presentation.pdf

Conclusion



Release_presentation.pdf

[Artista TUM release with source](#)