

ANIMAL



RACE



Game
play

Spielprinzip

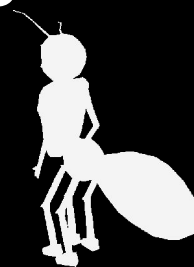
- 3D-Rennspiel
- Jump'n Run-Elemente
- Miniaturwelt
- Insekten als Spielfiguren

Game
play

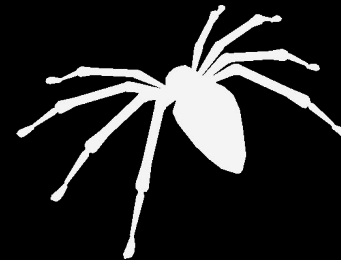
Spielprinzip

- Insekten mit speziellen Eigenschaften

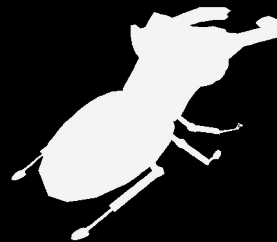
Ameise (schnell rennen)



Spinne (an Seil schwingen)



Käfer (graben)



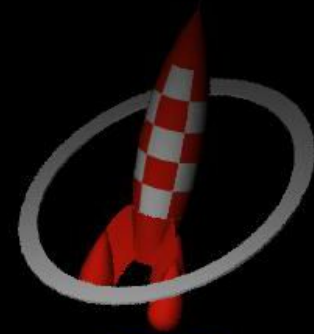
Grashüpfer/Heuschrecke (springen)



Game
play

Bonusitems

- Turbo-Boost
- Drogen
- Klebehonig
- Brute-Force
- Überraschungsei



Team
work

Entwicklung

Programmierer

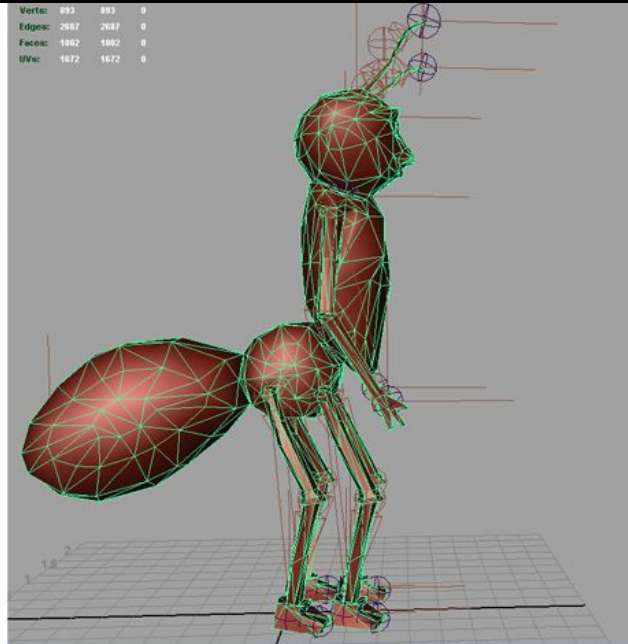
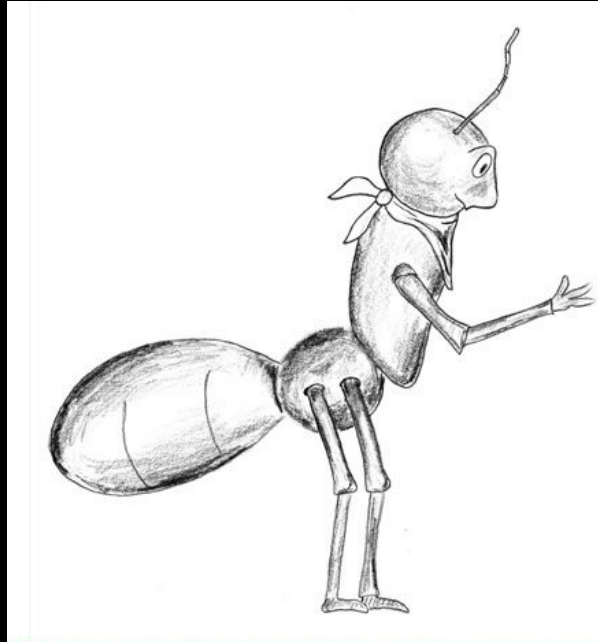


Graphiker



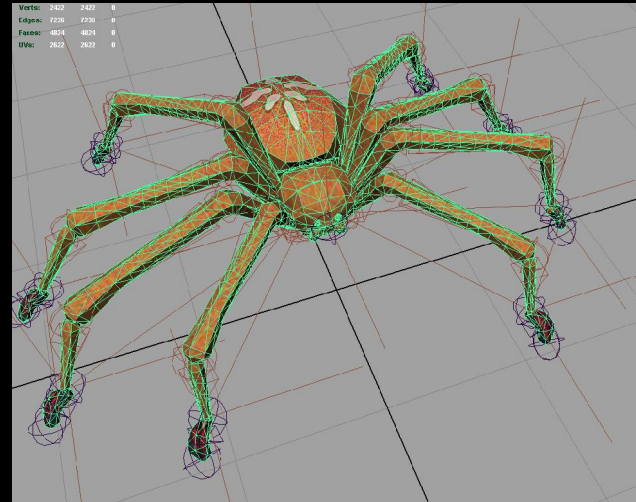
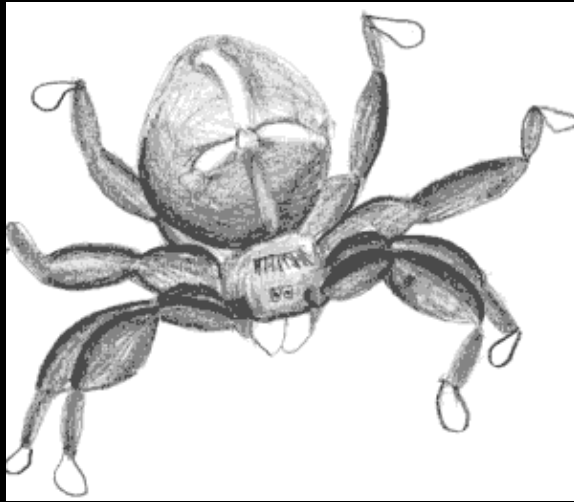
Player
Models

Ameise



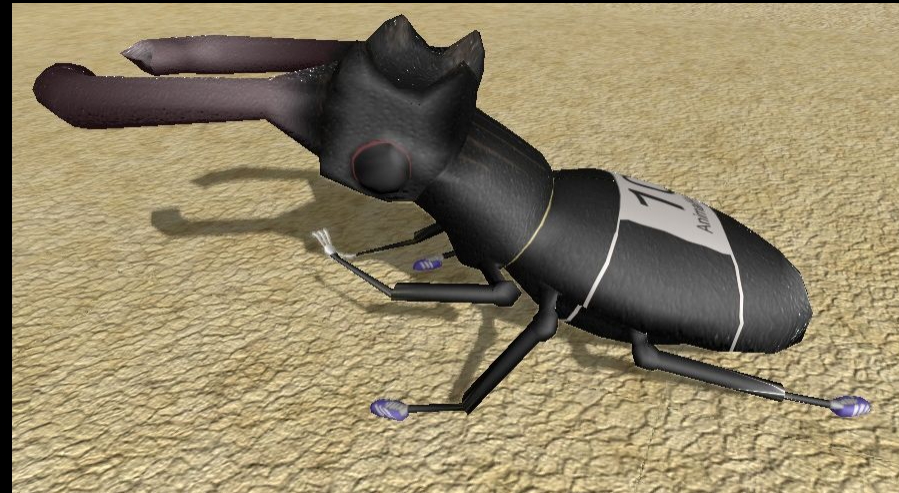
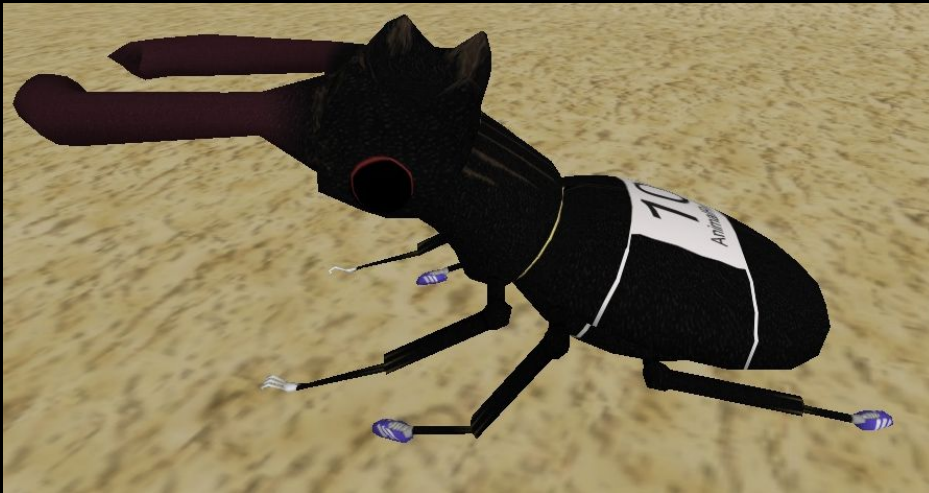
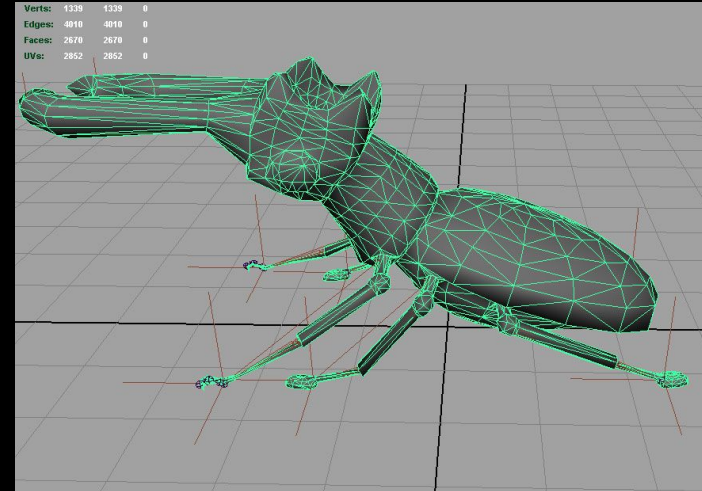
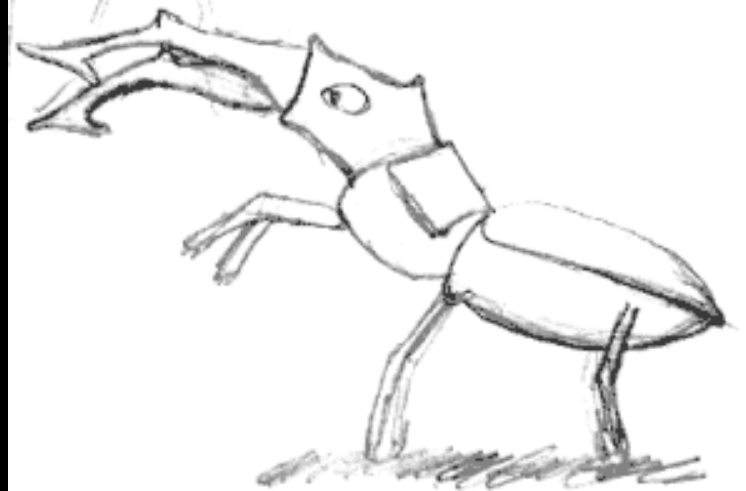
Player
Models

Spinne



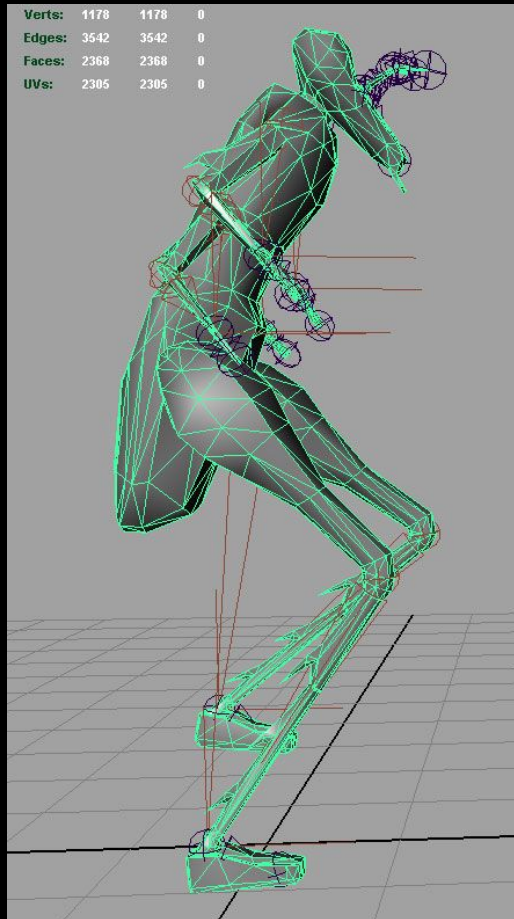
Player
Models

Käfer



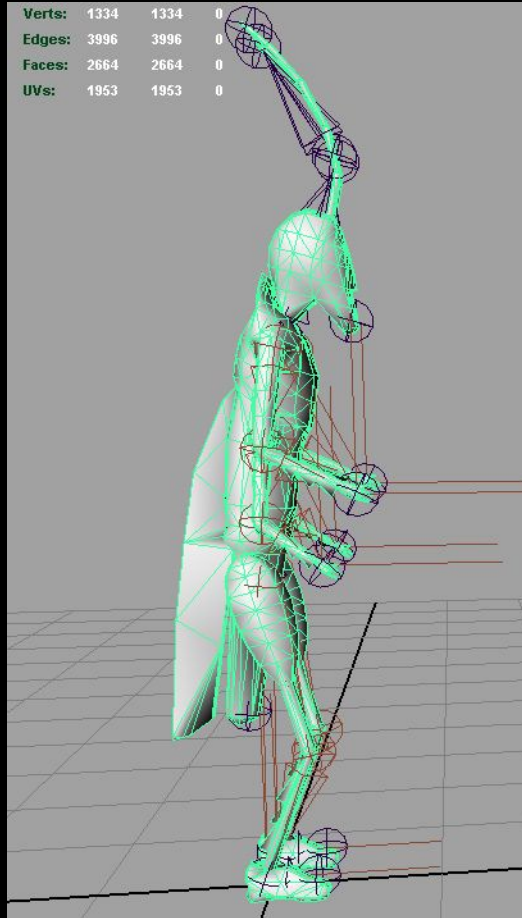
Player
Models

Heuschrecke



Player
Models

Grashüpfer



Sky
box

Skybox

- HDR-Shop



Sky
box

Skybox

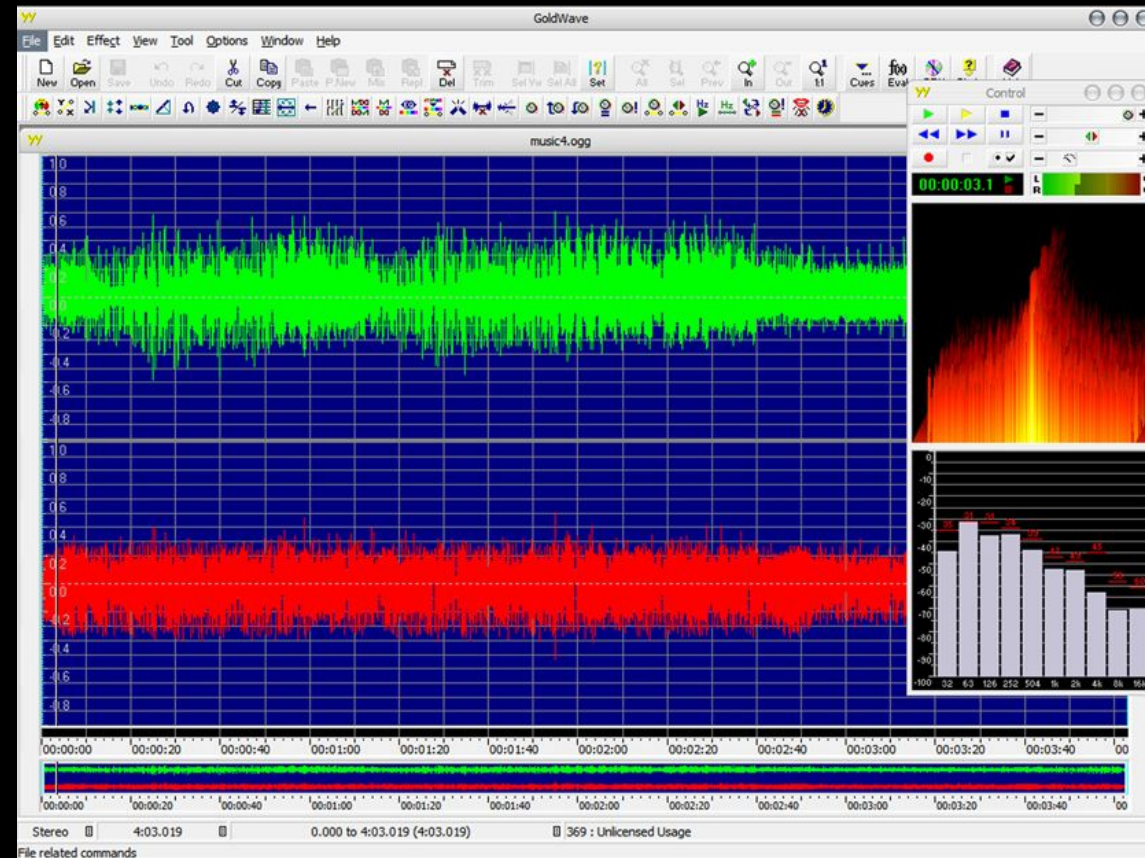
- Ergebnis



Sound
Music

Soundeffekte / Musik

- Bearbeitung mit Goldwave
- Sounds und Musik im ogg-Format
- Aufgenommen in GHWRS Illerrieden

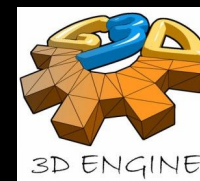




Game
Engine

Bibliotheken

- Physik: Open Dynamics Engine
- Skeletale Animationen: Animadead
- Skripting-System: Angel Code Scripting Lib
- System und OpenGL-Wrapper, Mathe: G3D
- Eigenentwickelte Engine: ONEngine





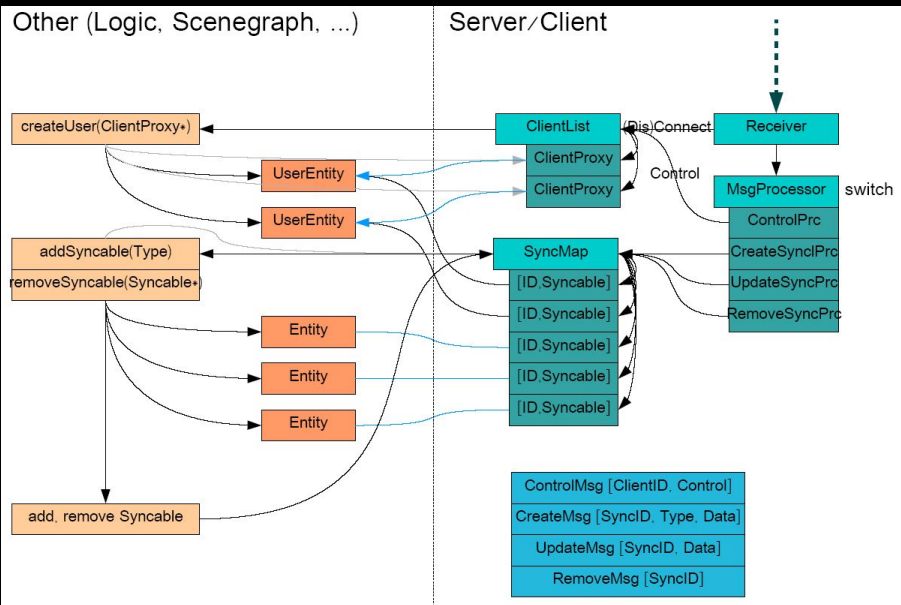
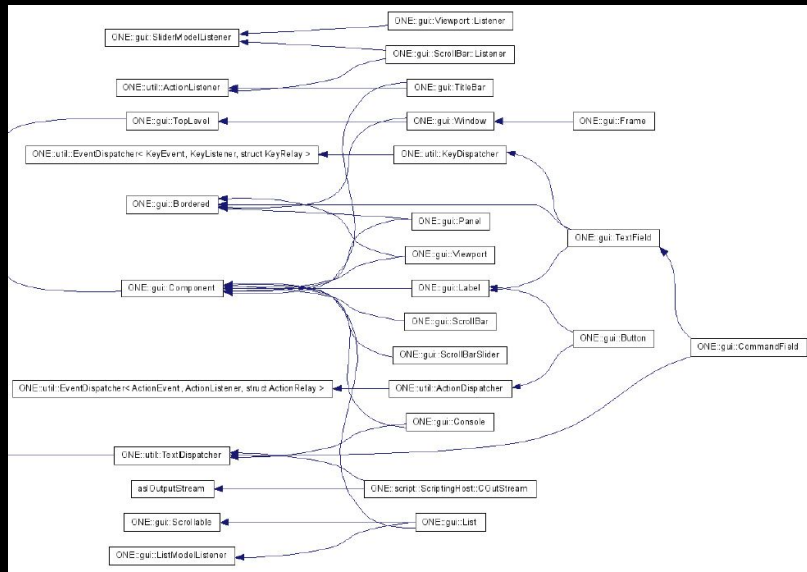
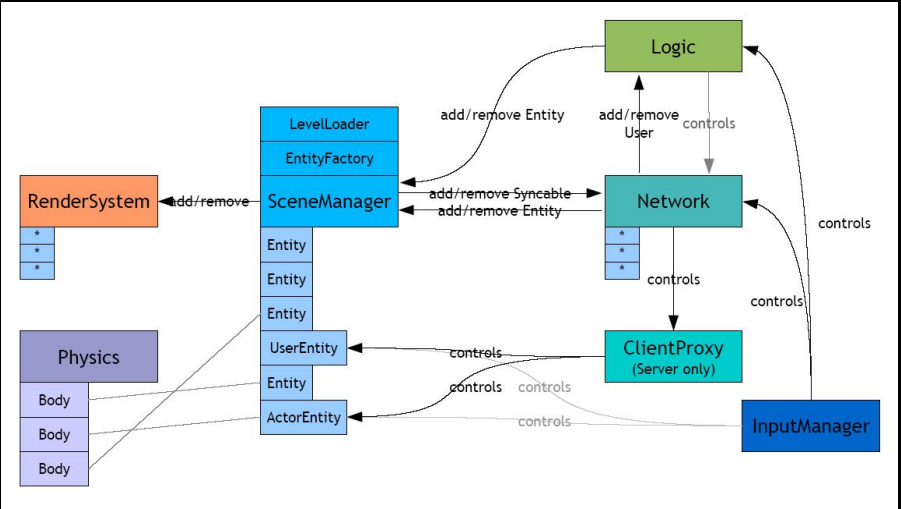
Game
Engine

ONEngine

- Komplettes GUI-Framework
- Render-System (Shader-, State- und Renderpfad-Verwaltung)
- SceneManager (Szenengraph Management)
- Netzwerk (Synchronisation und Events)
- Scripting-Host (OO-Wrapper für Angelscript)
- 25000 Zeilen Code

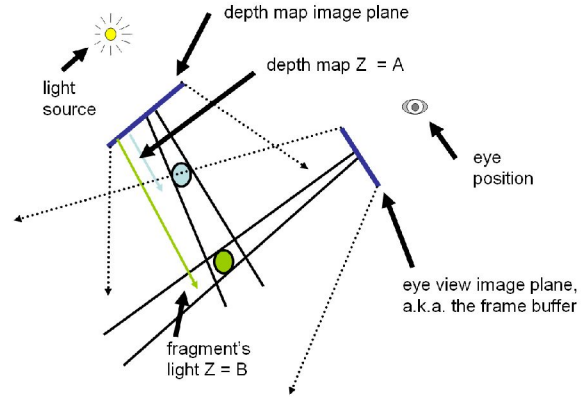


ONE Hauptbestandteile



Shader-Beispielsanwendung: Shadow Mapping

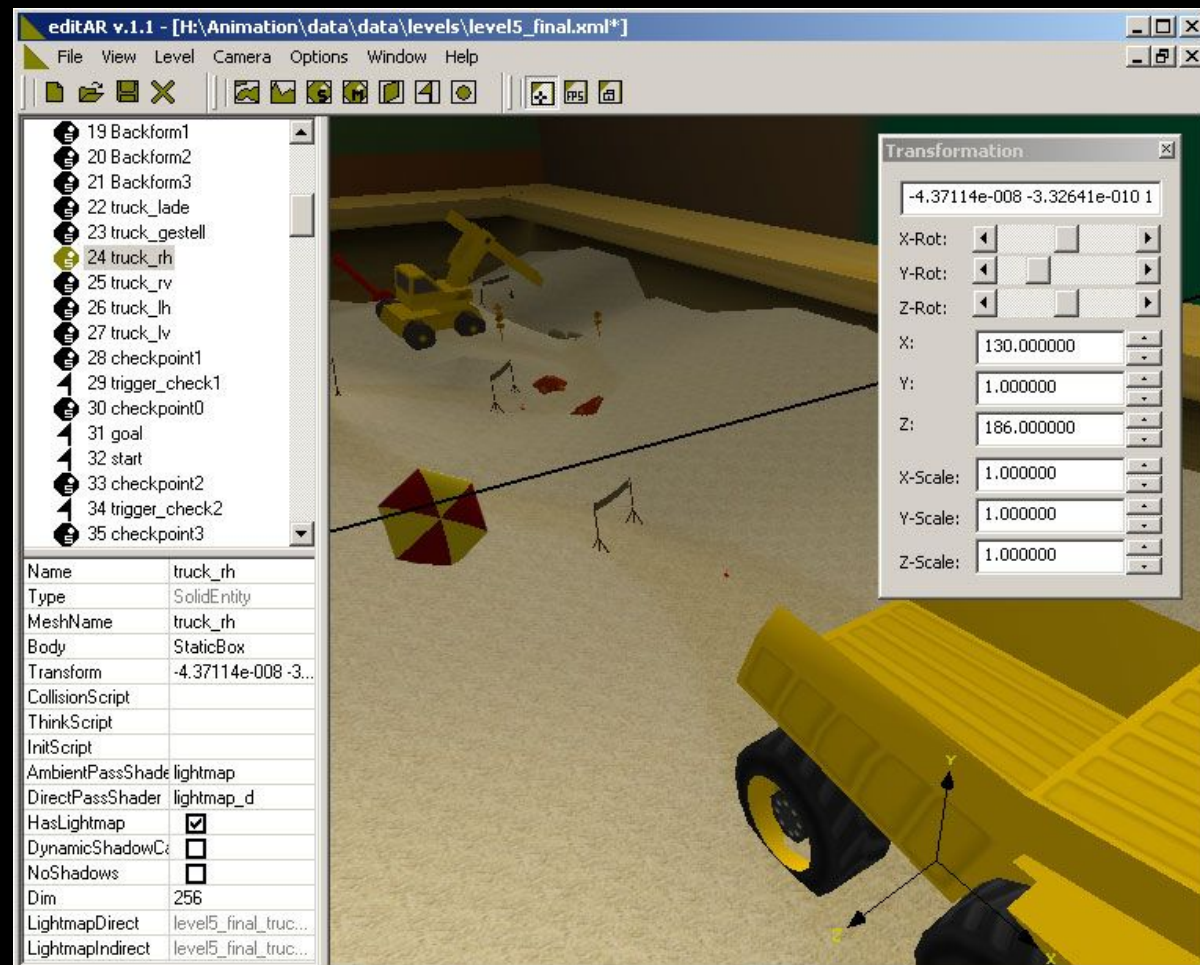
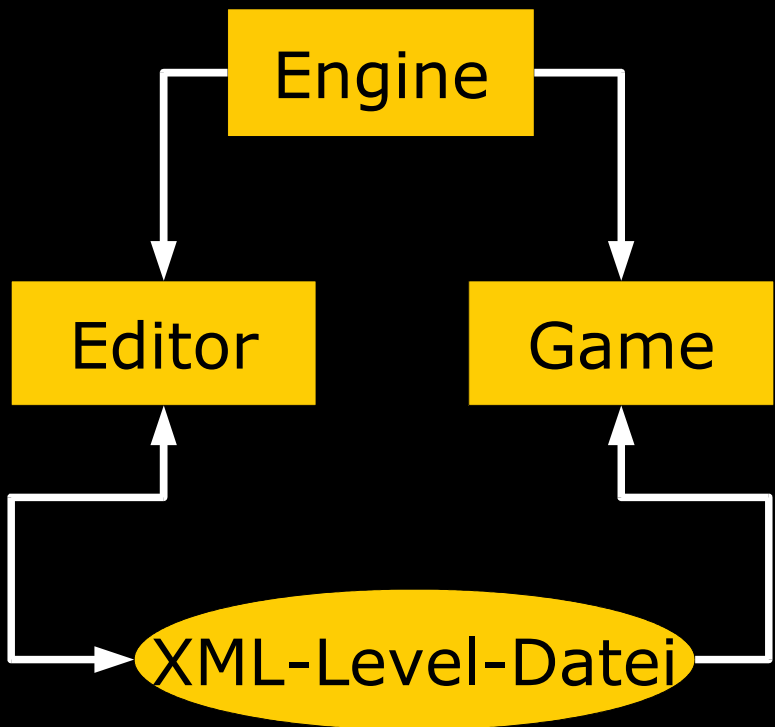
The A < B shadowed fragment case



Level Editor

Level-Editor

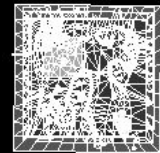
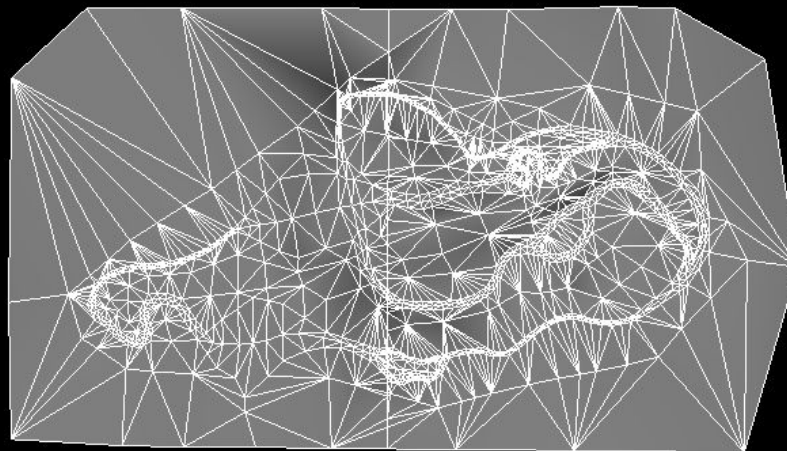
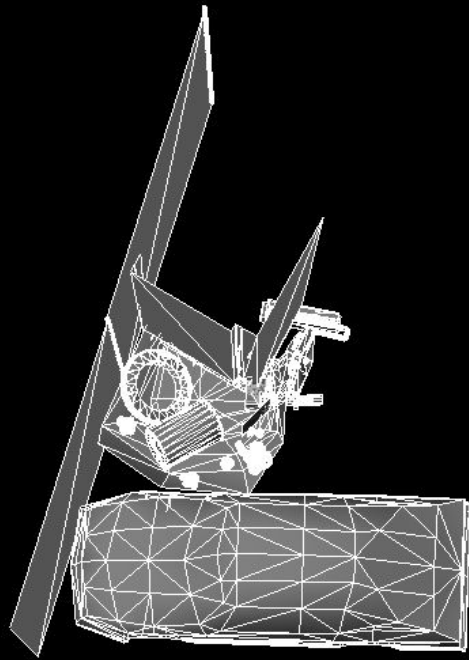
- Verwendet ONEngine
- Windows ATL



Level
Design

Level-Design

- Müllhalde
- Wiese
- Picknickdecke
- Sandkasten



singleplayer



Ameise



Spinne



Grabkdfcr



Grash|pfer

Name:



Die Sandburg
Das Picknick
more-to-come
more-to-come
more-to-comeg
more-to-come

Main Menu

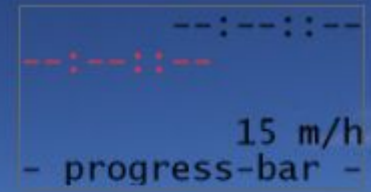
Spiel Starten

Test



Quadro4 900 XGL/AGP/SSE/3DNow! 6.14.10.7772 G3D 6.07
48 fps 0M tris 0M tris/s GL Calls: 84/444 Maj; 3651/5298 Min



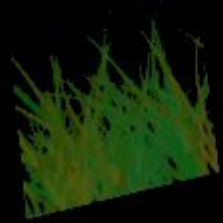


'Gewalt' aufgehoben

4. Runde

'Turbo' aufgehoben

andkasten





Round 1 of 42



Round 1 of 42