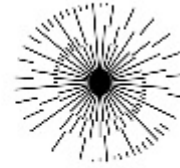




UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

▲ Hochschule Harz
Harz University of Applied Sciences

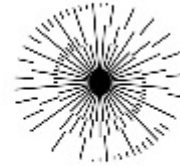
Harz University of Applied Sciences GERMANY



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Harz University of Applied Sciences

Mentor: Dominik Wilhelm

STUDENTS TEAM

Mayuri Iwata (Art / Animation)

Takuma Wabiko (Code / Tech)

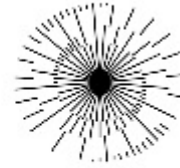
Dominik Wilhelm (GD / Music)



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WORKING TITLE: **Simplicity**

Platform: Smartphone/Tablet, PC

Engine: Unity

CONCEPT

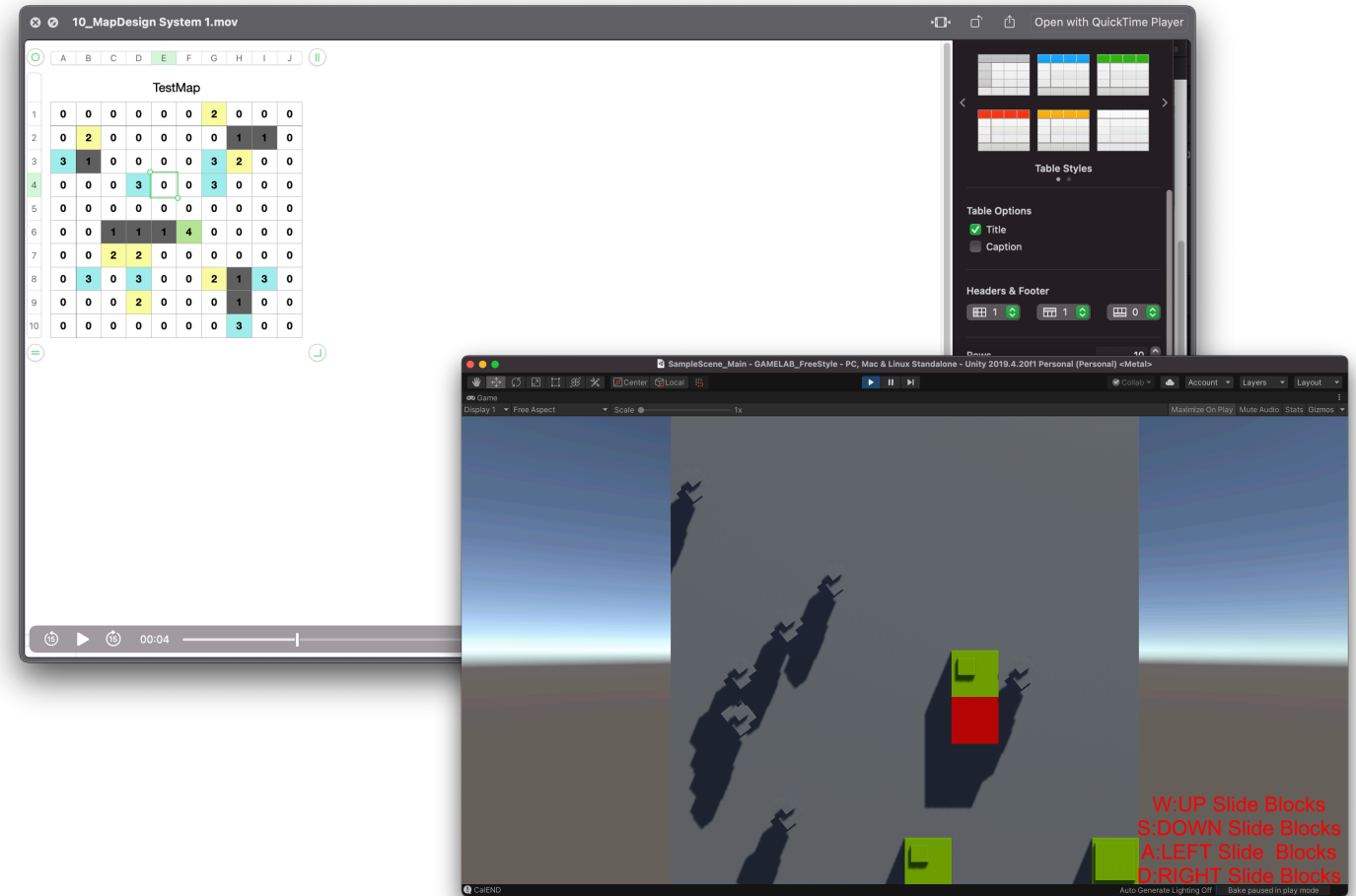
Simplicity of Complexity: "SIMPLI-CITY"

Based on the original idea of a minimalist game concept that can be scaled up easily and provide emergent gameplay experiences, we started to create a spatial puzzle game with the core mechanics of sliding & merging blocks on 3-axis to create increasingly larger and higher building types.

The game should evoke a setting of "bright utopia vs. mystery" which was inspired by contrasting vintage architecture illustrations of "Archigram" and their optimism of technological advancement with the loneliness of empty cities, decaying commercial zones and the unfulfilled promises of technology.

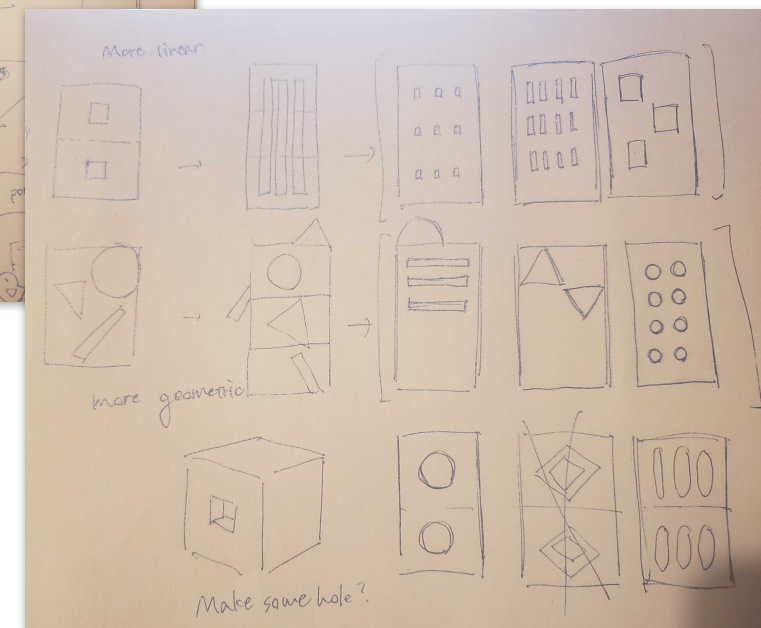
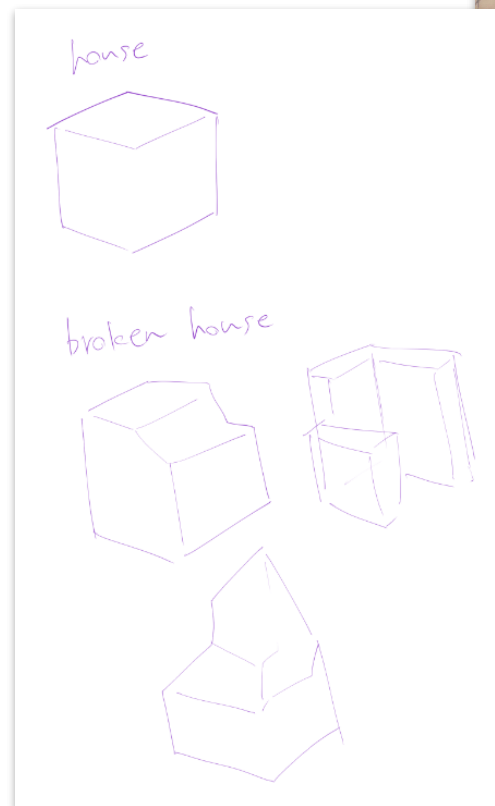
Digital Prototyping

Wabiko-san created a system for designing levels based on XLS files. Each number in the XLS cell represents a prefab type in Unity. This allows for quick prototyping and iteration of puzzle designs.



Art

Sketches for new 3D objects and structures for building facades that can be animated when blocks are merging were created by Iwata-san.



Art

Iwata-san created new themed 3D models for various block types. The block animation system was updated with new visual elements.

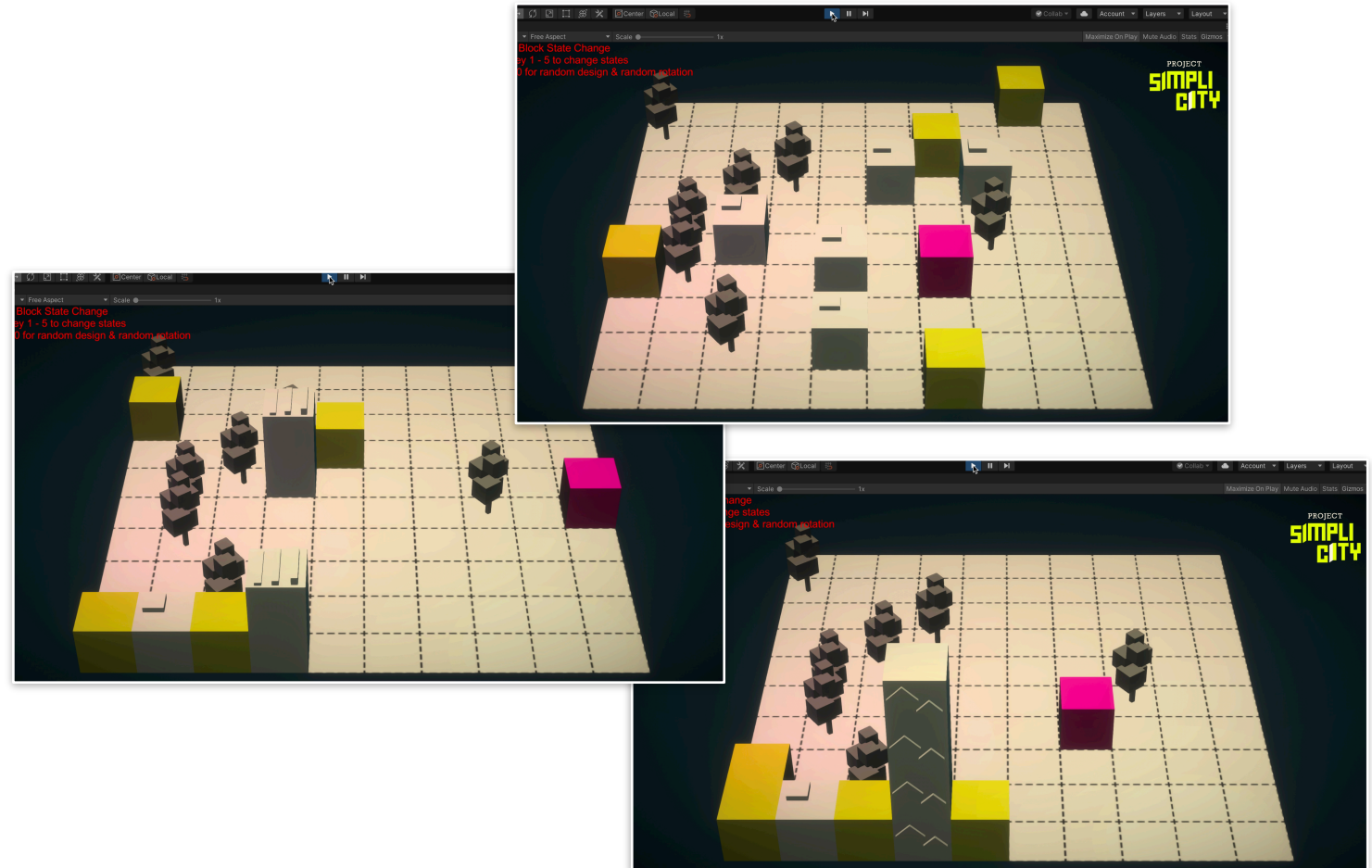


Digital Prototyping

Wabiko-san implemented the vertical merging of certain block types which allowed for more complex gameplay.

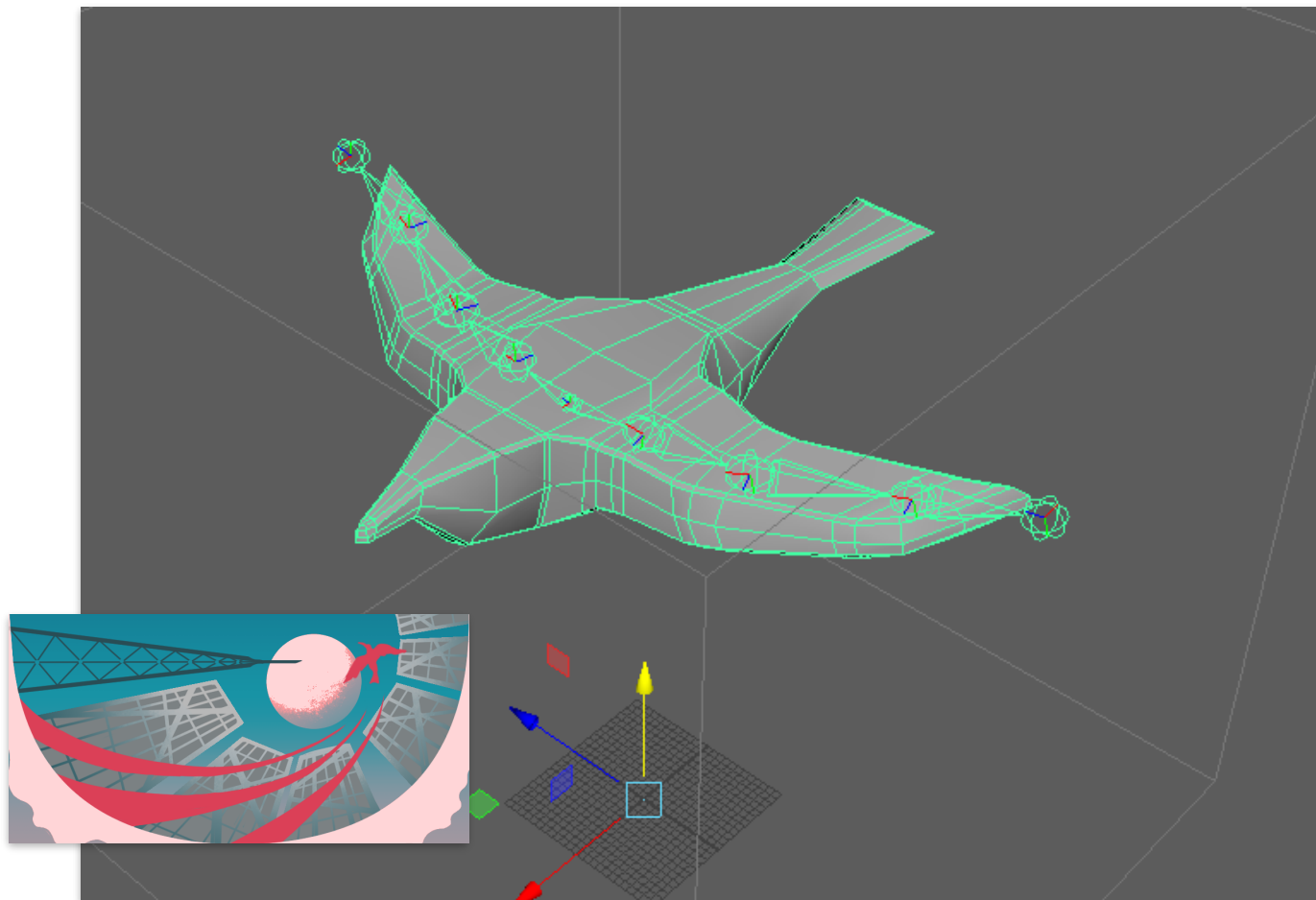
Some of Iwata-sans new models were also implemented at this stage.

Two different theme songs and basic SFX were created to complement the visuals and slightly mysterious mood of the game.



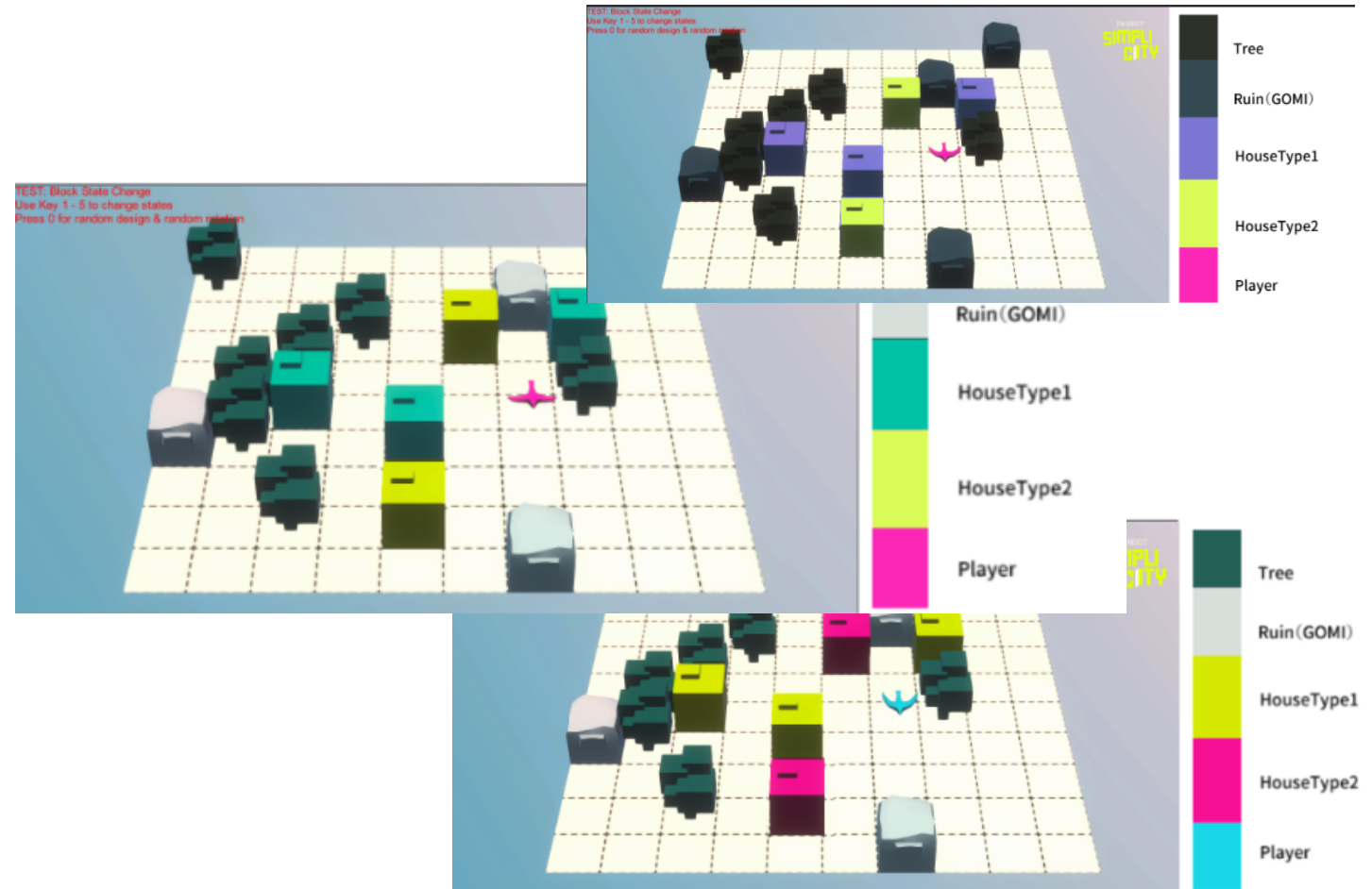
Art

Iwata-san created an animated player character, based on her original concept sketch.

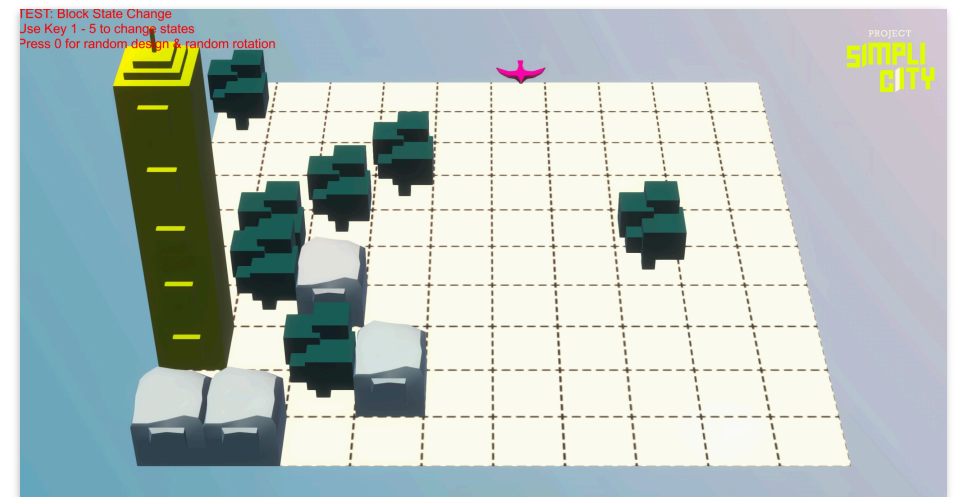
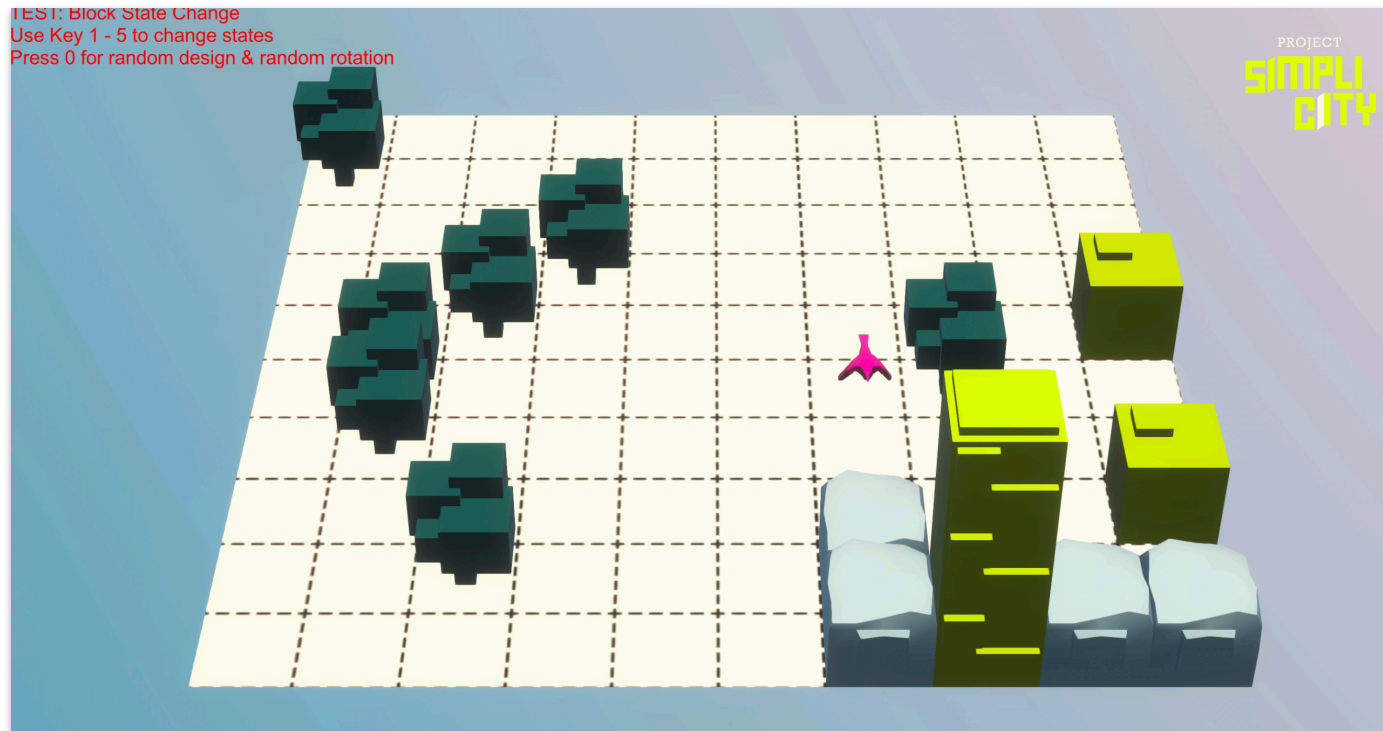


Art

Iwata-san iterated the color scheme, shader and models, adding new visual elements and the animated player character.



Art



PARTNERS

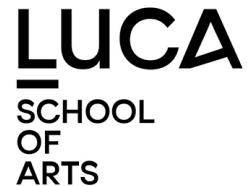
- Benemérita Universidad Autónoma de Puebla



- Tokyo University of Technology, School of Media Science



- LUCA School



- University of Ostrava



- School of Art at Northern Illinois University



- Harz University of Applied Sciences

