

ShapeQuest

What is ShapeQuest?

ShapeQuest is a **3D-coop-puzzle-platformer** in which the players can change the shape of their character to help each other traverse the level.

Goals:

- create a puzzle game
- have multiplayer included
- have an interesting way for the players to interact with each other
- create a base for easy content development

Technologies:

- Unity 3D Version 5.5.0f3 Personal as engine
- Unity Editor for content development and level editor
- Visual Studio and C# for gameplay and netcode programming
- all Content is made by ourselves except for some small Unity scripts, features and assets

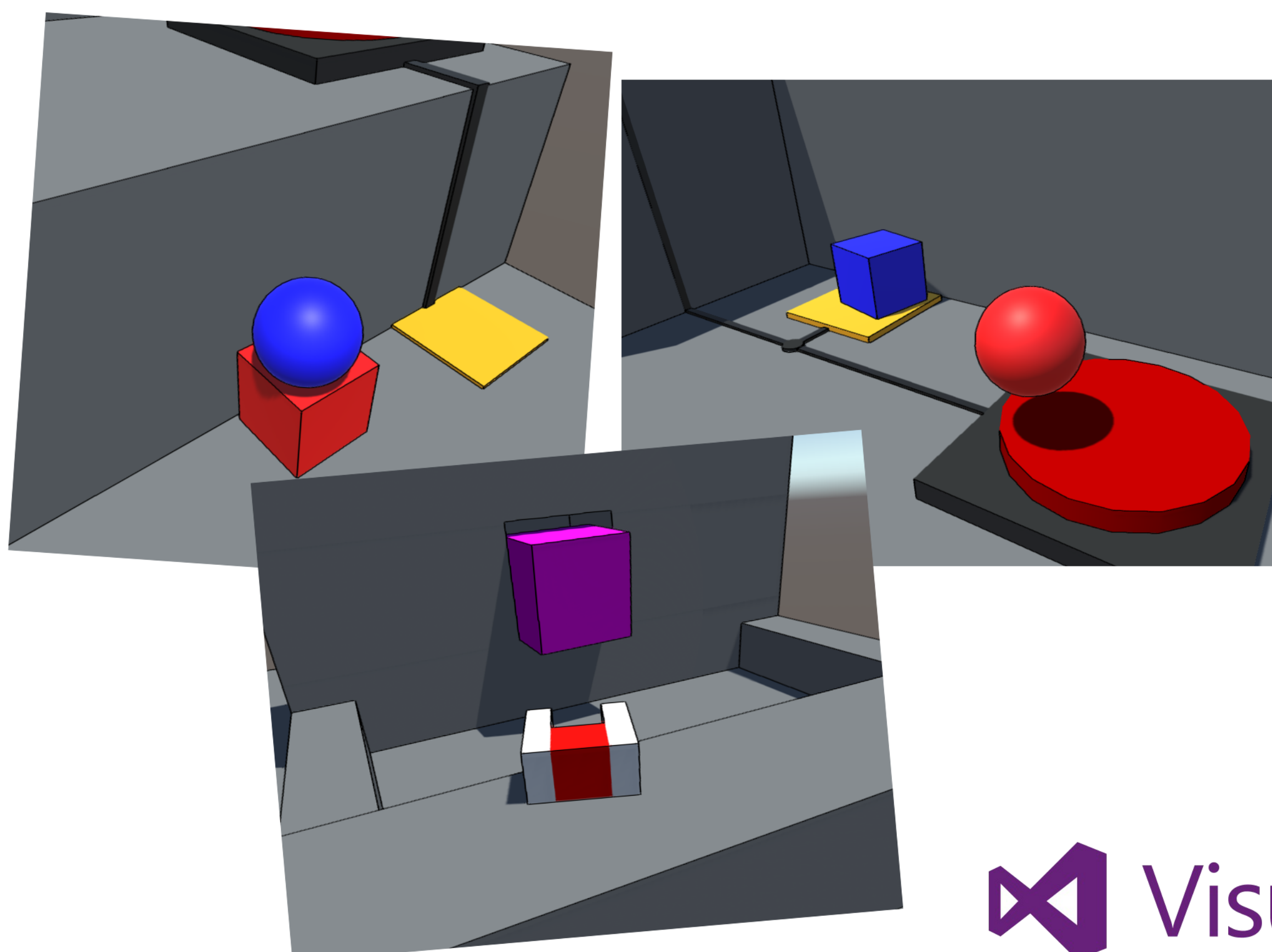
Experiences:

- a lot about organising the development of a game
- you can have a plan but you also should be able to rethink it
- multiplayer can make simple things really complicated

Highlights:

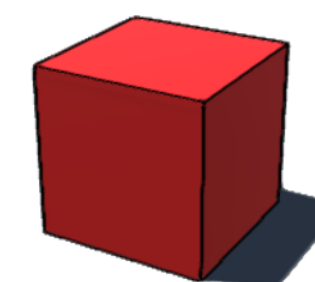
- playing the first time together in your own game
- achieved a better looking game without any art guy
- having the first playable Prototype
- having the basics finished and the only thing you now need is content

Game Content:

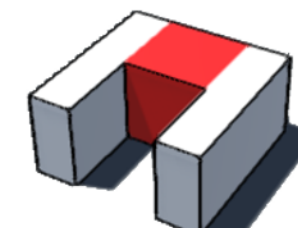


Shapes

Cube:



Magnet:



Sphere:



Bouncepad:

