

## Team

- MI / MM
  - Linard Hug
  - Lena Jordan
  - Kira Wanjek
  - Tobias Brendel
  - Alex Schimanko
  - Athina Reißerweber

## Motivation

- Spiel rund um moralisch schwierige Fragen
- 2D Adventure Game aus  $\frac{3}{4}$  Perspektive
- spielt in Regierungsgebäude einer untergegangenen Zivilisation

## Umsetzung

- Unity (C#)
- Perforce
- Blender
- Photoshop
- Jira



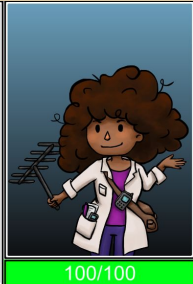
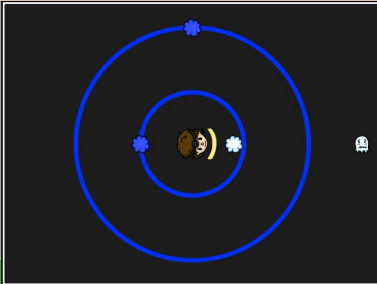


Clerk

You can do it. I believe in you!



90/100



100/100

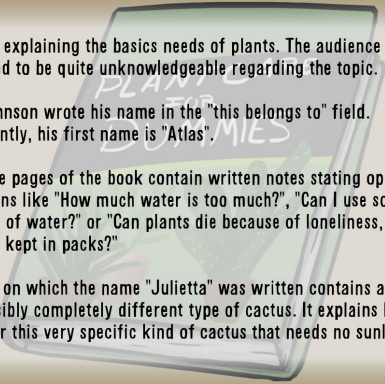
- ?? Healing Stone Book
- ?? Guest book
- Plantcare for Dummies
- Moral Book
- Interview
- About Kataigida
- Kids Drawing
- Doodles of Snails
- Dragon Drawings
- ?? Sketchbook page
- Painting
- Puppy photo
- ?? Motivational Poster
- Ernesto's eulogy
- ?? Catalog Page

A book explaining the basics needs of plants. The audience is assumed to be quite unknowledgeable regarding the topic.

Mr. Johnson wrote his name in the "this belongs to" field. Apparently, his first name is "Atlas".

Multiple pages of the book contain written notes stating open questions like "How much water is too much?", "Can I use soda instead of water?" or "Can plants die because of loneliness, should they be kept in packs?"

A page on which the name "Julietta" was written contains a picture of a visibly completely different type of cactus. It explains how to care for this very specific kind of cactus that needs no sunlight.



100/100



100/100

- Be silent
- Charm
- Cry
- Motivate

Politician

I can't motivate myself anymore.



- Verlängerte Story
- 2 neue Minispiele
- Sound & Polish !

