

LUNA

and the Lost Gift

Game Design: Edgar Walter (Head), Sebastian Hoeft

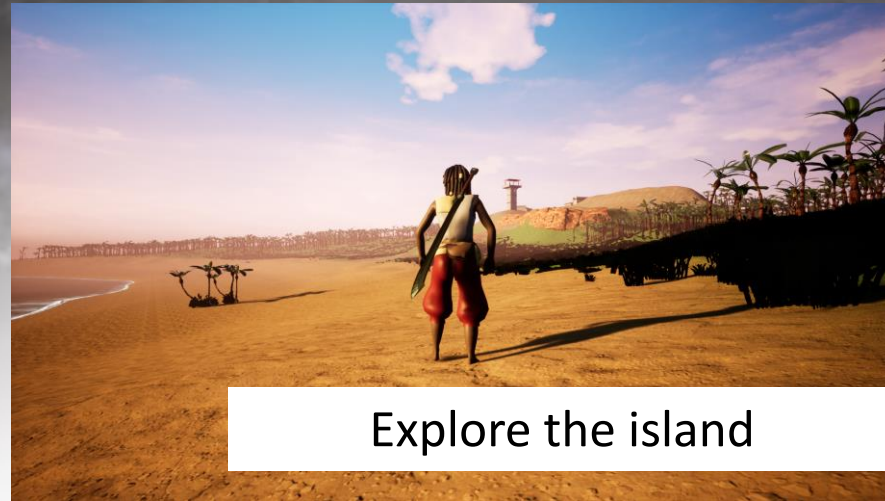
Graphics: Fabian Daubenschütz, Johanna Reiting, Laura Albarracin, Michael Schieber, Niklas Fath, Ruben Young, Vladyslav Trutniev (Head)

Engineering: Aaron Traichel, Bart Oudkerk, Evan van Egteren, Julius Jacobitz, Matthias Koch (Head), Till Drägerhof

Project Management: Annika Schewitz, Selina Andrews

We are an **interdisciplinary** and **international** team of students creating a video game in a **large-scale** project team emulating a **game studio** in structure and goals





Explore the island



Gather resources



Fight to protect your people