

S I L V A T Y A



26 Studierende aus 7 Studiengängen | 3rd Person RPG



elias
ENGINE



Wwise



Fesselnde
Story



Immersive
3D Welt



Komplexes
Kampfsystem





Animation

Face-/Rigging	Marina Firmhofer
Animation	David Moser
Rigging	Zsanet Süli

2D Art

Art Lead/ Character Design	Nadine Harter
Concept Art/ Character Design	Maike Fabisch
Concept Art/ Art Review	Amanda Höglinger
Intro Art/ Matte Painting	Lisa Jentsch
Concept Art/ Level Design	Benjamin Münster
Concept Art/ Character Design	Yeong-Shan Phung
Concept Art/ UI Design	Patrizia Schiffrer

3D Art

3D Models/Characters	Jennifer Grasberger
3D Models/Art Review	Nicolas Parga Cacheiro
3D Models/Landscape	Philipp Schnerr
3D Models	Zsanet Süli

Game Design

Gametesting	Stefan Beißwenger
Core Mechanics	Benjamin Münster
Core Mechanics/ UI Design	Julia Strache
Core Mechanics	Stefan Strache
Story Lead/ Level Design	Timo Zocholl

External

Musical Advice	Andreas Kraft
Story	Samuel Gheist

Project Management

Product Owner/ PM Game Design	Philipp Aubertin
Scrum Master/ PM Programming	Daniel Canz
Scrum Master/PM Art	Patricia Schmidt

Programming

Programming Lead	Daniel Cantz
Programming	Taro Altrichter
Programming	Marcel Knupfer
Programming	Stefan Strache

Sound and Music

Recordings/Sound	Timo Haas
Recordings/Sound	Florian Heidecker
Music Composition	Clemens Hildebrand
Soundtrack	Maja Merz