

S I L V A T Y A



3rd-Person RPG | 2 Hauptcharaktere | 1 Konflikt

33 Studierende aus 7 Studiengängen





**Fesselnde
Story**

**Industriennahe
Produktion**

**Immersive
3D Welt**

Credits SS21

Art

2D Character Concept Art	Nadine Harter
2D Concept Art	Maike Fabisch
2D Concept Art	Lena Bantlin
2D Concept Art/ Level Art	Benjamin Münster
3D Character Art	Jennifer Grasberger
3D Art	Nicolas Parga Cacheiro
3D Art	Wolfgang Rup
3D Art	Ann-Sophie Breininger
Facial Rigging/ Character TD	Marina Firmhofer
3D Animation/ Motion Capturing	David Moser

Audio

SFX/Sound Design	Florian Heidecker
Musik	Maja Merz

Game Design

Mechanics/Story	Laurens Thiersch
Mechanics	Marian Miesgang
Level Design	Henning Derigs
Level Design	Manuel Triantafiludis
User Interf. Design/ Grafik Design	Julia Strache
User Interf. Design/ Grafik Design	Yeong-Shan Phung
Game Testing	Stefan Beißwenger
Videoschnitt/Story	Timo Zocholl

Intro

Creative Direction/ 2D Art/Music/Script	Nadine Harter
Animation/2D Art	Lisa Jentsch
Recording/ Sound Editing	Florian Heidecker
als Soraya	Jelena Kunz

Project Management

Product Owner/ Game Design Lead	Philipp Aubertin
Scrum Master Art/ Art Lead	Patricia Schmidt
Scrum Master Game Design	Elisa Zeller
Scrum Master Programming	Amelie Kassner
Content Management	Isabelle Meindl

Programming

Programming Lead	Nikolai Schmidt
Programming	Taro Altrichter
Programming	Marcel Knupfer
Programming	Alexander Schimanko
Programming	Felix Bastian
Programming	Mirabell Büscher
Programming	Jonas Conrad

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