

ORPHEUS

ON HOLLOW TRACES



What:

Orpheus is a single-player 3D puzzle adventure game with stealth elements, in which the main character must descend into the mystical underworld to save his beloved Eurydice.

Goal:

Create a gameplay experience that challenged the player with something we all take for granted. Our sight. While this would be a very experimental experience we realized we didn't want to frustrate our players since we did not have a big sound team.

Who:

21 Students | five different study courses | four different native languages

Management	Engineering	AI	Game Design	Graphics	Sound	Quality Assurance
Moises Garcia GT	Paul Mieschke CS3	Álvaro Torres Carretero GT	Eric Schouten GT	Clemens Feth MI7	Daniel Heinemann CS3	Iván Castells Galindo GT
Rike Ziegler AM7	Timo Eberl MI7	Alessandro Puddu MI7	Fynn Rieger MM7	Sandra Herbst MI7		Lennart Raith MI7
	Patricia Piskorek CS3	Tim Bauer MI7	Martin Frantal MI7	Liubou Shchupak MI7		
	Bjarne Techel MI7	Jeremy Udarbe GT		Jana Mößner MI7		
	Juan Luis López Delgado GT					

The Player ...

- ... can play a unique and innovative experience
- ... must use sound as a tool with reward and risk to navigate out of mazes through the underworld

We struggled with ...

- ... the fact that our machine learning failed
- ... the darkness of the game since it would be a frustrating experience to have no vision
- ... how we would implement sound as a way to navigate

A lightbulb moment for us ...

- ... was the sound wave mechanic -> when sounds were made in game they would emit a small light wave that allowed for navigation

Game Balancing - To help with the darkness we implemented ...

- ... narrower dungeons
- ... mushrooms that glowed a little bit
- .. slight more light from constant sources such as water falling off of stalagmites making tiny waves





We used ...

- ... Blender
- ... Unity
- ... FL Studio
- ... Machine learning
- ... Procreate
- ... Photoshop
- ... InDesign

As a team ...

- ... we went to the Unithekle to play games
- ... we played Lasertag in the Lasertag Arena in Kornwestheim
- ... we printed T-Shirts
- ... we had a lot of fun!

