



Light of Daedalus

Games Lab summer 2022

Tobias Mesmer, Tim Simecek, Imen Hellali

Design Progress - L1



Design Progress - L2



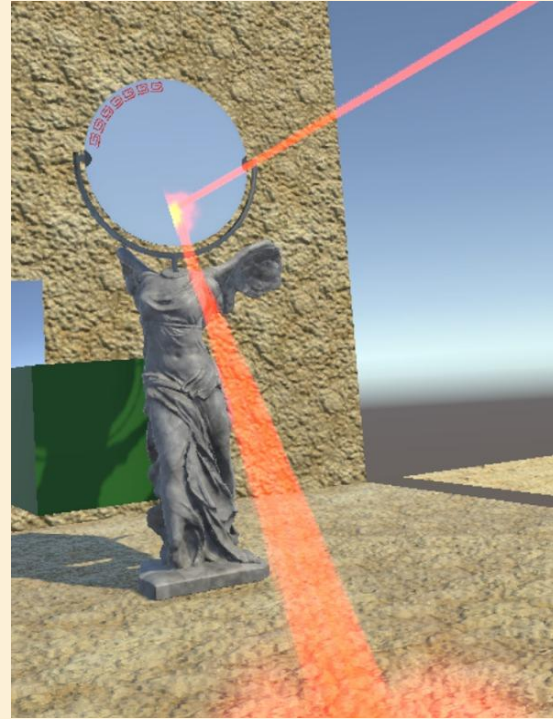
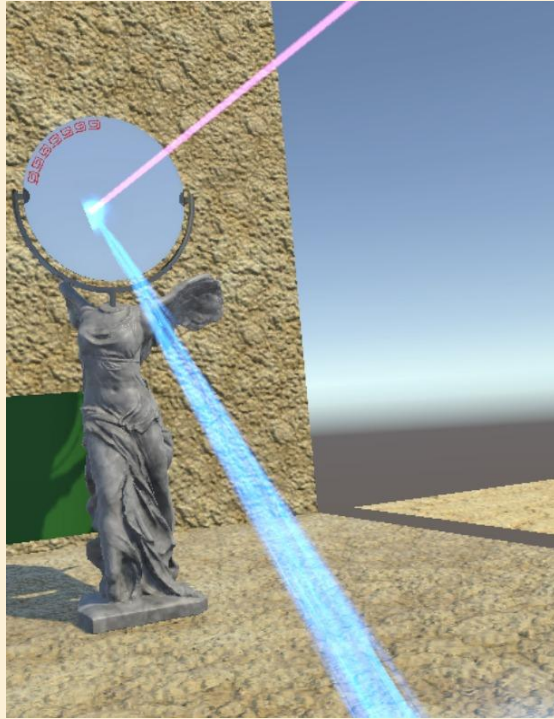
Design Progress - MainMenu



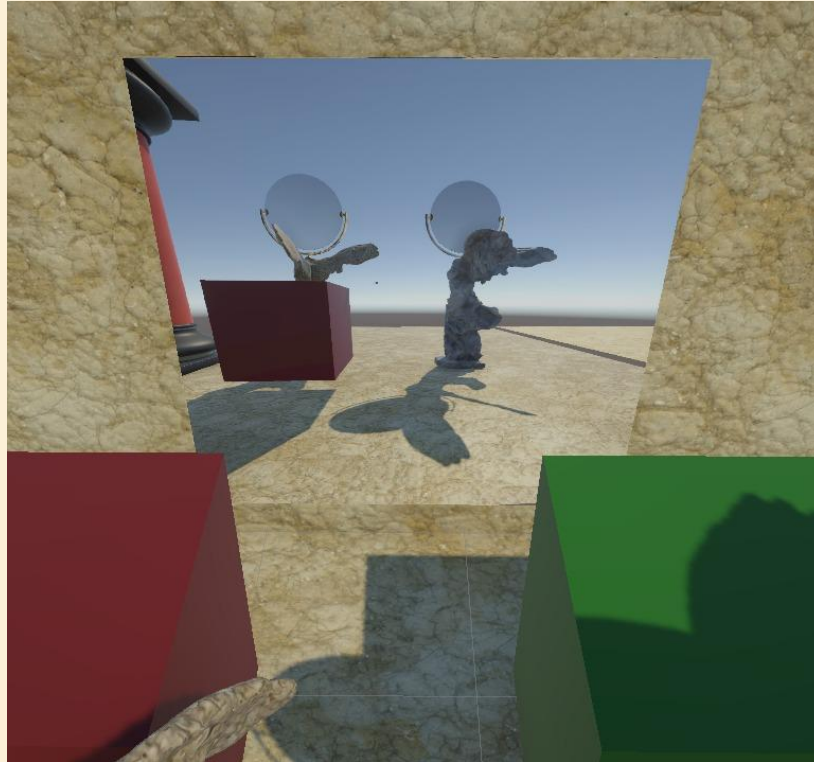
Technical Challenges - Modeling



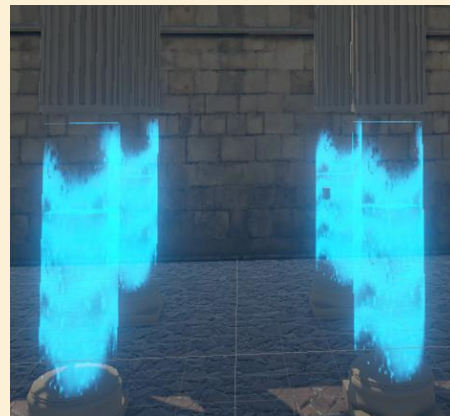
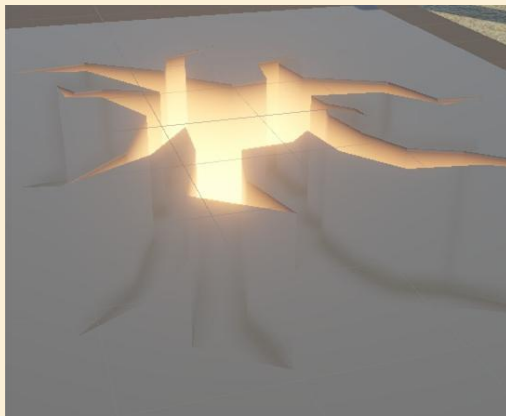
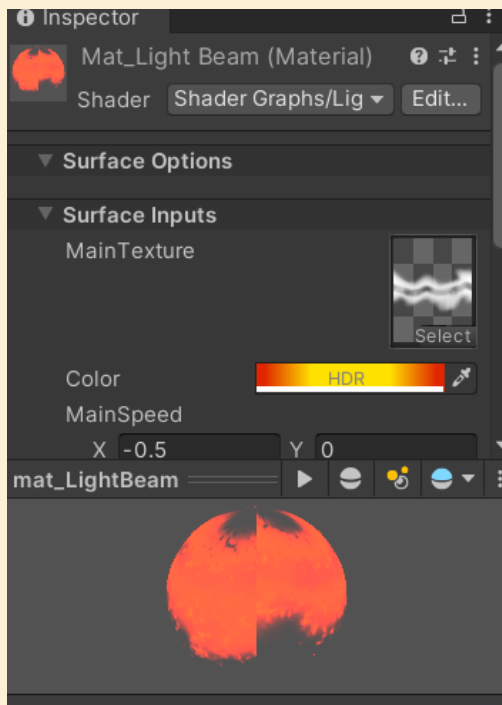
Technical Challenges - Reflectors



Technical Challenges - Cloaked Obstacles



Technical Challenges - Custom Shaders





Thanks!

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