



TIME: Apr 2021 - July 2021

TOOLS: Unity (C#), Photoshop, Audacity, ProTools

TASKS: Game Design, Art, Sound Design

CONTEXT: 2D Game Project

TEAM: Batuhan Bekciogullari
Valentin Esser
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About the Game:

Blutfeder is a fast paced single player action game developed on unity for pc. In this game you play as the white raven, defender of the forest. You are tasked with fighting off waves of evil creatures before time runs out. The game is moody and dark and features a collection of spidery creatures, a gloomy soundtrack and a core mechanic that consists of splitting the white raven into hundreds of feathers to dodge incoming attacks.

Retrospective:

This was my first ever extensive digital game project, where I confronted many of my own limitations. My main tasks were the game design itself, the character design of the enemies as well as of the player character and the sound design. My passion for horror and cryptic games shows itself here for the first time.

In this semester I learned a lot about unity, coding and the how to of putting a game together. I did my best given the Covid circumstances and learned alot about working remote, working with repositories and organising myself and a whole team to deliver a project in time.

