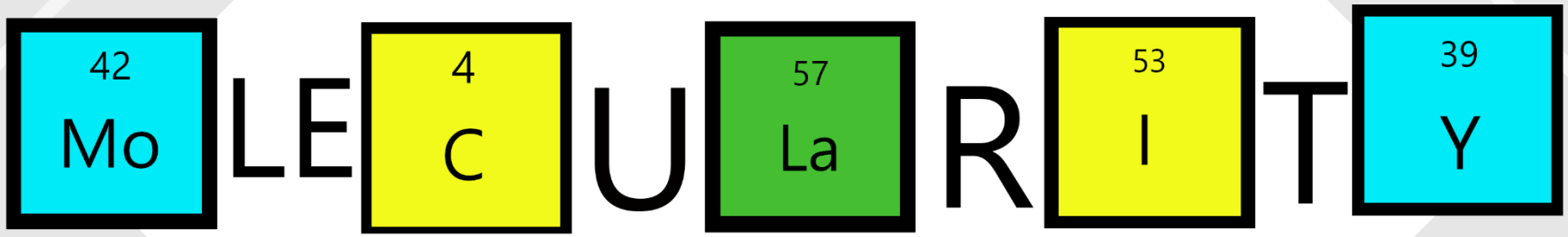
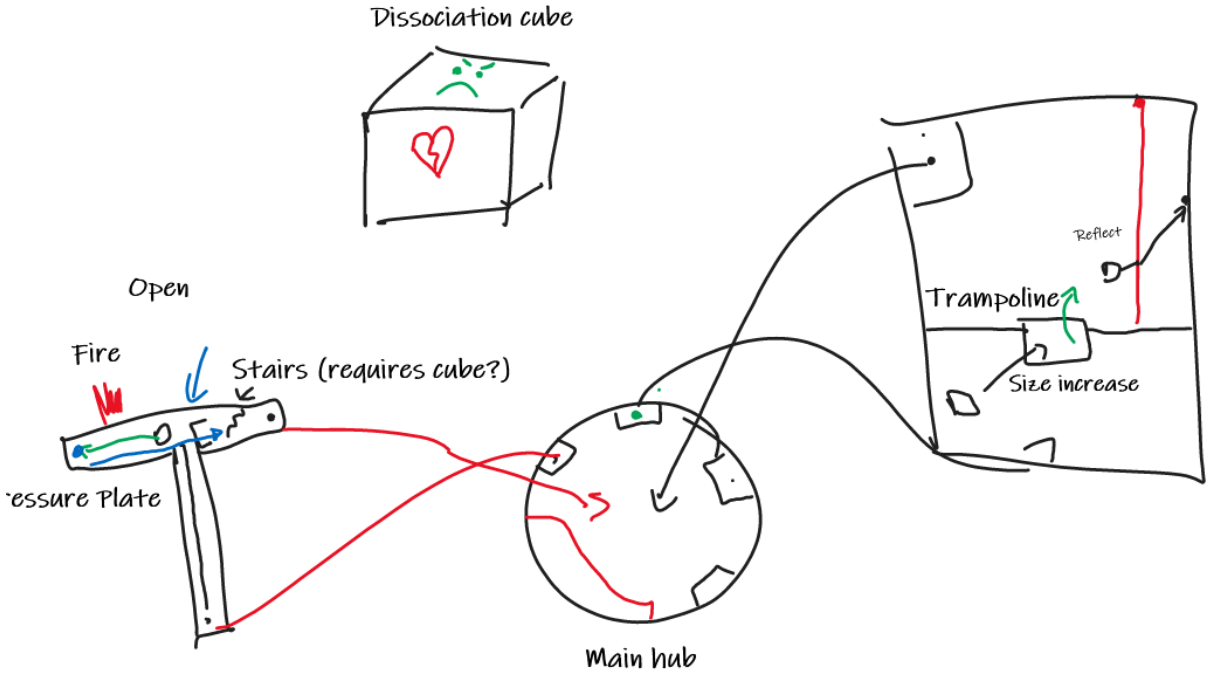


*by **Good Team Name***

Game Theme

- Puzzle Game
- Centred around moving specific objects within a level by changing their properties
- Manipulation of object properties
  - Gravity
  - Size / Density (weight)
  - Burnable
  - Bounciness
  - Conductivity
  - Reflective
- Basic physics like drag / push

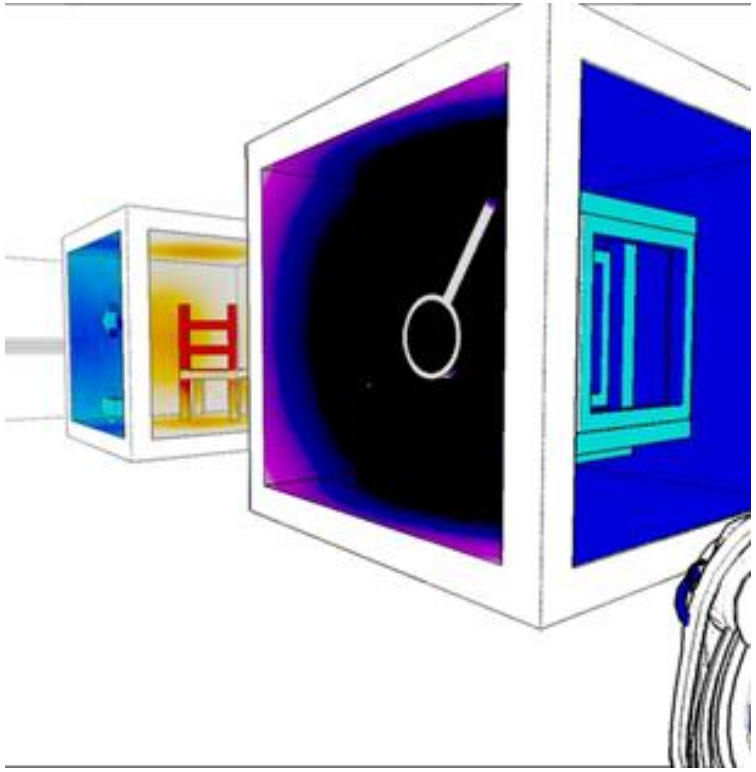
Design Aspects

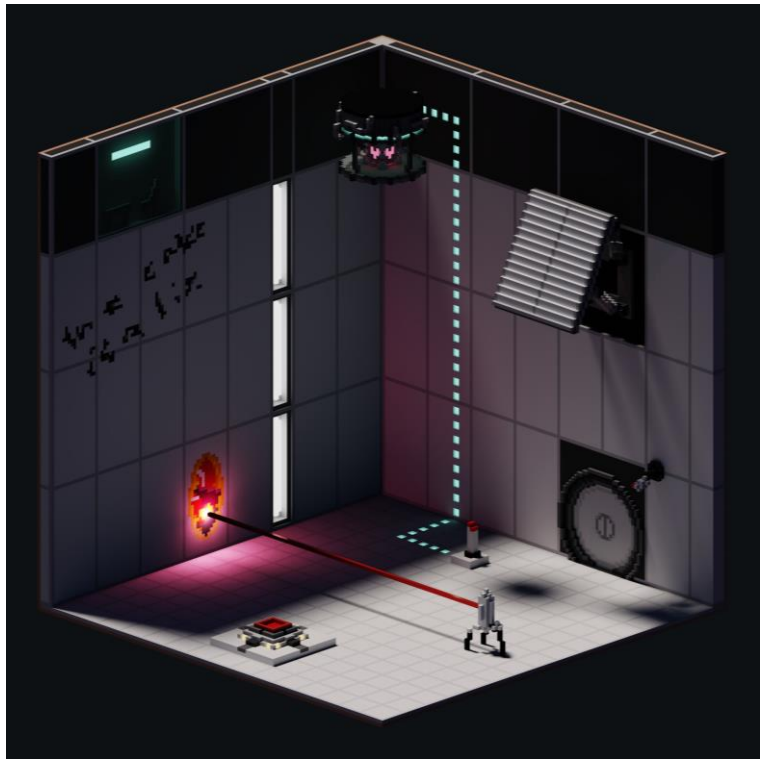


- Main Hub (Doors to different puzzles)
- Focus on changing the properties of cubes to solve puzzles
- Puzzles to complete to find keys
- Find all the keys to open the door to the final room

Design References

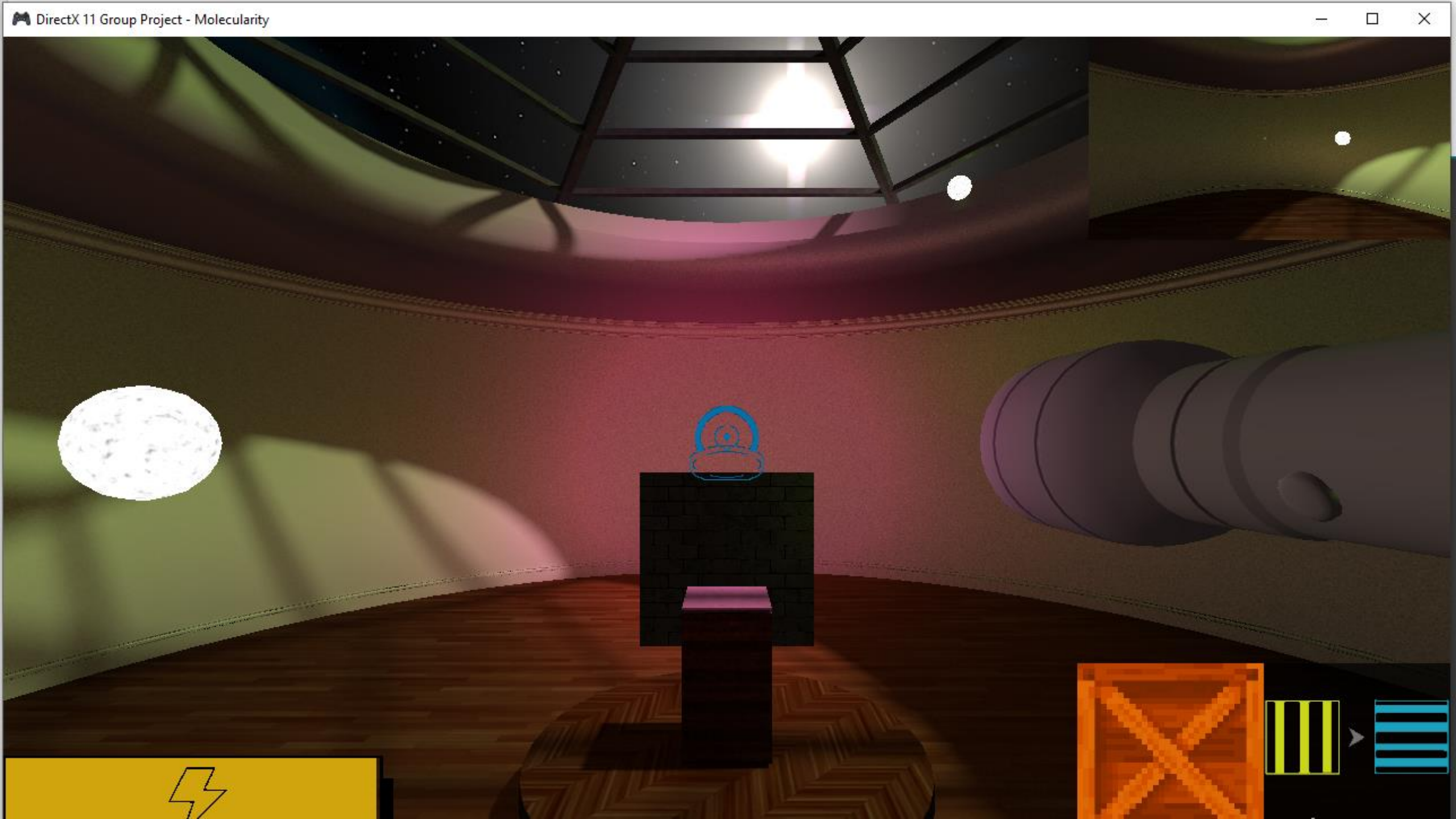
- Room Style
  - Antichamber
- Room Design
  - Portal
- Hub Room Design
  - Crash Bandicoot 2



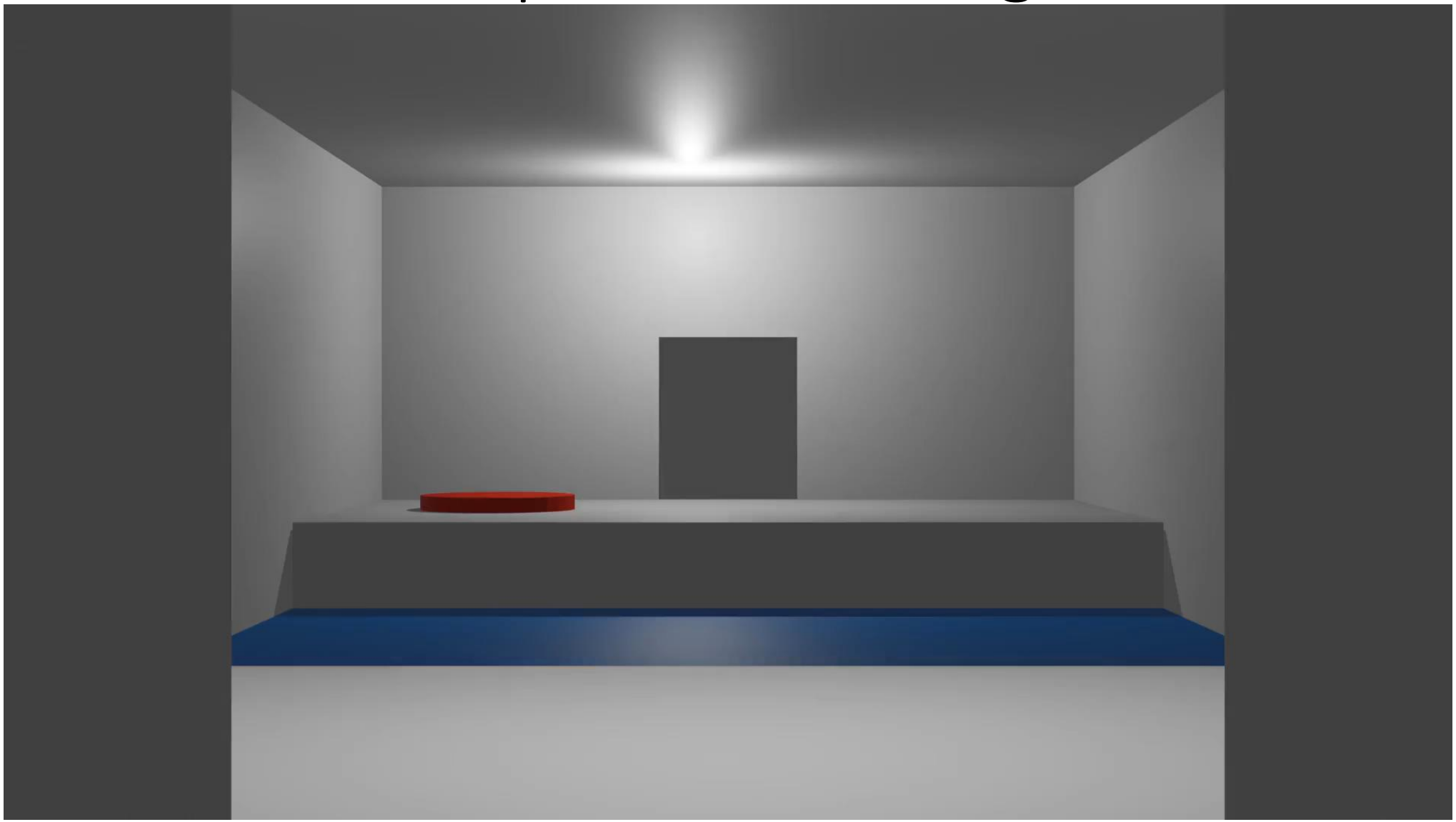


Progress So Far

- Level loading
- UI
- Sound
- Basic physics
- Basic collisions
- Lighting
- Post processing
- Camera system


DirectX 11 Group Project - Molecularity

Basic Level Example – not in engine



What’s next/currently being done

- 3D sounds (again)
- Sound design
- Adding new levels
- Main menu
- More advanced collision/physics i.e., cubes on buttons and different object sizes
- Player/tool classes
- More multitool modes like conductivity and bounciness
- General polish like loading screens, cleaner visuals, update assets and models