



Blueberry Peak

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Introduction & Motivation

CCLs are stressful, therefore we want to create fun, relaxing and once upon a time a polished game :)

You play as Luna, a fox that loves Mr. Smith's Blueberry Pie. After your Mother told you, that he is retiring you are going on a moderately paced walk to his baking shop on top of the hill. Along the way you encounter some challenges that require you to use your wits and foxy senses to overcome obstacles and gather ingredients for a farewell pie.



Moodboard



3D Modeling and Animation

Main Character --> Fox

- Animations: idle, walking, talking, jumping, interaction with objects

Other characters:

- Mom Fox
- Baker
- Side characters that give small riddles
- Animations: idle, talking

Scene Props:

- Bakery, bushes, house, trees, berries, etc



Game Audio

Wwise for audio implementation

3D Sounds:

Environment (Water, Birds....)

Wind

NPC Actions

2D Sounds:

Walking/steps

Talking with NPCs

Interacting with items/objects

Background Music

User Interface

Unity

- Collectibles & Quest Tracking
- Dialog Interactions
- Interaction with Objects and the environment



C#

- Movement
- Jump
- Talking
- Interaction with Items



Theory of CG

- Pixel Shader
- Cellshaded/Unlit Look



<https://screenrant.com/cel-shaded-games-zelda-wind-waker-borderlands-hades/>

Time plan of the 2 weeks

