

Unseen Steps

Students:

Matej Bendík, Lukáš Čeč, Oliver Fecko, Miroslav Hanisko, Jakub Janok

Company and mentors:

Games Farm, s.r.o. Juraj Baksy, Matej Hudák

University mentor:

doc. Ing. Emília Pietriková PhD.

Problem description

A 2D platformer adventure set in a glitchy world of ninjas. The environment is revealed by the cursor. The goal is to fight your way to the portal and return home.

Solution features

Revealing the surroundings with the cursor, a combat combo system, usable items, movement abilities, merchants, and boss fights.

Solution evaluation

The reveal-by-cursor mechanic strengthens exploration and tension, while combat and movement systems keep the gameplay dynamic.

Solution architecture**Project status**

The project is in a functional demo state, with the possibility of future development of the story line.

UNSEEN STEPS

