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## 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.

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