

SAXUM

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# Overview

- Puzzle/Exploration marble game in a desert-ruins setting
- Player is in search for the missing sun
- Pseudo-realistic graphics style
- Focus on physics-based gameplay



# Fabian - Graphics

- Phong Shading
- Shadow Mapping
- Simple flame simulation with geometry shader
- Blurring of flames



# Simon - Content Creation

- Modeling
- Texturing
- Level design



# Steffen - General Programming

- Converter
- Loading
- Triggers and Lua scripts



# Jasper - Game Logic

- Bullet integration
- Custom constraints
- Camera
- Simple animations

