RAIDER RUMBLE

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Outline and our objectives!

Outline
Models
Animations
Lighting
Physics/Collisions
User Experience
Art Direction

Takeaways and Implementations
A fun and smooth experience all around with a comfortable art style that allows the player to enjoy the abstraction of playing with friends at Colgate’s scenic interaction hubs!

Our original proposal at:
https://docs.google.com/document/d/12q5YOF1n8nwMPdgjVt2vCMteU5fqW8Dbi8cgMckjJbo/edit
Models
Character Models

Raider

Pingu

General
Stage Models

Persson Hall
Stage Models

Field of Dreams
Stage Models

Taylor Lake

Time: 75

Raider
Percent: 0

Pinga
Percent: 16
Character Animations
Lighting 🕯️
Physics and Collisions
User Experience
Thanks!

Any questions?
SlidesCarnival icons are editable shapes.

This means that you can:
- Resize them without losing quality.
- Change fill color and opacity.

Isn’t that nice? :)

Examples:
Now you can use any emoji as an icon!
And of course it resizes without losing quality and you can change the color.

How? Follow Google instructions
https://twitter.com/googledocs/status/730087240156643328

and many more...