

E R E B U S

By 7Goopas

Erebus is a platformer, with an unusual twist: There are two characters, one, a shadow of a lost girl called Echo, and the other a Knight, determined to help the shadow get back to the girl. Throughout each level, you must navigate a path filled with puzzles, challenges, and hazards to reach the end.

Best Practices:

Version Control - Features were encapsulated into their own branches, and pull requests used to review code.

Industry Patterns - Abstraction and interfaces executed effectively using modern tools.

Problem Solving - Repairs took the form of refactoring/recreation of mechanics, not patches or hotfixes

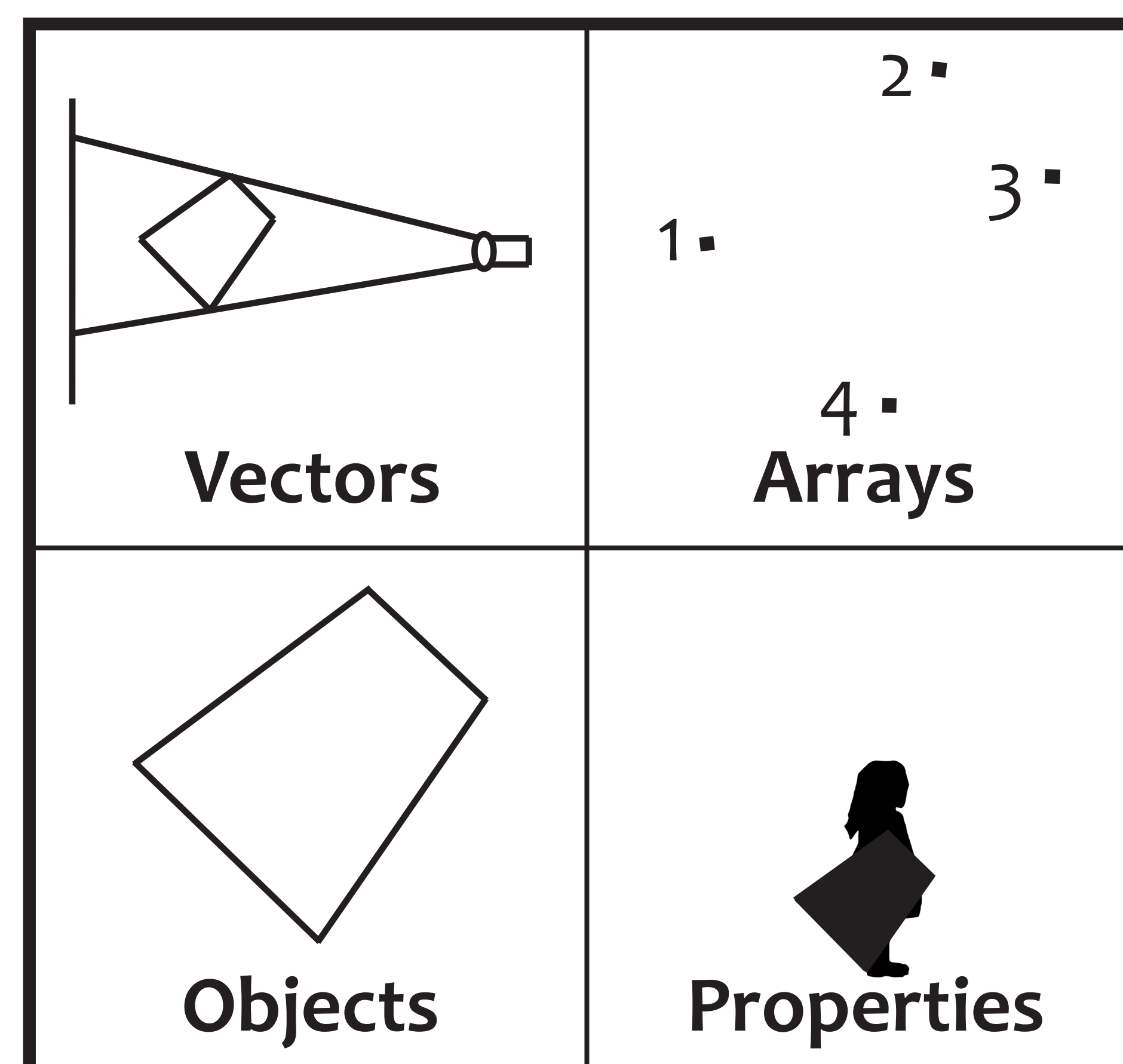
Shadows:

Vectors are drawn from a light through vertices of each object

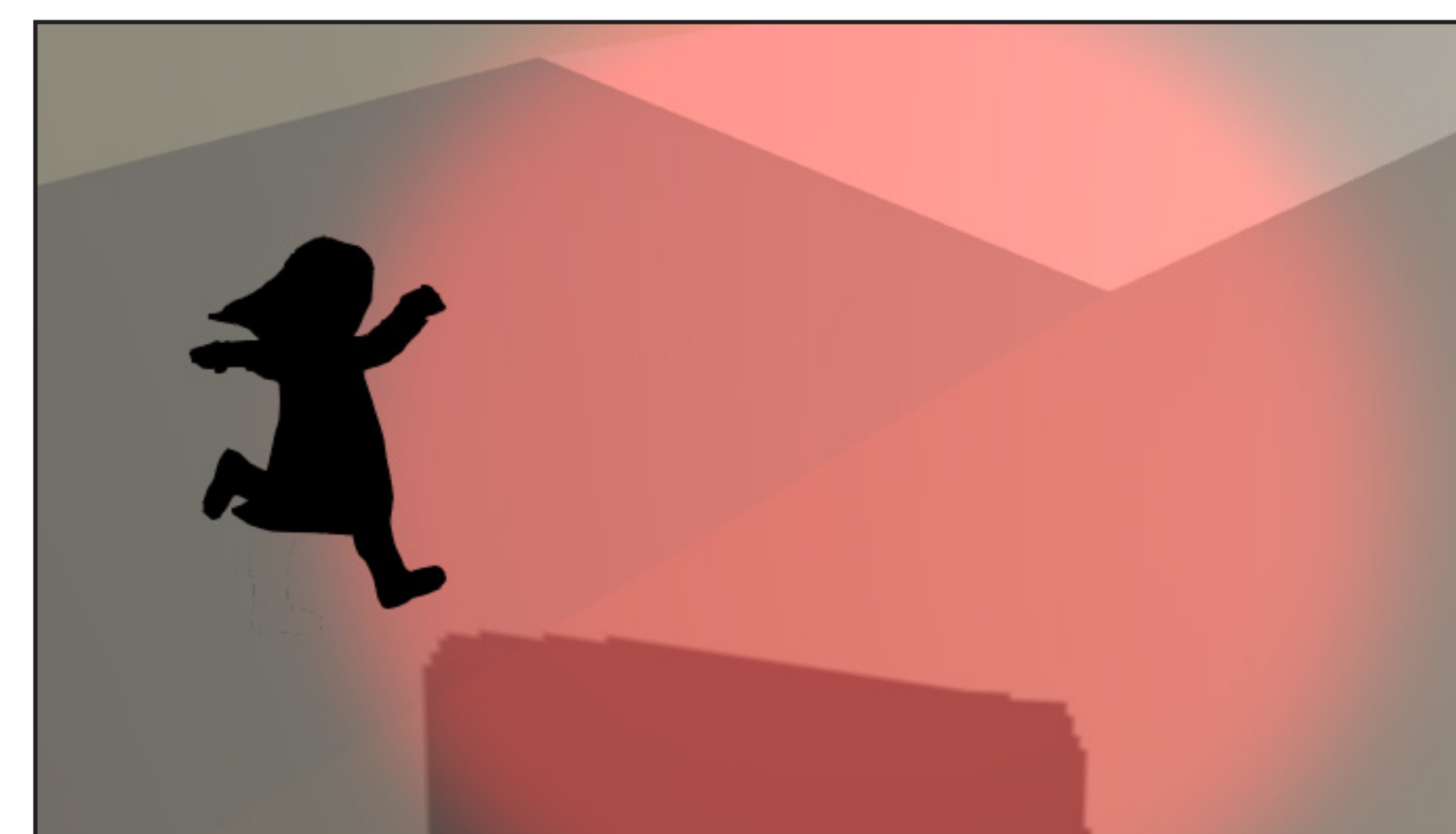
Arrays of points are mapped to the 2D plane defined by the level's wall.

Objects are created by wrapping a line around the outermost points

Properties such as collision and behavior are assigned to each object



Red Spotlight - Any area on a shadow that is within this is hazardous!



Green Spotlight - Turns any object that it hits into a moving shadow.



Moveable Objects - These allow more interesting interactions with lights.

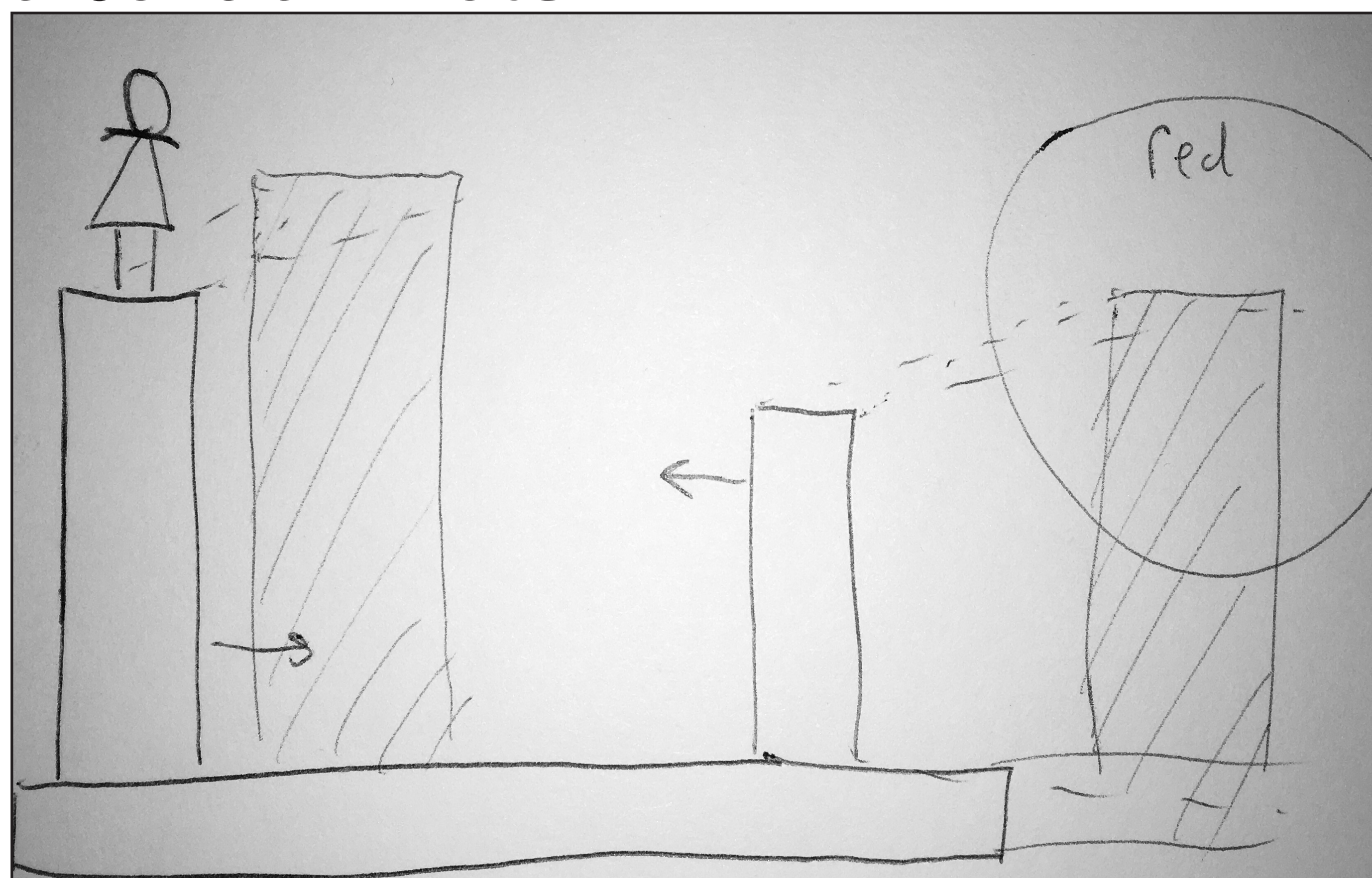


Triggers - Cause their linked object to move to its "active" position

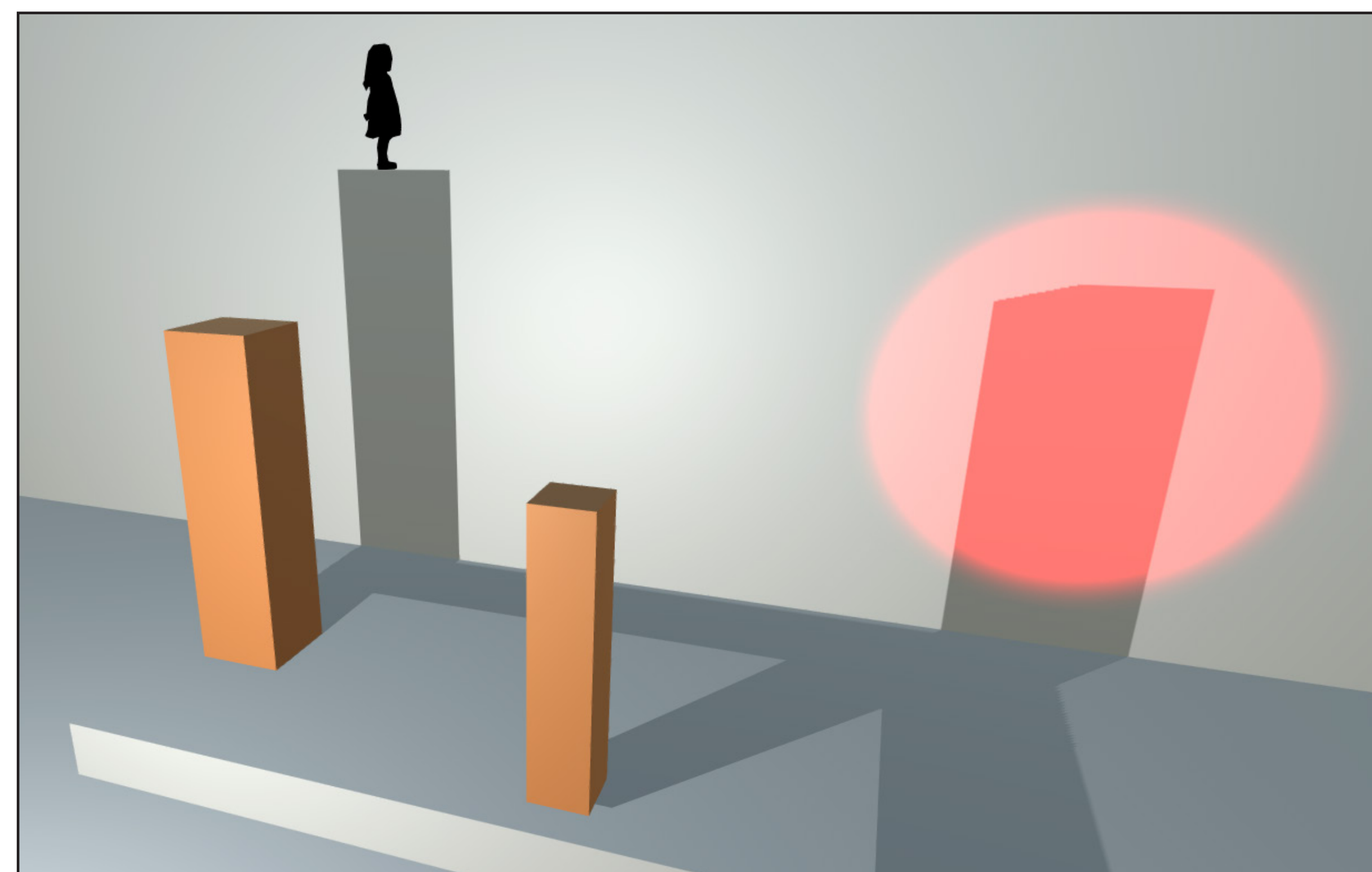


Level Design

Brainstorming - Each member invented several puzzles designed to be solved in around a minute.



Rough Draft - Puzzles were split up, and playable levels created for testing.



Polish - Several puzzles were chosen as the best options for a demo, and assets were added.

