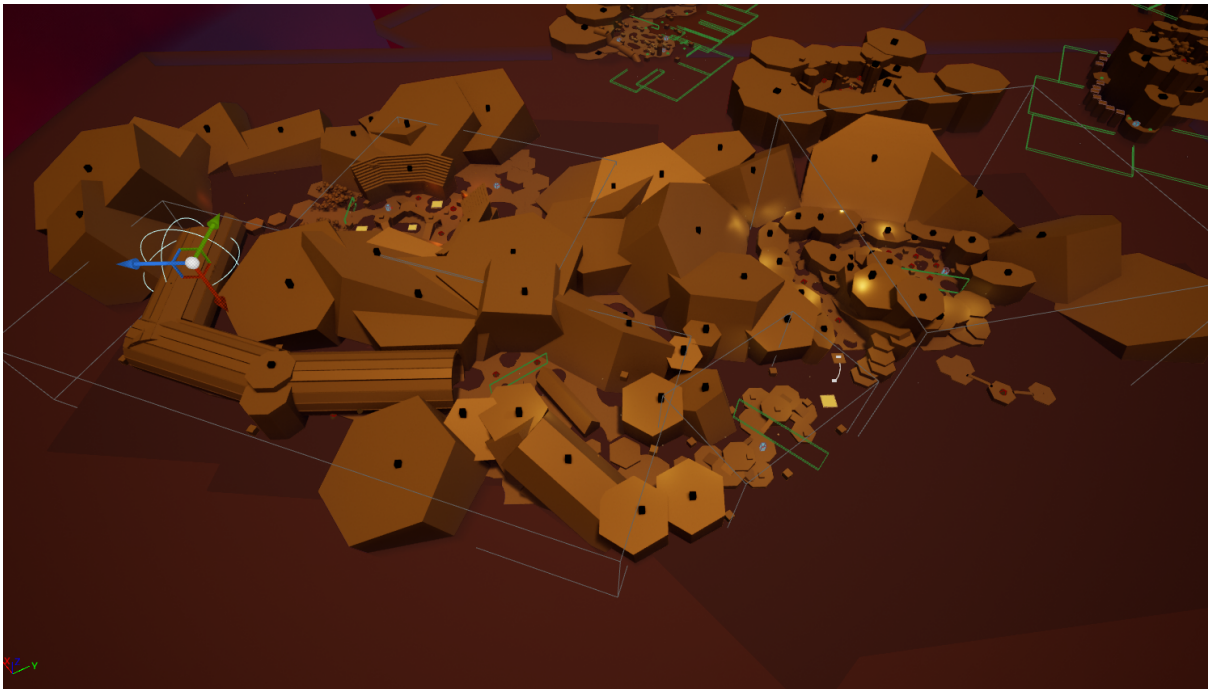


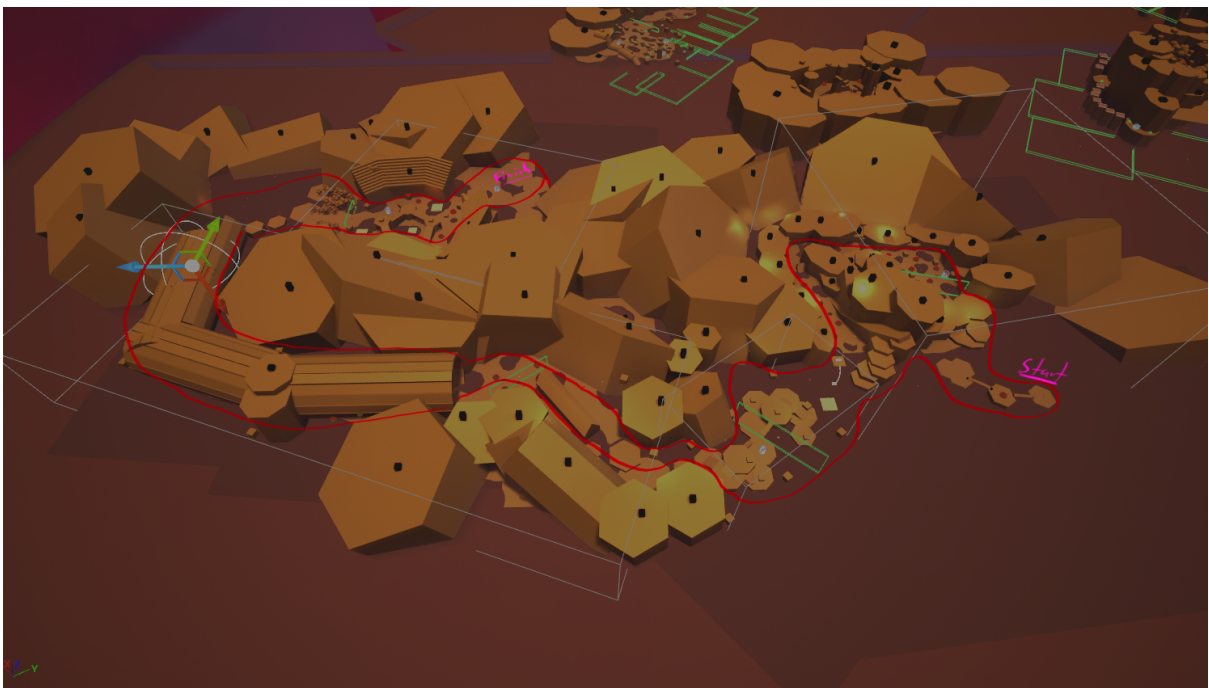
Project “Boomer Shooter” at Glaucus Games (Unreal Engine 5)

This project is a first-person shooter like *Quake* or *Doom*. During my internship at Glaucus Games I was asked to design levels for a prototype in this genre. Because this game is pre-alpha, I do not have any Video Footage or Gameplay I am allowed to show you. But some Screenshots and some explanation.

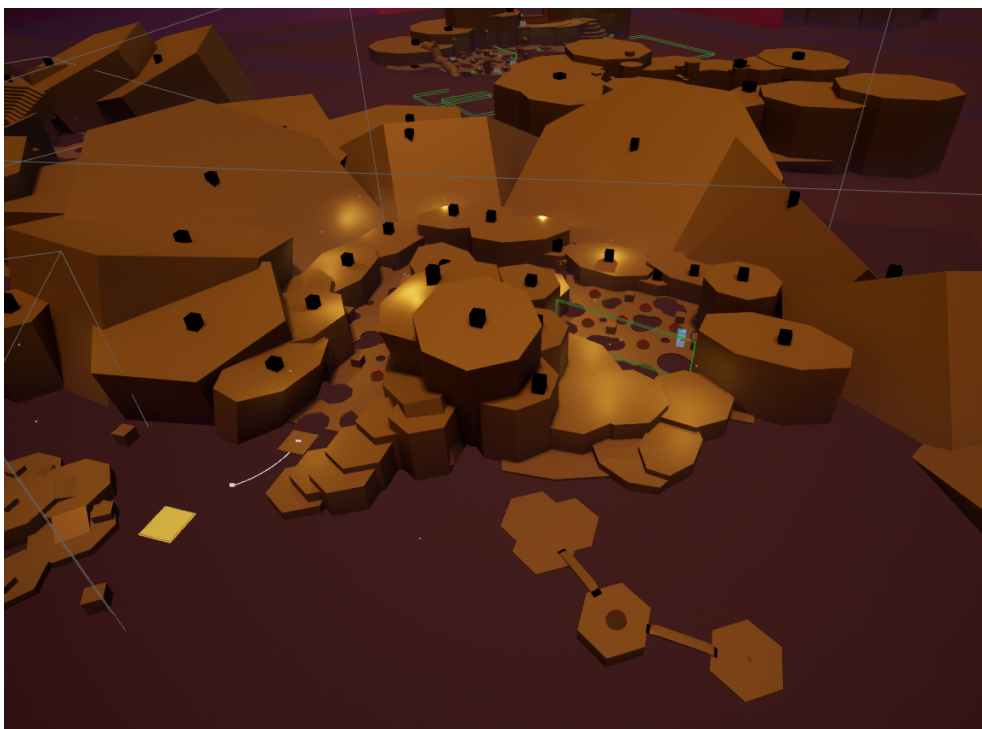
The concept of the game is that each level has a counterpart where the player can switch back and forth. Therefore, it was sometimes the case that certain levels were similar and yet different in structure.



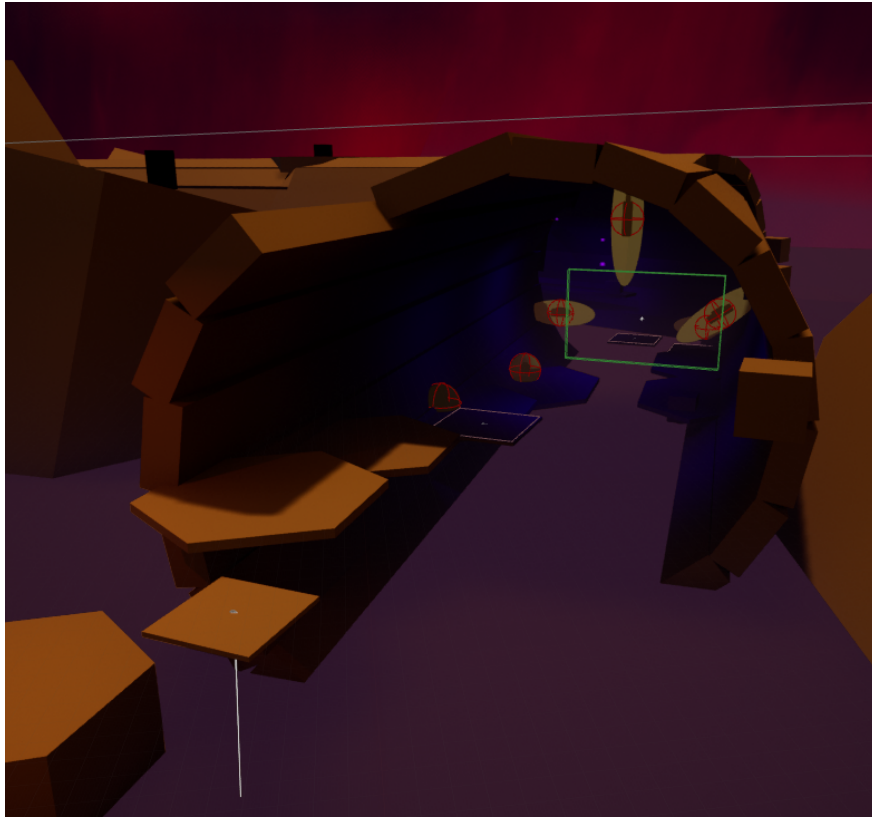
This example here is the first blockout for a level that takes place in a swamp.



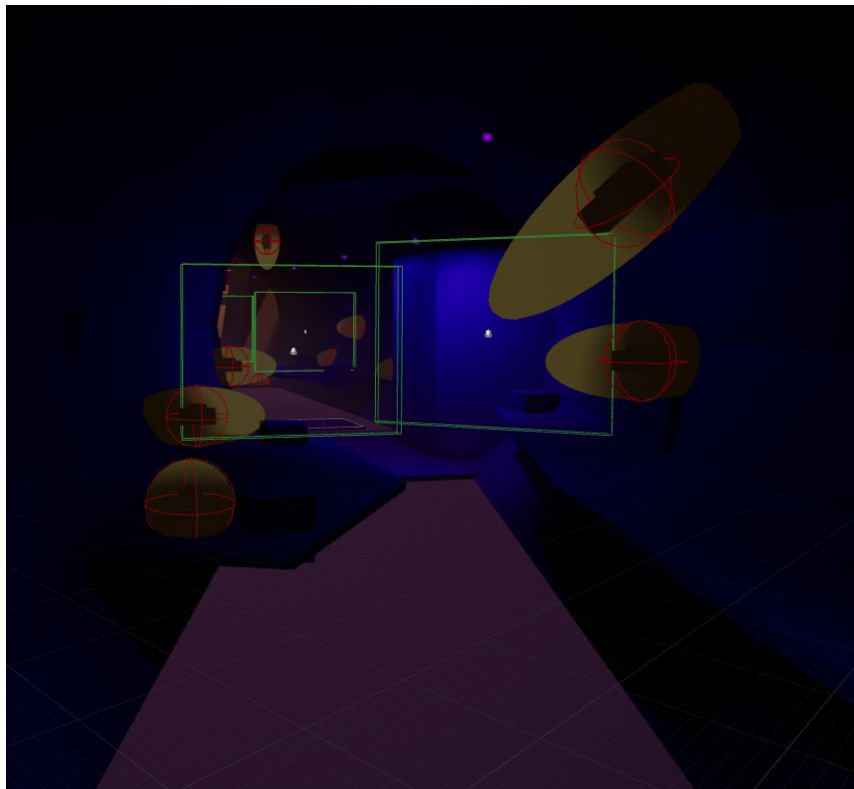
The Idea in this games were a mix of arenas and narrow paths. The player was guided through this level via landmarks and light.

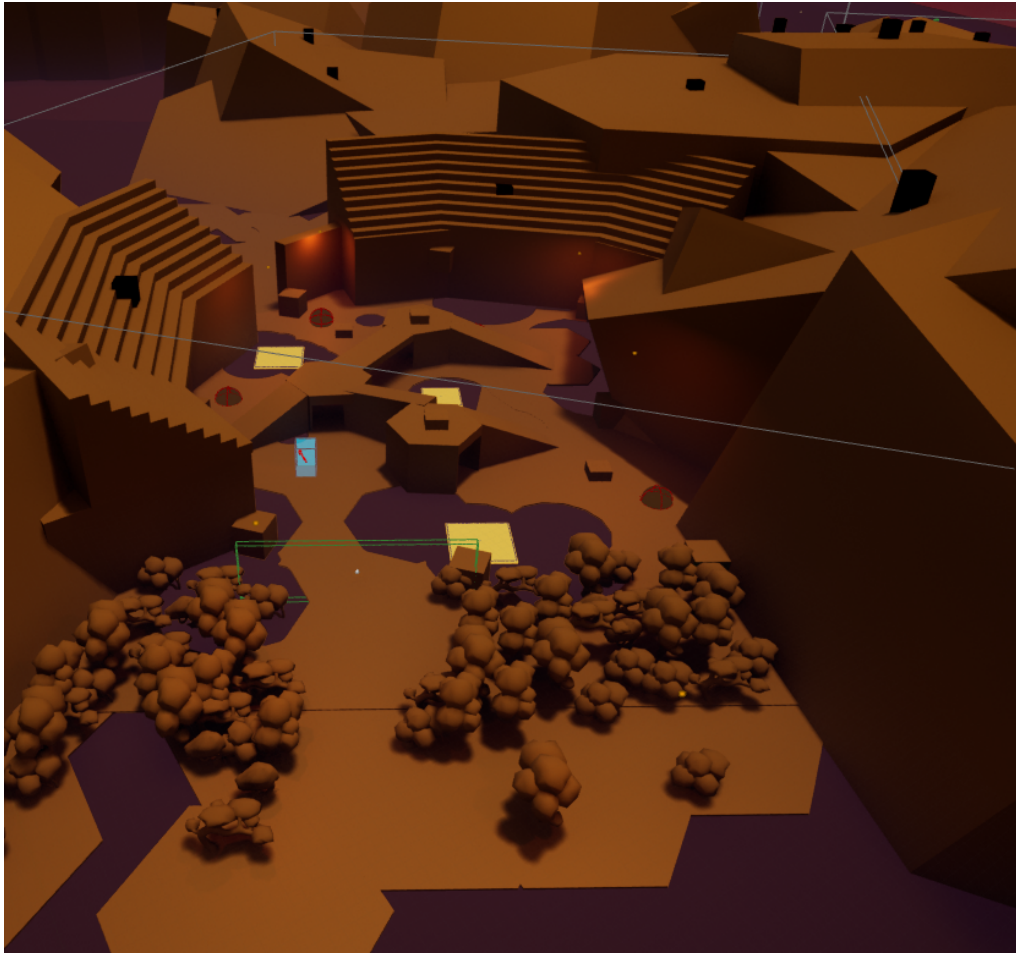


From a design point of view, there should be points where players can go back. However, there should also be hard cuts where the way back is excluded.

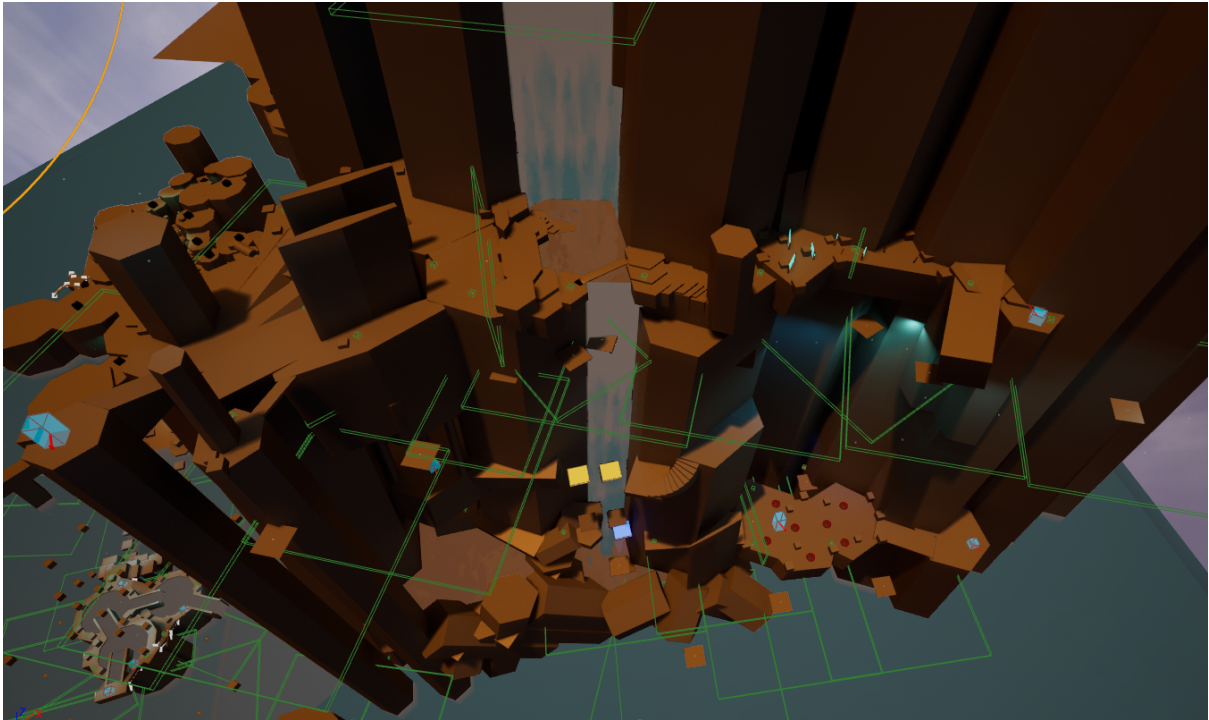


This represents a hollowed out trunk where the player has to work with reduced visibility. In this hollow trunk were also shootable, explorable objects.

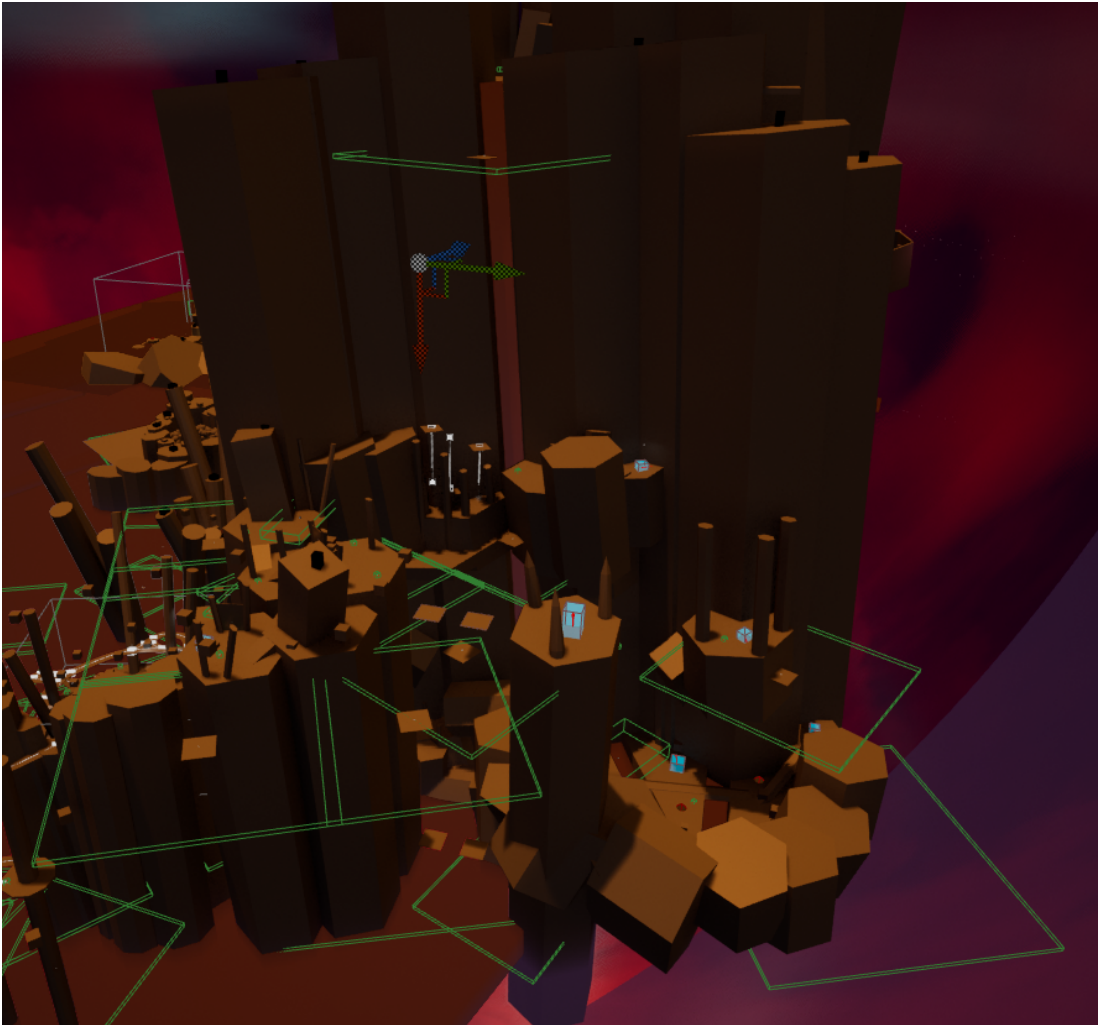


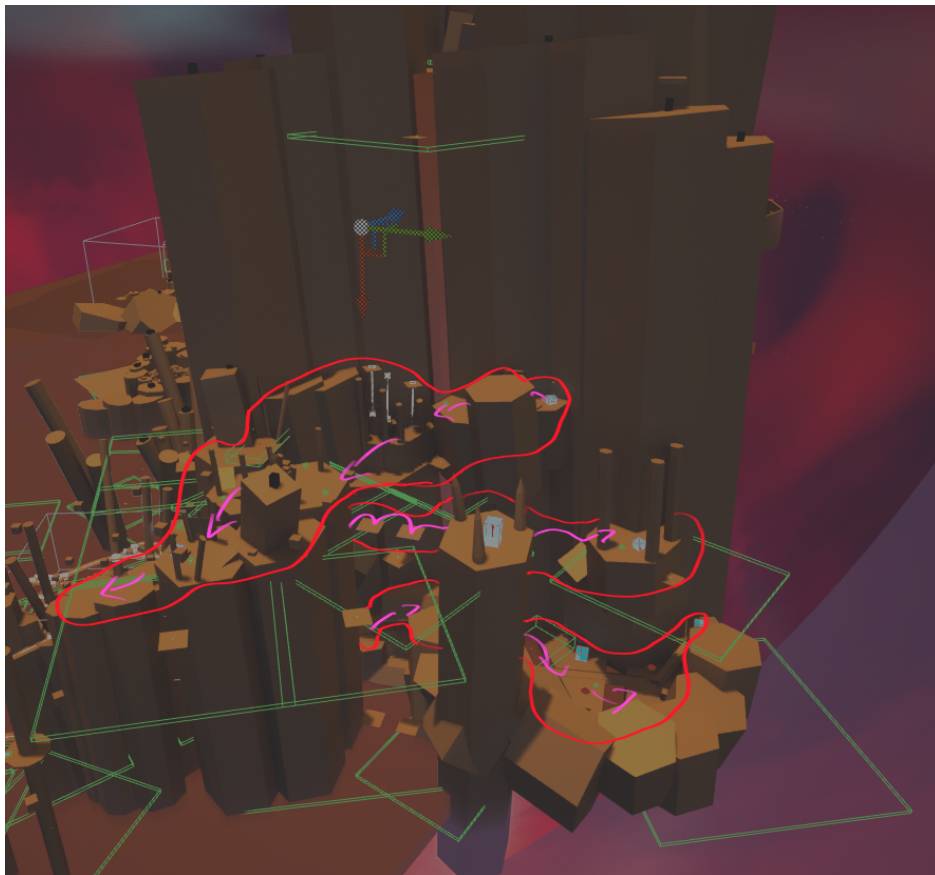
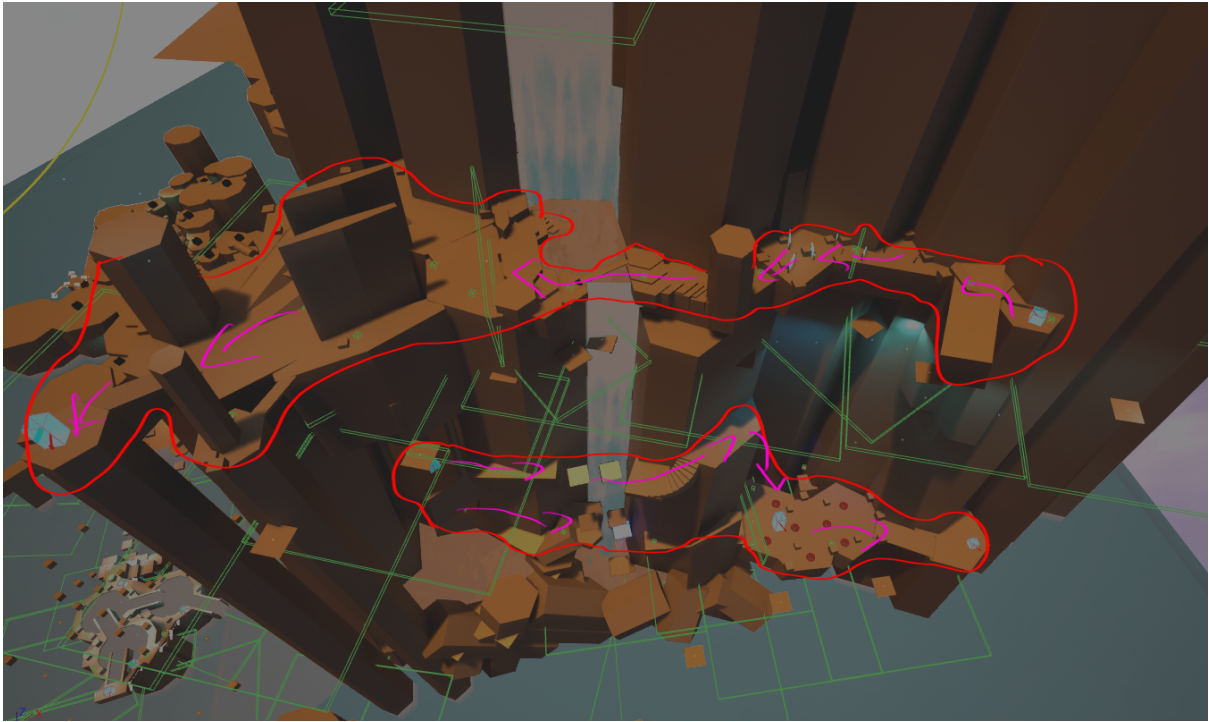


The final arena for this level was an amphitheatre, where level mechanics like falling platforms, explosive objects and hazards are combined.

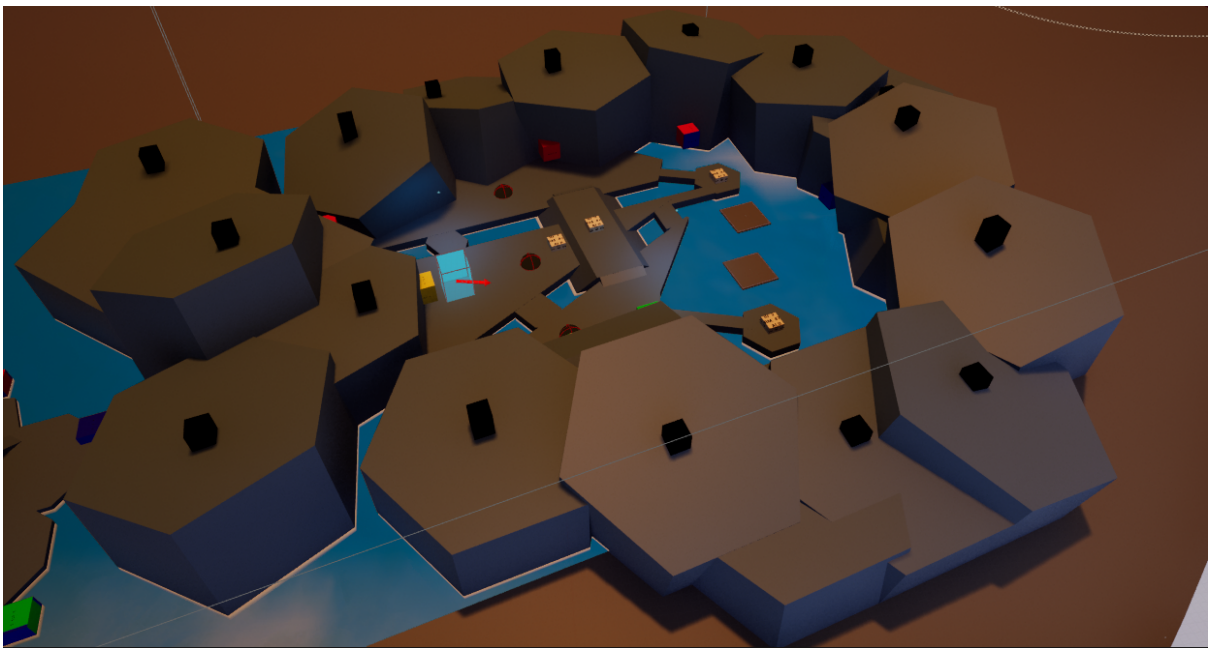
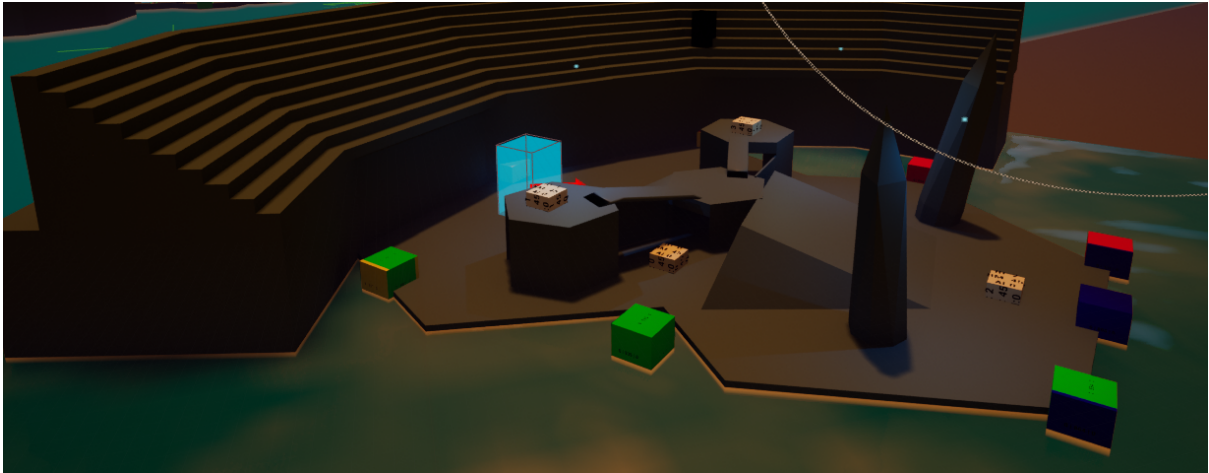


This level takes place on a mountain that has to be climbed. There is a counterpart to this level whose idea is that you have to switch between the worlds in order to climb the peak.





Between several jumping challenges, the special task of this level was to stand with your back to the wall in order not to fall down. Many of the previous level mechanics are also used here.



For the whole Project I designed these levels and iterated them. The entire development team has tested it on several occasions and gave feedback. The whole process was documented but I do not have further access to it.

If you want to know about the process and my work, do not hesitate to contact me or the Game Director Nicolas Marschall via <https://glaucus.games/>

An Unreal Engine 5 Work- Real Time Light, Landscape Tool and High Poly Objects.

For my application at Glaucus Games, I need to show them my skills in Unreal Engine. So I made a shed in the woods.



