

Polarity Shift

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IDEA:

The general idea of our project is to create a game with all essential components and mechanisms using Unreal Engine.

**Gameplay mechanics, VFX
3D Models**

WHY:

The gaming industry is one of the biggest and fastest growing industries in the world. We intend on providing an entertaining way of training solution-oriented thinking while simultaneously showing how to make a video game.

**Leveldesign, SFX
UI**



HOW:

We use the Unreal Engine to realise our project. Unreal Engine is a software that is used to make games.
For 3D models we use Blender.

**Movement, Player character
Texturing**

