



Anima Tua - Factsheet

A VR-Dungeon Crawler:

- The player is trapped inside it's own mind
- Fight through a dungeon filled with monsters, each of which represents an emotion
- Solve riddles in different liminal spaces to get rewarded with a cassette
- Collect cassettes to escape your mind

Team:

- Elias Busch | Medieninformatik | 7. Semester
- Jonas Gehrung | Medieninformatik | 8. Semester
- Maximilian Scherbaum | Medieninformatik | 7. Semester
- Philipp ReBin | Medieninformatik | 6. Semester



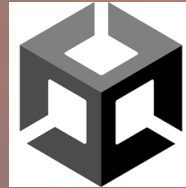
Music & SFX

- Ableton Live
- FL Studio

Modelling, Texturing, Rigging, Animation:

- Blender
- Blockbench

Techstack



|||≡ Ableton Live



Character Creation:

- DAZ Studio

