

WIZARD HEIST

Steal human stuff. Use it for magic.

A wizard enters the human world, steals everyday objects, and turns them into spells.

Object magic

Human objects become spell resources

Heist pressure

Collect, dodge, cast, escape

Fantasy comedy

The wizard does not belong here



How it plays

The player moves through a human location, grabs useful objects, deals with pressure, and escapes with magical loot.

- 01 Enter location
- 02 Collect objects
- 03 Fight and flee enemies
- 04 Cast magic
- 05 **Escape**



Made by our student team

STUDENT TEAM

PM

Georg Bogdanov
CSM

Artur Nicolau
GD

Engineering

Manith Mam
MI7

V. Stoyanov
GD

Laura Wagner
MI7

Dominik Seitz
CSM

S. Possemeyer
CSM

B. R. Sukosd
PT7

Graphics

Yazan Alasiridit
MI7

Manuel Meyer
MI7

Lea Zänker
AV3

Robert Krupa
AV3

A. Hertkorn
CSM

Luis Schatton
DD3

Maria Guerreiro
INT

Game Design

Daniel Henzler
MI7

Cristina Rits
INT

Rahel Hafner
MI7

Sound

Sara Cuenca
GD

Joshi Aniruddha

QA

Coglan
MI7

Tomas Monteiro
GD

PR

Philipp Rapp
MMB7

Felix Schuldts
MMB7

SUPERVISED BY

Stefan Radicke

Beate Schlitter

Robin Schulte

Benjamin Binder

Kai Götz



Play WIZARD HEIST at MediaNight • Try the demo • Steal human stuff • Use it for magic