

Post Mortem Part 1

The story of our game, takes place in a world where machines have taken over, and lives on the energy of souls.

In the game you play a character named Silke, who is a plane weaver. She can travel between the planes of reality, and therefore take different forms that hold great power.

The soul of Silke's brother has been stolen by the soulgrinders, and is kept imprisoned at the mechanical fortress Itzhal.

Silke has used her abilities to break into Itzhal in an attempt to free her brother's soul, and destroy the colossal machine made of steel and steam.

Will you be able to weave your way through the perilous soul prison, and are you cunning enough to break the enemy from the inside?

- Experience an enormous world that you can interact with, through different kinds of game play.
- Scale the terrain of towering heights, and let yourself to the unending abyss in a wall less world of steel and steam!

The game was spawned from the idea of playing with a character that could take different shapes wielding different abilities, and be able to change the surroundings of a given world.

Right from the start the character was thought to be small and soft. So the giant world made of metal and sharp shapes quickly developed into what is presented in the game.

The intention of the game was to create an exciting universe, where the user wanted to explore the game, to give the feeling of moving in an endless universe, of steaming kettles and whirring gears, where the player has the opportunity to create its own history, through various puzzles and generate different solution, how to become a grain of sand in the machinery and make a difference.

Plane Weaver is a 3D platform game with puzzles. The game is aimed at a broad target group, because we hope it to be both exciting challenging and very thrilling visually. The game can be played as a platform game most of the way, but as the player moves deeper into the universe there will be more challenging puzzles.

From the beginning of the production, we made a well organized game plan and used our time wisely in the start, getting the elements in place. We created the concept based on

what was possible in the given time, and based on the resources made available in relation to manpower and technical equipment. We work together as a team from the beginning, and used each other's capabilities, and created a game we are all truly proud of.

There are always things you can do differently, and perhaps with better results, but when we look back on production, we believe that we have spent our time as good as possible and created the product we intended.