Description

The team of Twinfire Sally consists of five students at the University of Applied Sciences in Puch, Austria. There are three game programmers from the MultiMediaTechnology department as well as one visual artist and one sound artist from the MultiMediaArt department. Together they are working on their graduation project, Twinfire Sally.

History

The team at first included Pascal Blessing, Amin Deavar and David Monz. They met at University as part of the degree program MultiMediaTechnology, Game Development. They started working together on the project Twinfire Sally in 2019, as part of a mandatory project required to complete their second year. They decided to stay together and keep working on their idea for their final graduation project. They were joined by Elke Trummer, MultiMediaArt Computeranimation, who became responsible for visual aspects, and later by Eva Pöll, MultiMediaArt Audio, who became responsible for the background music.

Teammemebers

Pascal Blessing: Project Lead, Game Concept Developement, Programming
Amin Deavar: Game Concept Developement, Programming
David Monz: Game Concept Developement, Programming
Elke Trummer: Art & Asset Developement
Eva Pöll: Soundtrack Developement

Projects

Twinfire Sally

Factsheet

Developer:
Students FH Salzburg
Based in Salzburg, Austria

Press /
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Release date:
28.05.2020

Platforms:
PC

Address:
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Description

Twinfire Sally is a local co-op action strategy game where two teams of two players each compete in trying to complete a set of missions, using their ship to deliver objects from island to island. As they can only indirectly steer their ship by separately powering the two side-wheel engines, they have to work together in order to stay in control and avoid chaos. This results in a thrilling race, involving planning, disruption and mind games.

History

Work on the project first started in 2019. The first playable version of the game was developed but due to time restrictions there were still many unre-solved issues with the game. The concept however worked well so the team decided to keep working on Twinfire Sally throughout the following year. They recruited a 3D artist from the same semester who took over the tasks of asset creation and look development. They were later on joined by another student from the audio department who supplied the music for the game.

Features

-Simple pick up/ carry/ drop interactions
-4 person multiplayergame with two teams
-Control the ship by manipulating the heat level of the engines
 and the rotation direction of the wheels
-deliver objects from island to island in order to complete missions
-Lockout Bingo to determine the winning team