Couch-Multiplayer Game with VR-Mode

Starcade Omega is a local multiplayer party game for up to 8 players. It is composed of several minigames such as platformers, mazes and beat-'em-'ups. For the Art- & Music-Style we were mainly inspired by the Retro-Style, electro wave and arcade game of the 70s and 80s. This game was created by a group of motivated students from the University of Applied Sciences in Salzburg, Austria and will be released for Microsoft Windows, Playstation 4 and X-Box One soon.

Hardfacts

Projektstart
August 2020

Genre / Mode
Couch-Multiplayer

Developer
Team Omega

Engine
Unity

Length
~10 secs per Minigame

Programms used
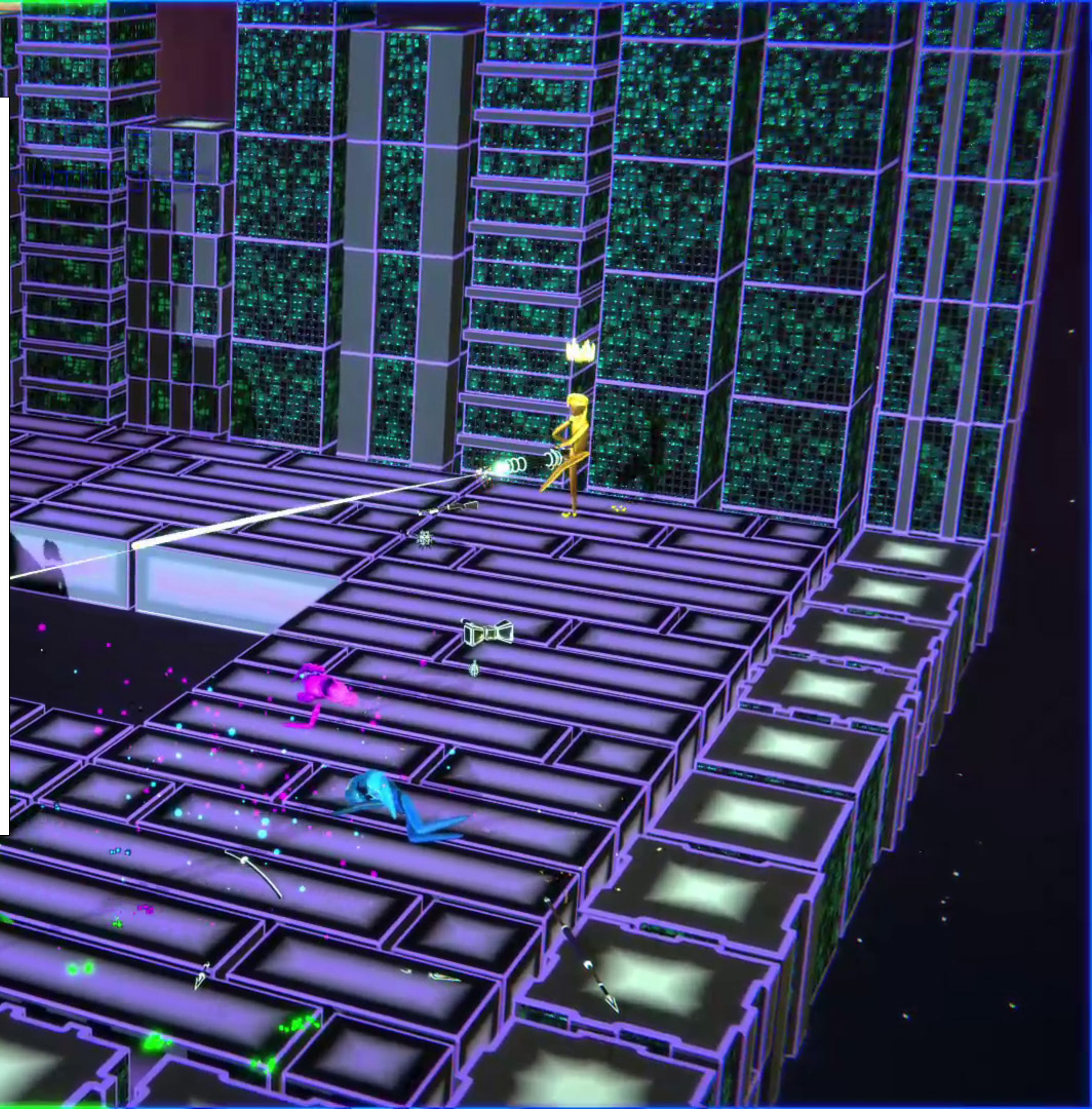Unity
Visual Studio
Maya
Z-Brush
Substance Painter
Wwise
Git-Lab

History

When the technology students Leander Edler-Golla, Christian Keiler and Jessica Keppel and one Art Student , Florian Dietrich, first sat together to brainstorm some ideas, the first intention was to remake or reuse an existing project the three technology students have made before named "Olga Says". Keeping the title screen, the overall art concept (80ies style) the game itself as a compilation of minigames and the usage of active ragdolls are the fundamentals we transferred from the existing project. We then needed one 3D Artist and a UI Designer. Ursula Holub was interested and stepped in as our main visual artist. Florian Dietrich needed some support in Audio and got in touch with Lukas Schönwiese who joined in later.
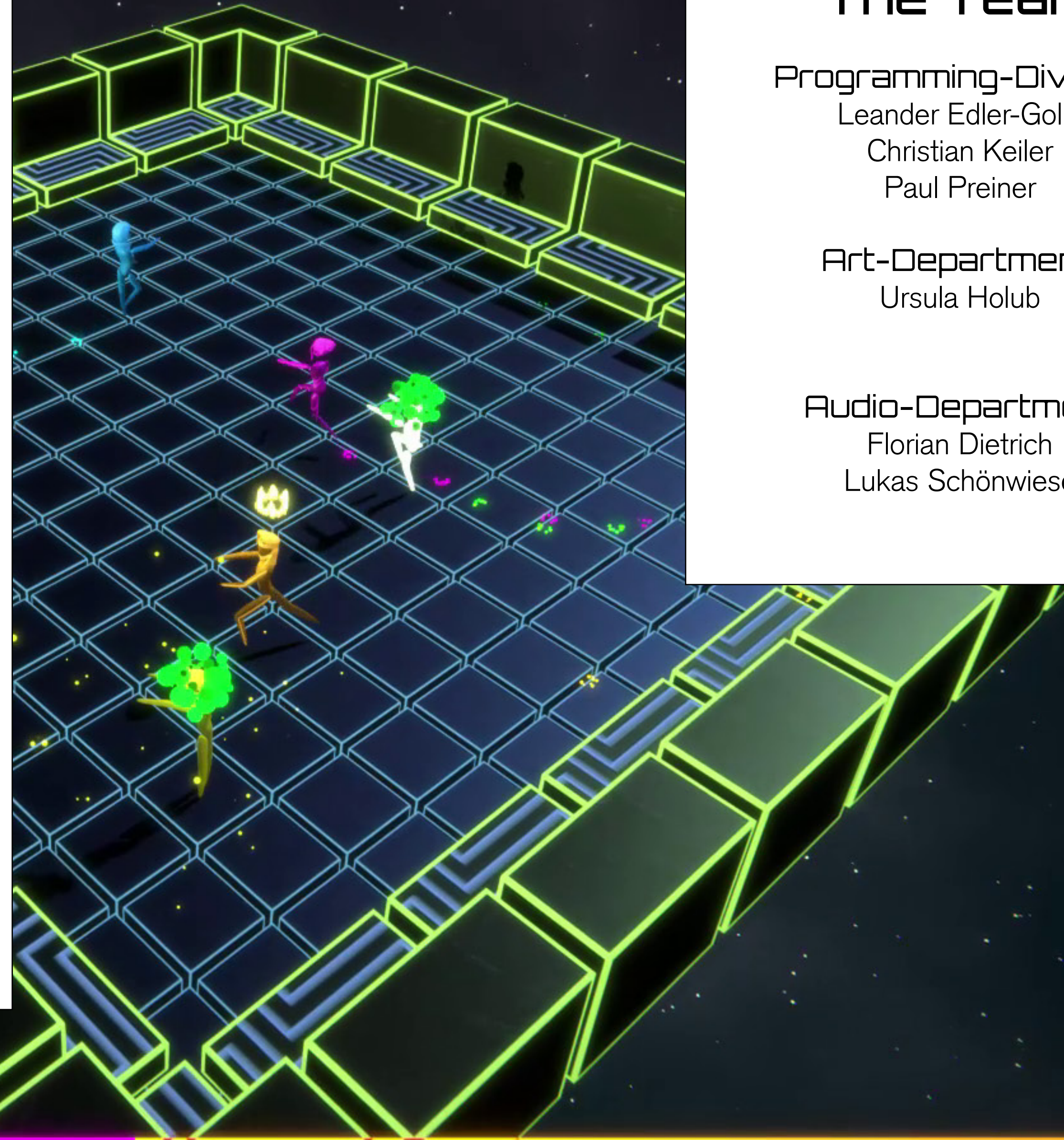
Team Omega

Leander Edler-Golla, Christian Keiler, Paul Preiner and are currently studying MMT (MultiMediaTechnology) in their 6th semester. Their focus is relied on the technical aspects, the overall game programming, level design and visual effects of the project. Leander Edler-Golla and Paul Preiner are taking care of the visual effects and the animation of the characters. Christian Keiler takes care of the UI design.

Three team members are currently studying MMA (MultiMediaArt) with different specializations. With two ambitious audio students, Florian Dietrich and Lukas Schönwiese, the basic Sounds of the game (Character Voices, Weapons, UI) is created. For additional help in composing music for the game we hired Lukas´ Audio colleagues Elias Handschuh, Kilian Kofler, Jonathan Lindner from the 4th semester.

Ursula Holub took over the part of the visual director. She designed the Art Look of Starcade Omega and created all the Characters, items and building tiles in 3D programms such as Z-Brush and Maya. Christian Keiler took over the creation of the UI-Elements and the visual effects were mainly created by Leander Edler-Golla and Paul Preiner, both under the supervision of Ursula Holub.

The Team

Programming-Division
Leander Edler-Golla
Christian Keiler
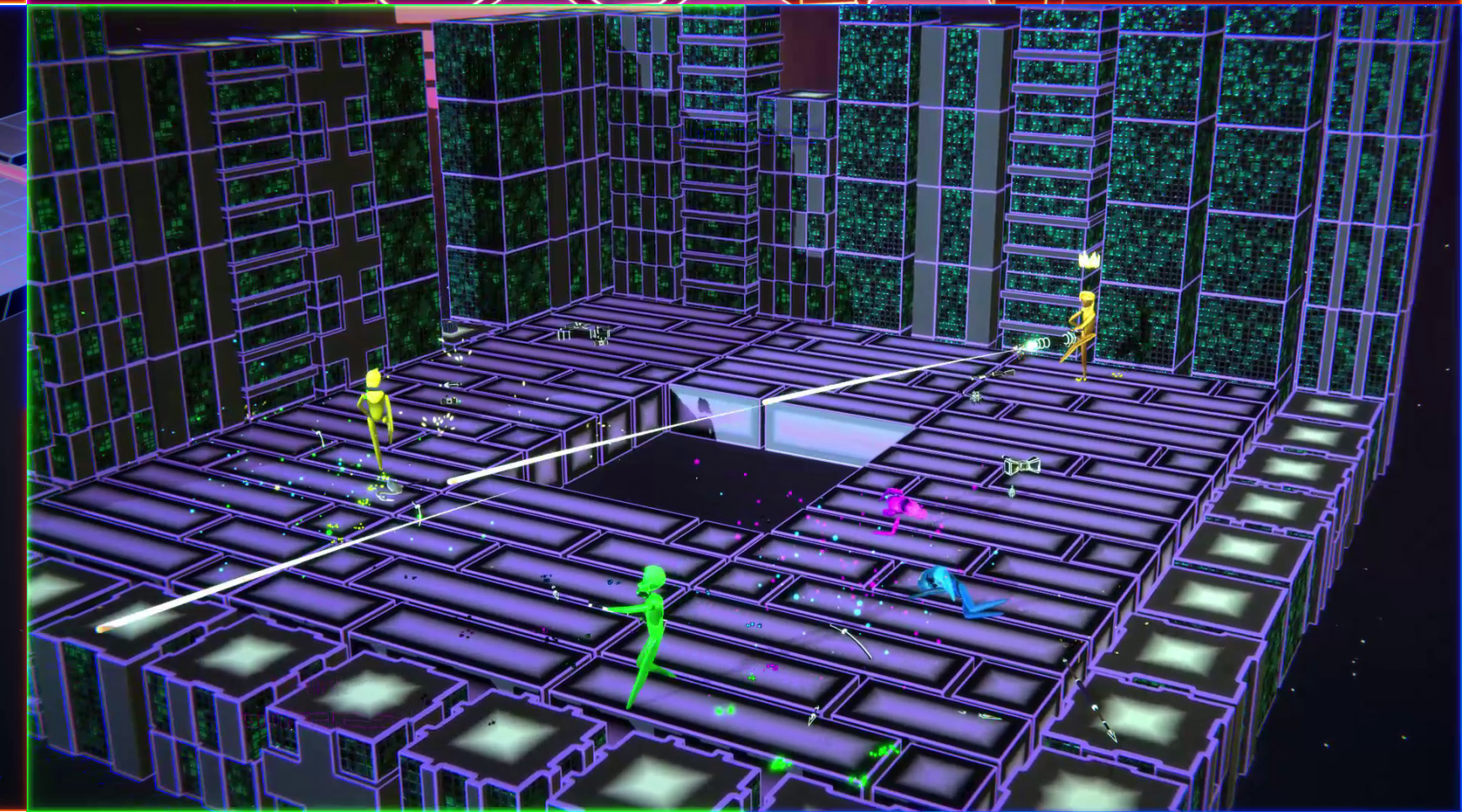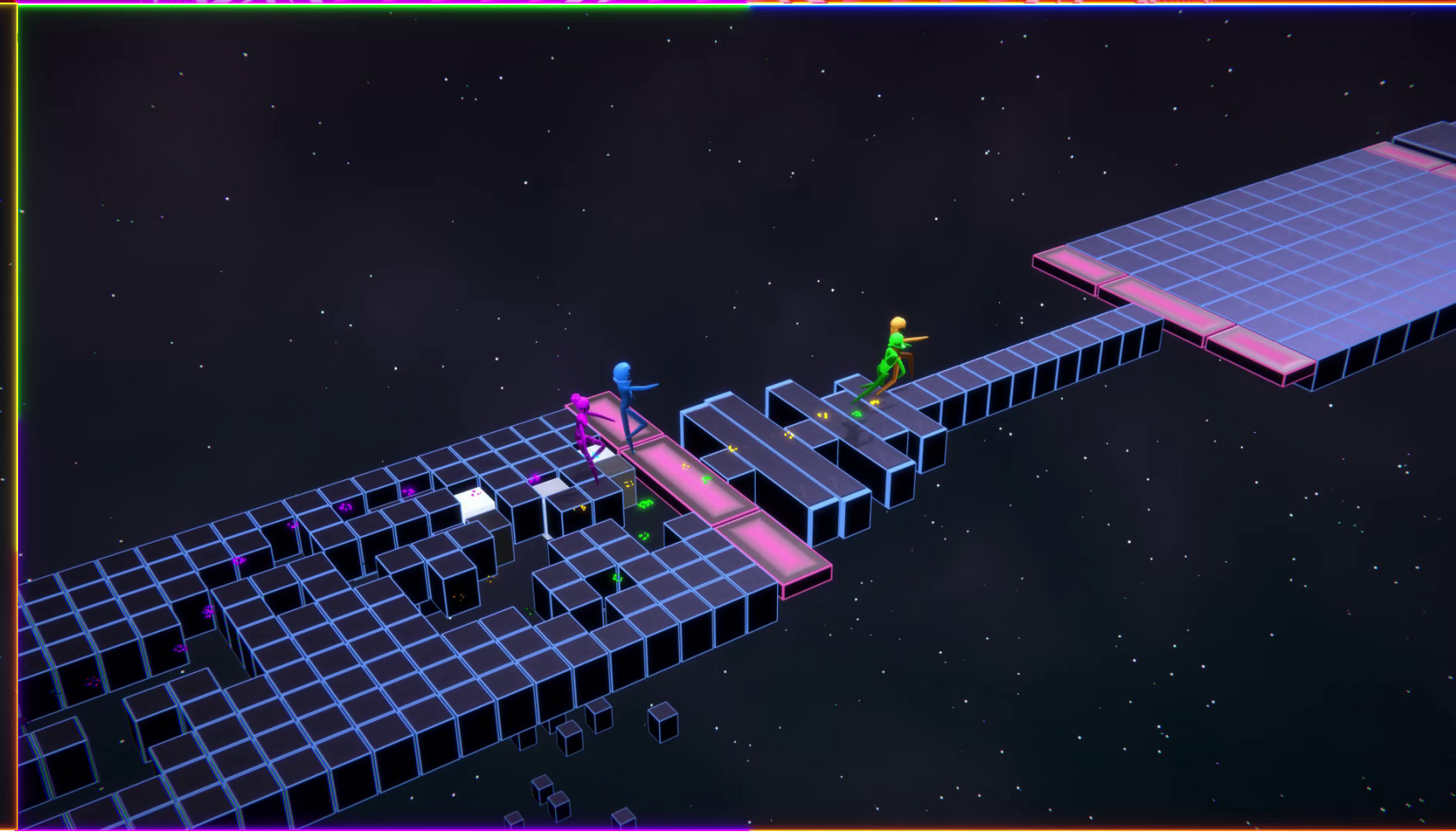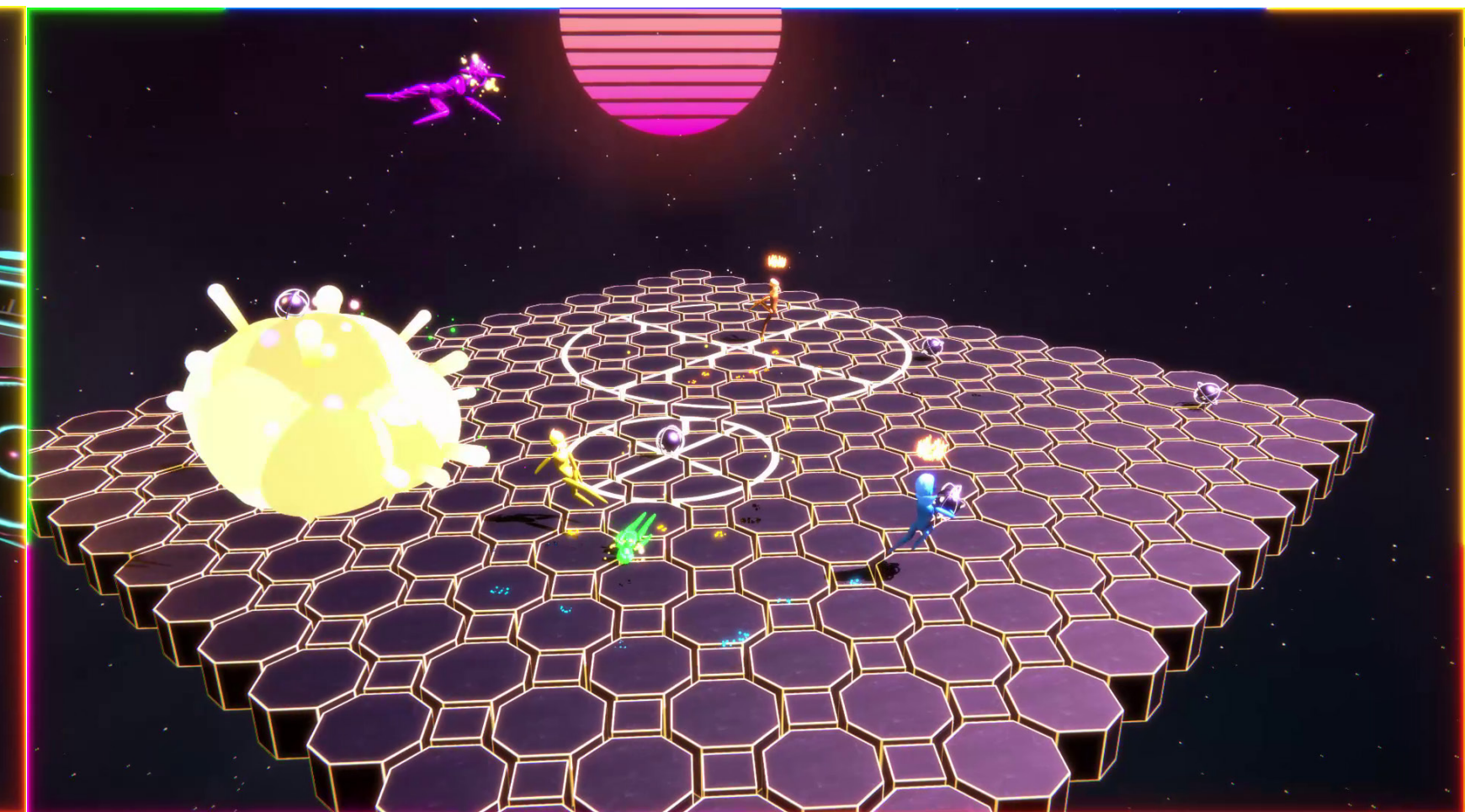Paul Preiner

Art-Department:
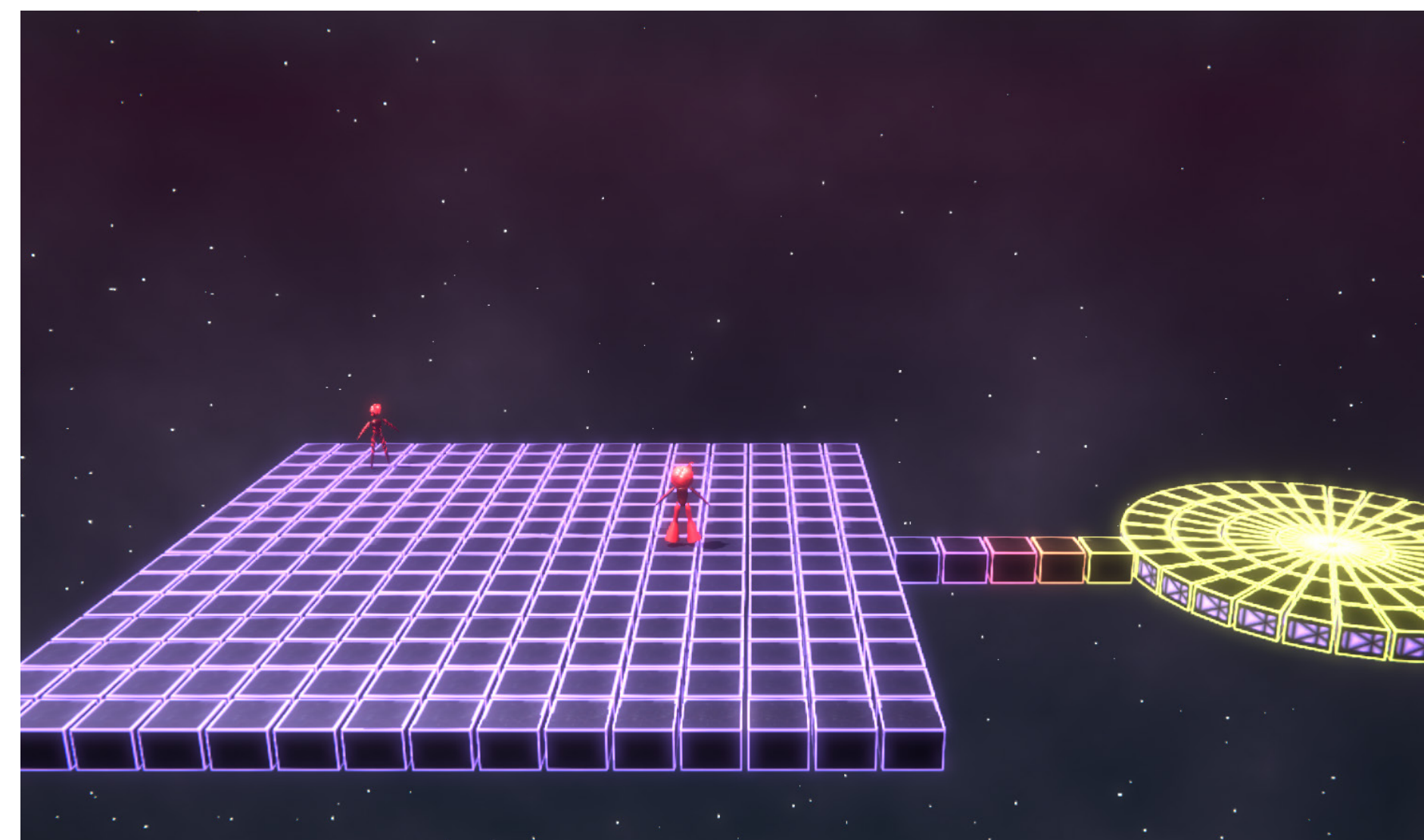Ursula Holub

Audio-Department
Florian Dietrich
Lukas Schönwiese

Stills

Making of
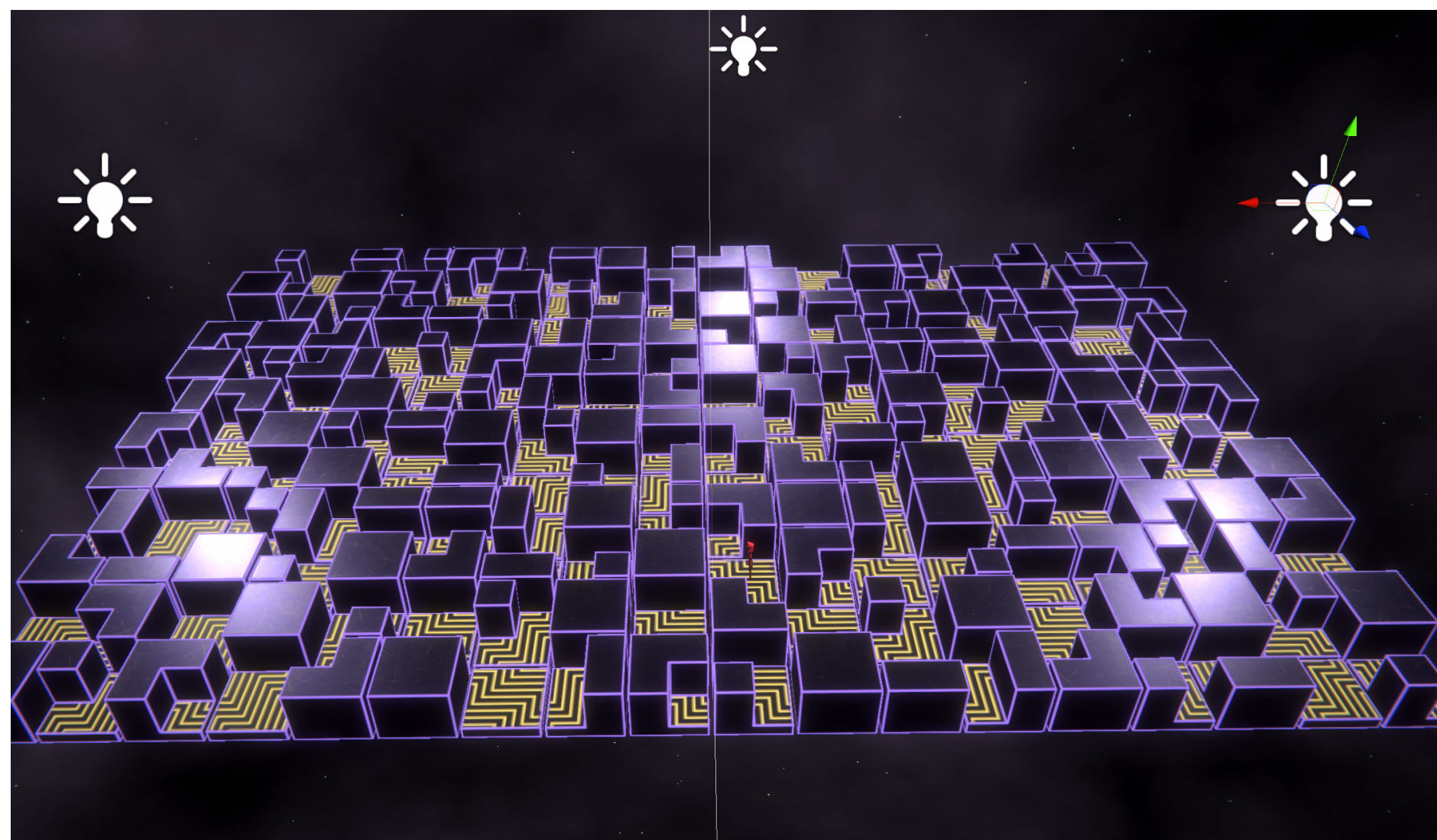
Contact

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Urstein Süd 1
A-5412 Puch bei Hallein/ Salzburg

Description

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Starcade Omega is a local multiplayer party game for up to 8 players. It is composed of several minigames such as platformers, mazes and beat-'em-'ups. For the Art- & Music-Style we were mainly inspired by the Retro-Style, electro wave and a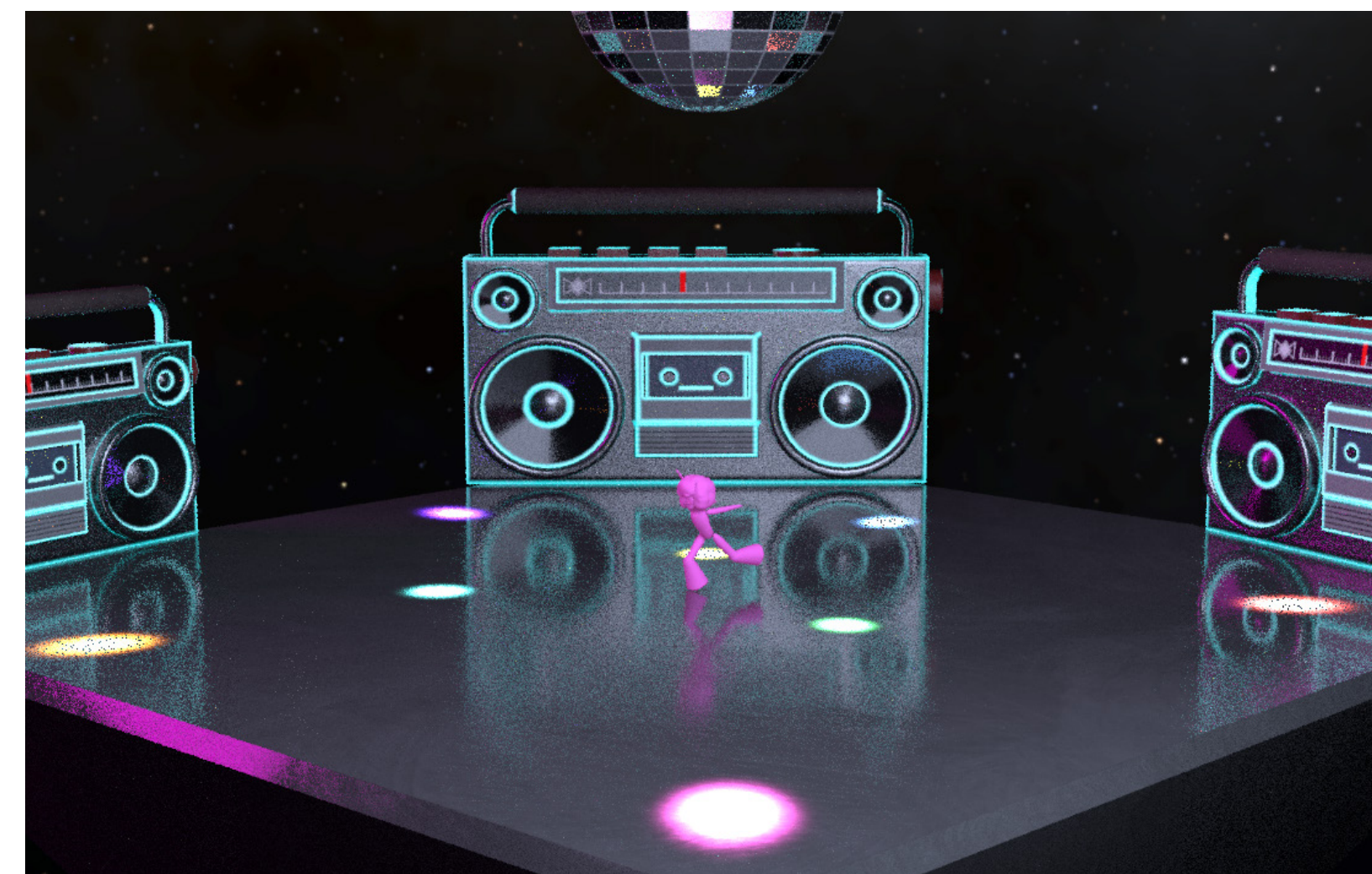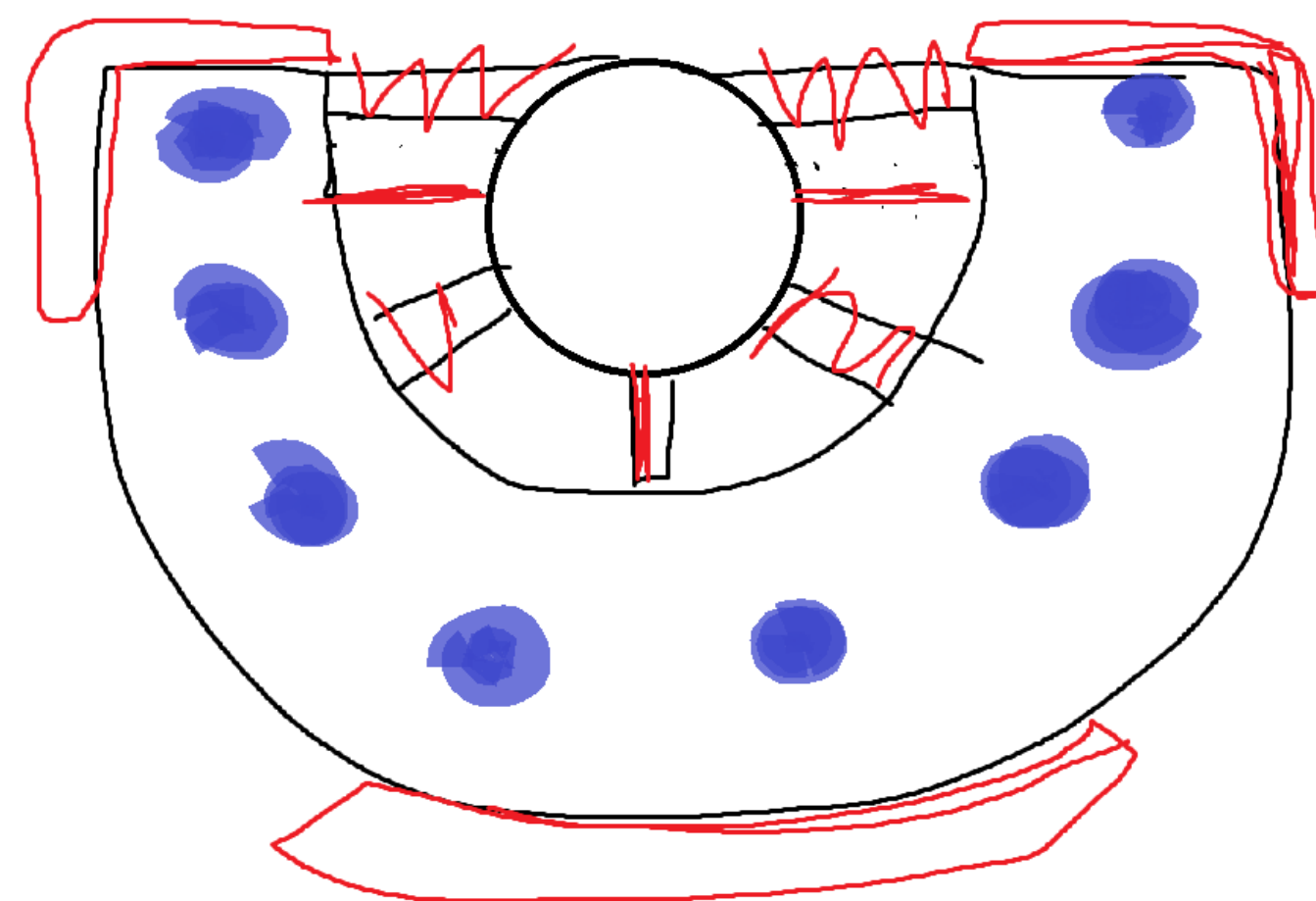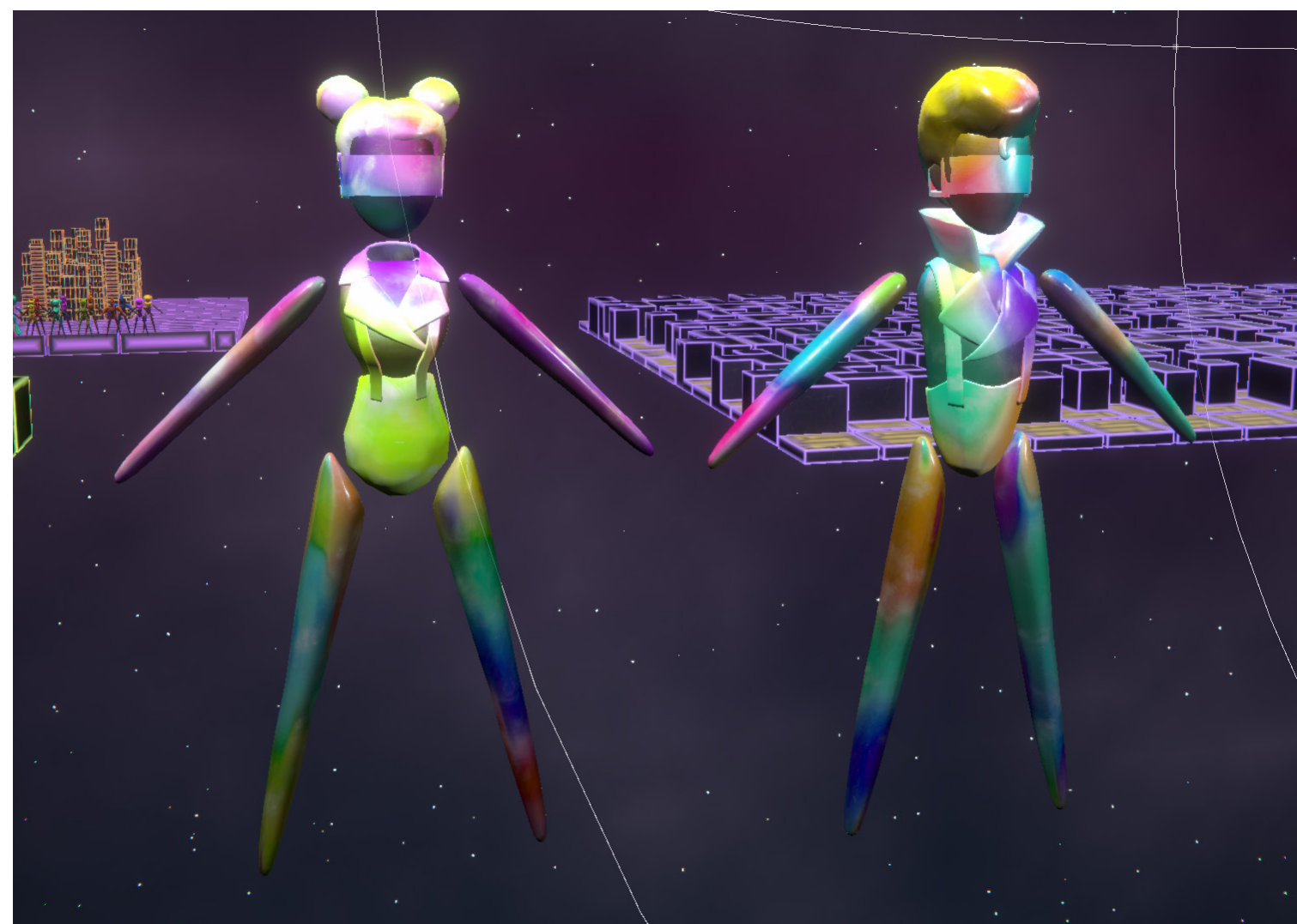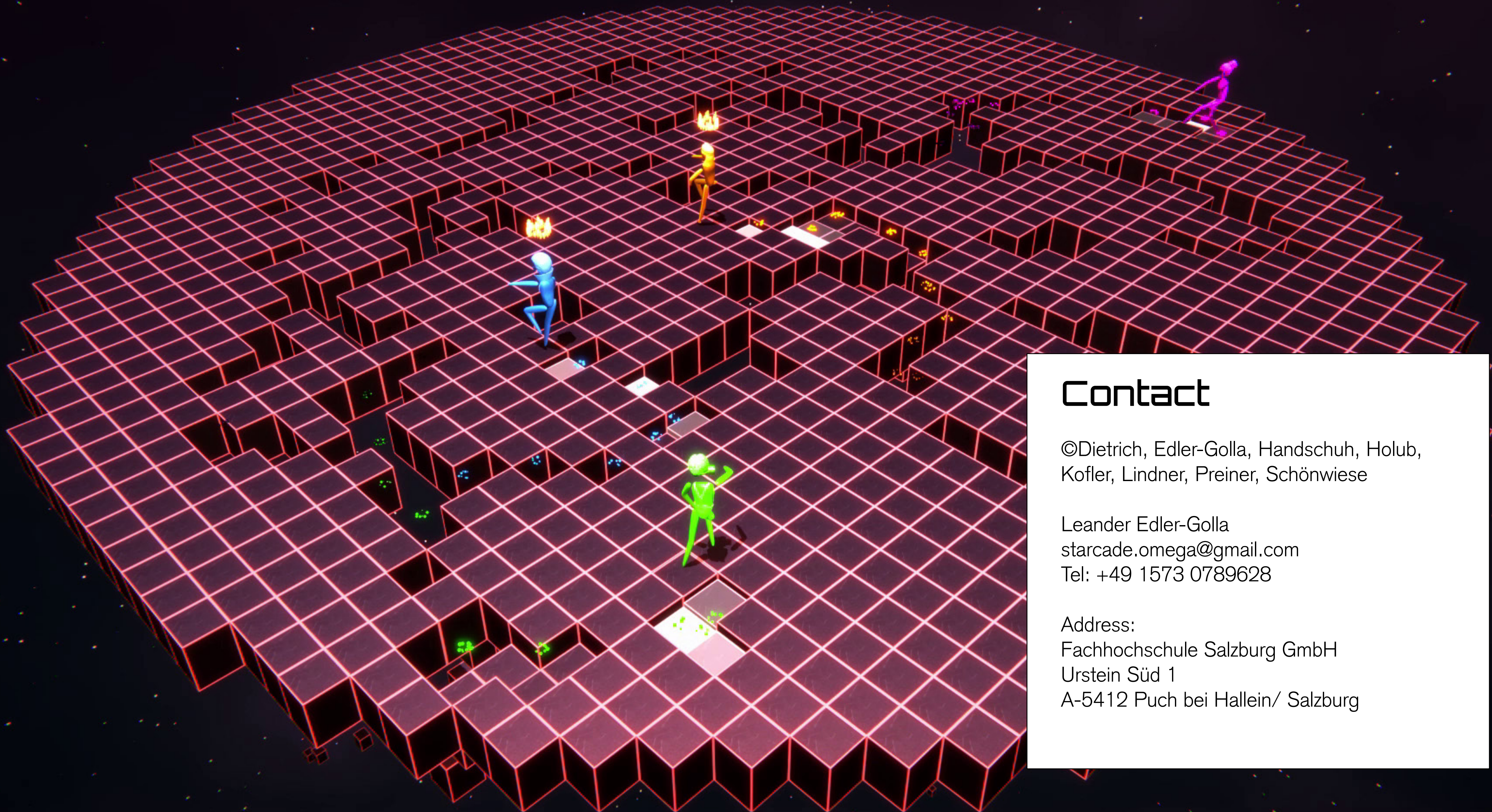rcade game of the 70s and 80s. This game was created by a group of motivated students from the University of Applied Sciences in Salzburg, Austria and will be released for Microsoft Windows, Playstation 4 and X-Box One soon.

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Get-together

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Factsheet

Projectstart:	August 2020
Developer:	Team Omega
Project-Management:	Jessica Keppel
Programming-Division:	Leander Edler-Golla Christian Keiler Paul Preiner
Art-Department:	Ursula Holub Christian Keiler Leander Edler-Golla
Lead Audio Artist & Audio Implementation	Florian Dietrich
Audio Implementation	Lukas Schönwiese
Music:	Elias Handschuh Florian Dietrich Jonathan Lindner Kilian Kofler Lukas Schönwiese
Programme:	Unity Maya Z-Brush Substance Painter Wwise Git-Lab
Releases:	Starcade Omega

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Short Introduction of the team members:

Florian Dietrich

Florian Dietrich is a sound designer, multi-instrumentalist from Linz/ Austria. Since his childhood he has been an enthusiastic drummer and was not afraid to teach himself other instruments as well. Musically his roots are in Rock, Hard Rock and especially Heavy Metal, as he is very interested in the technical aspects of this music. Through his studies at the University of Applied Sciences Salzburg he also learned how to deal with synthesizers and since then he is increasingly involved with game audio and will continue this in his master studies.

Lukas Schönwiese

Lukas Schönwiese is a composer, sound designer and foley artist. During his studies in Multimedia Art Audio at the University of Applied Sciences Salzburg, the young artist deals with everything around audio in video games.

Ursula Holub

Ursula Holub is an ambitious MultimediaArt student at the University of Applied Sciences in Salzburg and majors in computer animation and 3D art. She has a great interest in video games and wants to make a career in this industry. She was born in Linz, Upper Austria and has had a passion for artistic creation since a young age. Although she mainly works with programs like Z-Brush and Maya, she is not afraid to leave her comfort zone to learn new skills.

Leander Edler-Golla

Leander Edler-Golla loves gaming, coding and developing fun game mechanics & interesting visuals.
He very much enjoyed working on Starcade Omega, since it combines his burning passion for local multiplayer games with his deep interest in virtual reality applications.
Aside from his studies at FH Salzburg he likes to work on lots of different projects ranging from mobile games to piano-visualizers.

Paul Preiner

Paul Preiner is a programmer who loves to compete in online and local multiplayer games with and against his friends. After his studies at FH Salzburg he dreams of releasing his own competitive first person shooter game.

Christian Keiler

Christian Keiler enjoys programming as much as playing games. With a great interest in backend development he was responsible for a large amount of the backend systems in Starcade Omega. He is constantly looking for new challenges, especially when it comes to Mixed Reality technologies.