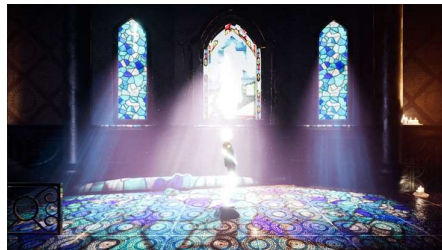


# **IEEE GameSIG Intercollegiate Game Showcase 2018**

## **Game Overview: Fractured Date: 04-13-2018**

<u>One-Sentence Description</u>	In a desolate world obliterated by a mysterious darkness, a magical girl come alive from stained glass must go on a journey to save the remaining artwork from being erased forever.
<u>List of Team Members and Their Schools</u>	Sofia Randel, Chapman University, rande102@mail.chapman.edu Kevin Lisbin, Chapman University, lisbi101@mail.chapman.edu Mark Giambone, Chapman Univeristy, giamb103@mail.chapman.edu Brendan Copley, Chapman University, cople100@mail.chapman.edu William Corrin, Chapman University, williamdewaynecorrin@gmail.com
<u>School Level</u>	<input checked="" type="checkbox"/> <u>College/University</u> <input type="checkbox"/> High School
<u>Target Platform and Audience</u>	Console and PC, Boys and girls age 12-50, Atmospheric game lovers
<u>One-Paragraph Summary of Gameplay and Objectives</u>	The game features a few important gameplay objectives. First, the character discovers they can enter and exit 2D paintings as if they are new worlds, so she can use these to traverse lands that she could not previously. Second, she can reflect light off of herself, which she uses to destroy the dark creatures roaming the land. Third, she can become a flat 2D character in walls covered in graffiti, and she can take 2D objects from the graffiti world and bring them back into the real world to use.
<u>Key Features</u>	Beautiful, atmospheric environment Puzzle-driven progression Unique, original scores

Thumbnails of  
Game Art



Software Libraries  
and Packages Used

Unreal Engine 4, Autodesk Maya, Zbrush, Substance Designer, Substance Painter, Adobe Photoshop, Adobe After Effects

Third-Party and  
Ready Made Asset  
Credits

Listed on next page

Faculty Member  
Name & Contact  
Information

Chris Boyd, Chapman University, cboyd@chapman.edu

YouTube Link

[https://www.youtube.com/watch?v=Rc5SG\\_LKf8Q&feature=youtu.be](https://www.youtube.com/watch?v=Rc5SG_LKf8Q&feature=youtu.be)

Misc. Notes

Original score by Robert Mai (made for this game)  
Beginning voiceover done by Julia Corsi

Submitted by: [Sofia Randel, rande102@mail.chapman.edu, 805-807-4160](mailto:Sofia.Randel@chapman.edu)

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

<b><u>Name or brief description</u></b>	<b><u>Source (ideally both URL and creator's name)</u></b>	<b><u>If modified by team, explain how.</u></b>
Soul: Cave Package (used many models of rocks, god ray light, and water material for game)	Epic Games <a href="http://www.unrealengine.com/marketplace/soul-cave">www.unrealengine.com/marketplace/soul-cave</a>	
Mixamo (used mixamo animations for 3D character)	Mixamo.com	
BeamAndLaserFX01	<a href="https://www.unrealengine.com/marketplace/beam-and-laser-fx01">https://www.unrealengine.com/marketplace/beam-and-laser-fx01</a> by: Kakky	We modified one laser asset from this set to fix the light beam attack in the game
Atmospheric Candles Pack	<a href="https://www.unrealengine.com/marketplace/atmospheric-candles-pack">https://www.unrealengine.com/marketplace/atmospheric-candles-pack</a> by: Magical Assets	