

Från: eddy.grootenboer@flattail.se
Skickat: den 21 februari 2022 20:06
Till: Jorgen Markgren
Ämne: Updated application

- Project name
- Not set yet

- Parties
Eddy Grootenboer, Producer at Flat Tail studios

- Background
Using unreal engine 4. I want to make a 3d puzzle platformer. where players manipulate the map based on colors. inspired by Portal.

- Current situation
Currently, game design and single-player prototype exist. challenges are visuals and multiplayer programming

- Purpose and goals - future
The goal is to make a viable prototype and make it work for multiplayer and visually appealing to then show to investors.

- Governance
The person would receive guidance for game developers with released games.

- Requests regarding scholarship recipients
The project wishes to attach a minimum of 1 or 2 students during summer weeks starting ... who meet the following requirements:
 - *Skill requirements artist*
 - *3D modeling (Blender)*
 - *English*
 - *Skill requirements programmer*
 - *C++*
 - *multiplayer programming or interest in learning it*
 - *English*