
WORK SAMPLES

Kilian Schmitt

For detailed information on each project, including gameplay videos and concept documents, please visit my personal website at kilianschmitt.de!

THE GUARDIAN OF CIHUATON

Role: Encounter & Combat Design
Team: Collaboration with Sabine Neuser
Task: Practical thesis project
Time: 09/2019 – 01/2020

This concept was a collaborative project created in equal parts by Sabine Neuser and me as the practical project for our Bachelor's Thesis (weighted 40%), to graduate from Cologne Game Lab in 2020.

The Guardian of Cihuaton is a concept for a modular boss encounter for a group of 4-5 players that was adapted in both an analog (Dungeons & Dragons 5e) and a digital (Guild Wars 2) multiplayer RPG system.

As a modular boss, players build the Guardian while they fight it by giving three artifacts out of a choice of nine to it. These artifacts grant unique abilities and effects to the boss. In turn, players need to react to these by adapting their playstyle and strategies.

My contributions to the projects focussed on:

- core concept iterations (equal effort);
- combat structure (equal effort);
- elaboration and finalization of artifacts and skills;
- adaptation into the digital system;
- analysing differences of systems (equal effort)



INVECTOR

Role: Project Mgmt.; Systems & UX Design

Team: 4

Tech: Browser | Unity

Genre: Educational Strategy Game

Time: 06/2019 – 07/2019

InVector is a browser-based educational impact game targeted at European high school students in 7th to 9th grade, which can be used to enhance a school curriculum. The game aims to raise awareness about major vector-borne diseases that are at risk to spread into Europe, thus educating about the diseases and enabling the users to adapt their behaviour accordingly.

The game was created as our 6th semester project under the parameters of it being a Serious Game under the Keyword of "Humanitarian".

As one of two Game Designers on this project, my personal and shared responsibilities were:

- design of disease construction systems;
- research and adaptation of common VB-diseases;
- creation of UX wireframes and style guide for art;
- conducting playtests and UX evaluations

Additionally, as the team leader I took over the following tasks:

- organizing team tasks and meetings;
- documenting and presenting progress



IN MEMORIA

Role: Narrative & Level Design

Team: 6

Tech: Windows PC, LEAP Motion | Unity

Genre: Exploration Game

Time: 12/2017 – 02/2018

In Memoria is a first person mixed reality exploration game. It tells the story of a game developer who suffers from chronic memory loss and tries to cope with his disease by capturing memories in a game, essentially creating an interactive diary.

The game was created as our 3rd semester project under the parameters of it being a Mixed Reality Game under the Keyword of "Distortion".

As one of two Game Designers on this project, my main responsibilities were:

- structuring story and dialogue;
- blocking and building the levels;
- assisting artists and sound designers with style guides and voice recordings;
- documentation



TEMPLE OF PHILAE

Role: Code; Assistant Game Design

Team: 5

Tech: Windows PC | Unity

Genre: 2D Puzzle Side Scroller

Time: 06/ 2017 – 07/2017

Temple of Philae is a 2D Side Scroller immersed in an ancient Egyptian theme. The player takes on the role of Gamal, a young Egyptian farmer boy who, promised to accomplish great things, gives up his humanity in his greedy strife for godhood.

This project was a 2nd semester student project with the parameters of it being a Narrative Game combined with the prompts "The baby's blood type? Human, mostly." and "Desire".

As the game's programmer, my tasks were:

- full implementation of all puzzles and mechanics;
- creation of a dialogue system for text and sound;
- scripting events and progress logic

Further, I assisted in some Game Design aspects:

- designing and placing different traps in the level;
- creating various movement puzzle sequences;
- iterating on level design and layout



Von Elise



Team: 3
Role: Systems & UX
Tech: --- | Concept
Jam: Beethoven Jam '19
Topic: L. v. Beethoven
Result: 3rd place

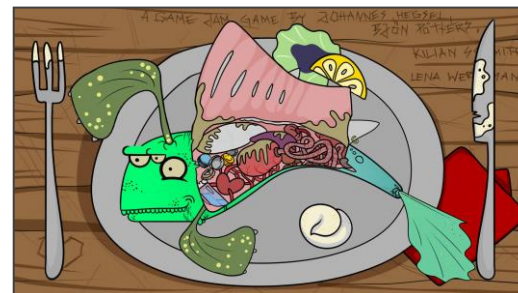
The BGJ was hosted by WDR3 to scout a team for the full production of a game celebrating the 250th birthday of Ludwig van Beethoven. Thus we decided to create a detailed game concept over a prototype.

Von Elise is a narrative detective game about the mysterious vanishing of old and ill composer, Ludwig van Beethoven. With only a few initial hints provided by his acquaintance called Elise, an investigator visits historic locations the artist frequented, and learns about Beethoven's life.

Main features:

- Historic, educational setting
- Interactive narrative
- Information about the great musician gamified with a unique story

FISH-o-MAT



Team: 4
Role: Code; Systems
Tech: Browser | Unity
Jam: Ocean Game Jam '17
Topic: Ocean Pollution
Result: Best Three

The Fish-o-Mat is a "dress up" game that allows the player to create a mutated fish by selecting a variety of different fish parts — each being assigned a hidden pollution value — and connecting them to the base fish. Afterwards, based on which parts were chosen, the player gets information on the cause of the fish's death (e.g. Micro plastic, radiation, etc.).

TIDE



Team: 4
Role: Code
Tech: Windows PC | Unity
Jam: Global Game Jam '17
Topic: Waves

Tide was a fun little ludic game created on the GJJ 2017. The player controls a small crab that wants to eat as many worms as possible while the waves are away. Each time the wave comes back, it washes new worms ashore – but it will also snatch the crab out to the sea, so the risk of navigating to a worm will have to be well calculated.

MEGASTRUCTURE REBALANCE



Game: Stellaris
Creation: 09.12.2018
Upload: Steam
Date: 11.12.2018
Creation: Steam

This mod aimed to adjust some megastructure's effects to the revamped economy that was introduced with the release of Stellaris: MegaCorp. With the mod, I adjusted the output and value of these megastructure buildings to achieve a better ROI of these end game buildings.

Upon community request, I released a second version of the mod, which further also removed the limitations of only being able to build each structure once per empire. An official fix made the initial base version obsolete, but I adjusted and supported the unlimited version for a while longer, as it was still popular.

MID-GAME-HORDE 100%



Game: Stellaris
Creation: 23.02.2018
Upload: Steam

This mod is an edit to the "Horde" mid-game crisis that was introduced with Stellaris: Apocalypse. It was created together with Lennart Funk.

The mod guarantees the horde event to start early, and always spawns all marauder empires in the galaxy.

WAR IN HEAVEN 100%



Game: Stellaris
Creation: 28.10.2017
Upload: Steam

This project modifies the "War in Heaven" end-game crisis that was added to the game with Stellaris: Leviathans. It was created together with Lennart Funk.

It guarantees the event to start regardless of how many eligible empires are available, and attempts to prioritize opposing ethics as the war's participants.