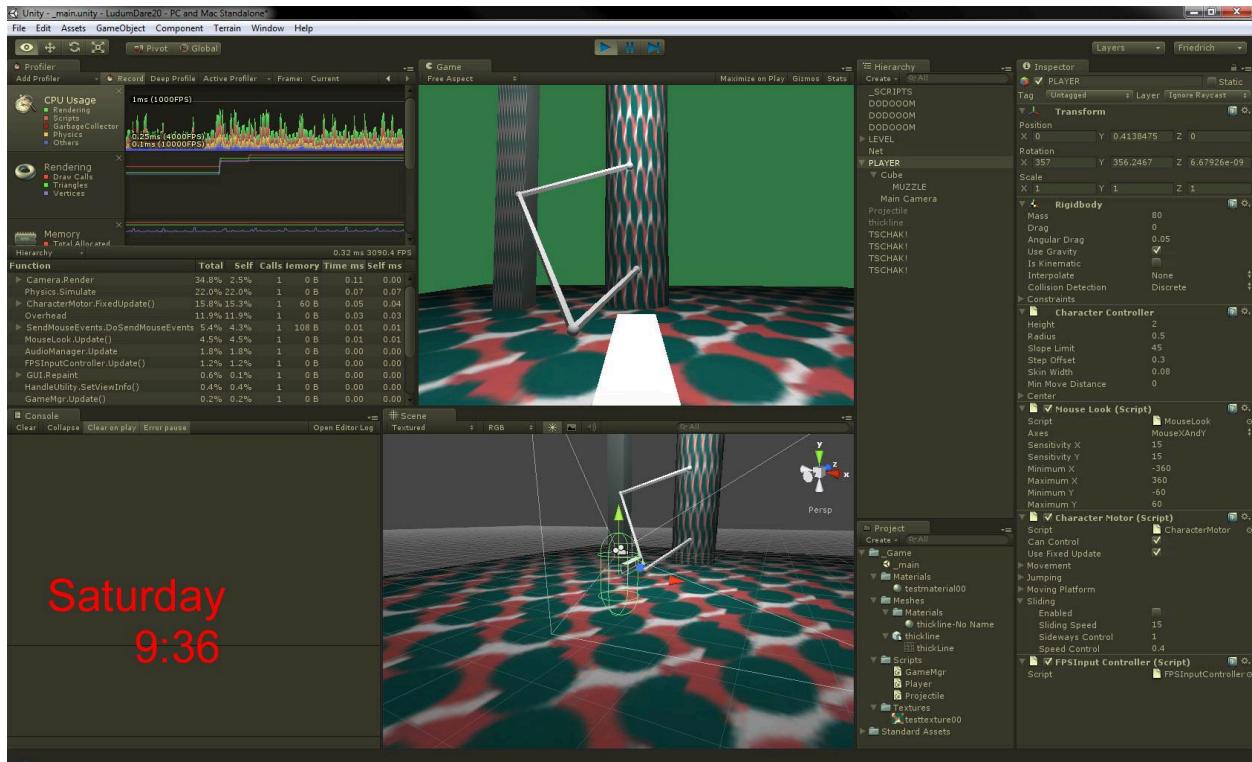
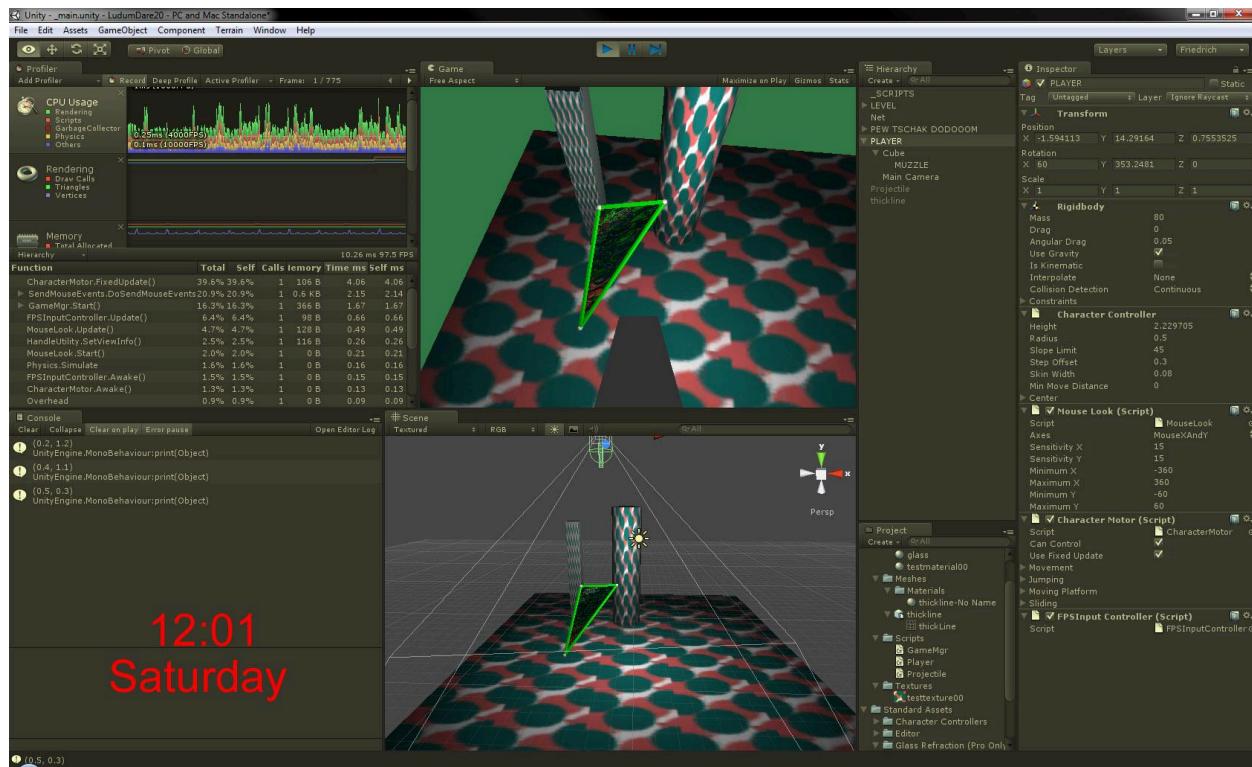


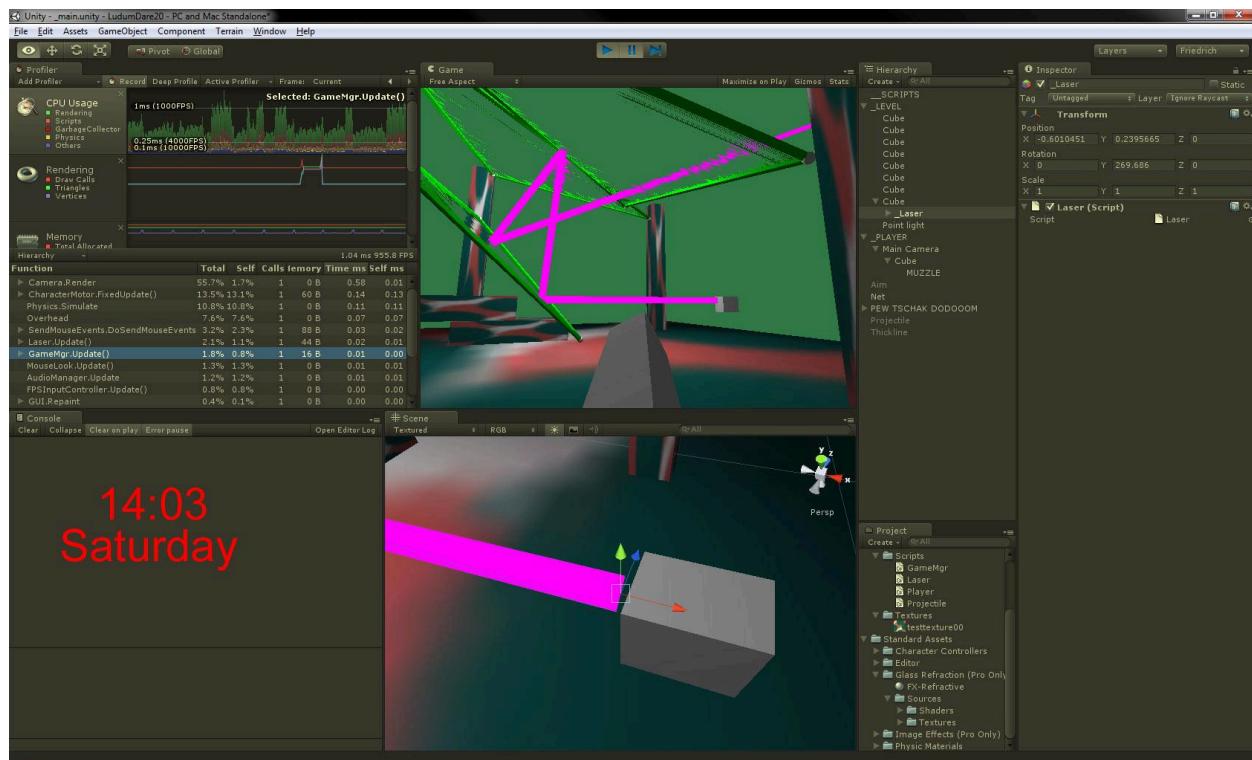
Tri: Making of

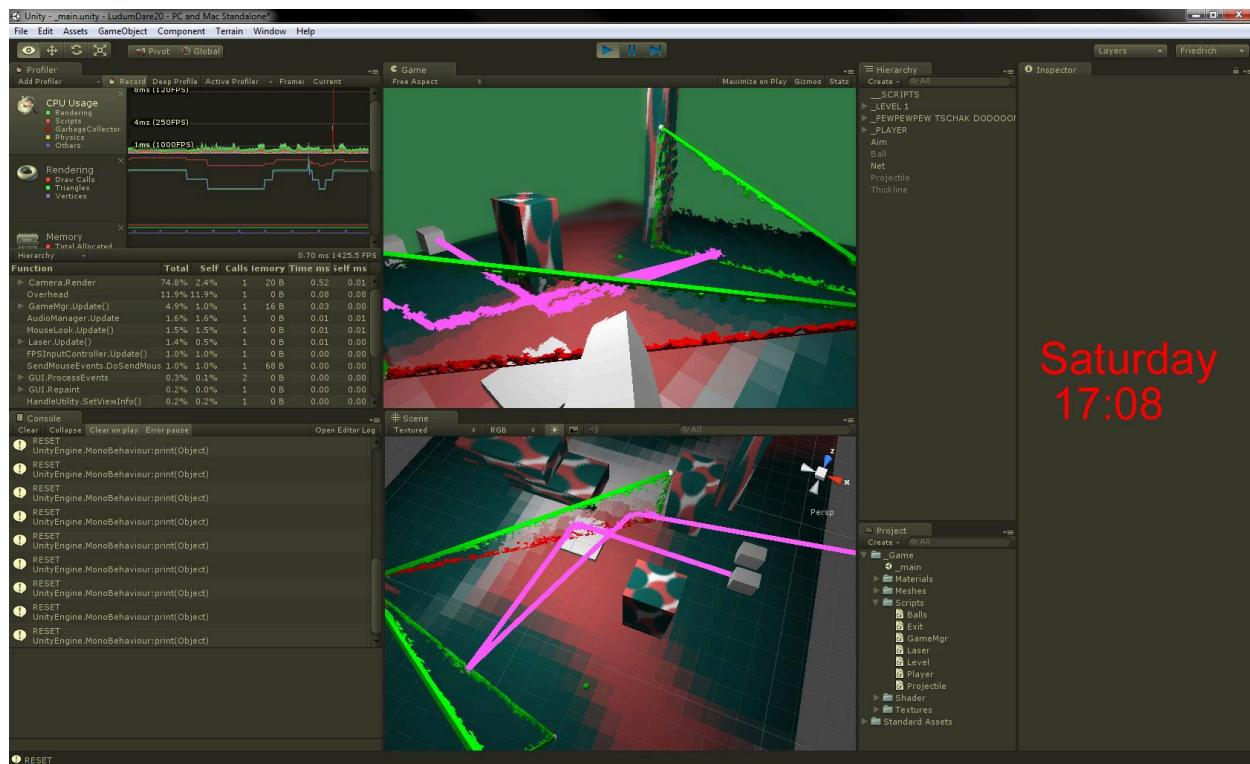
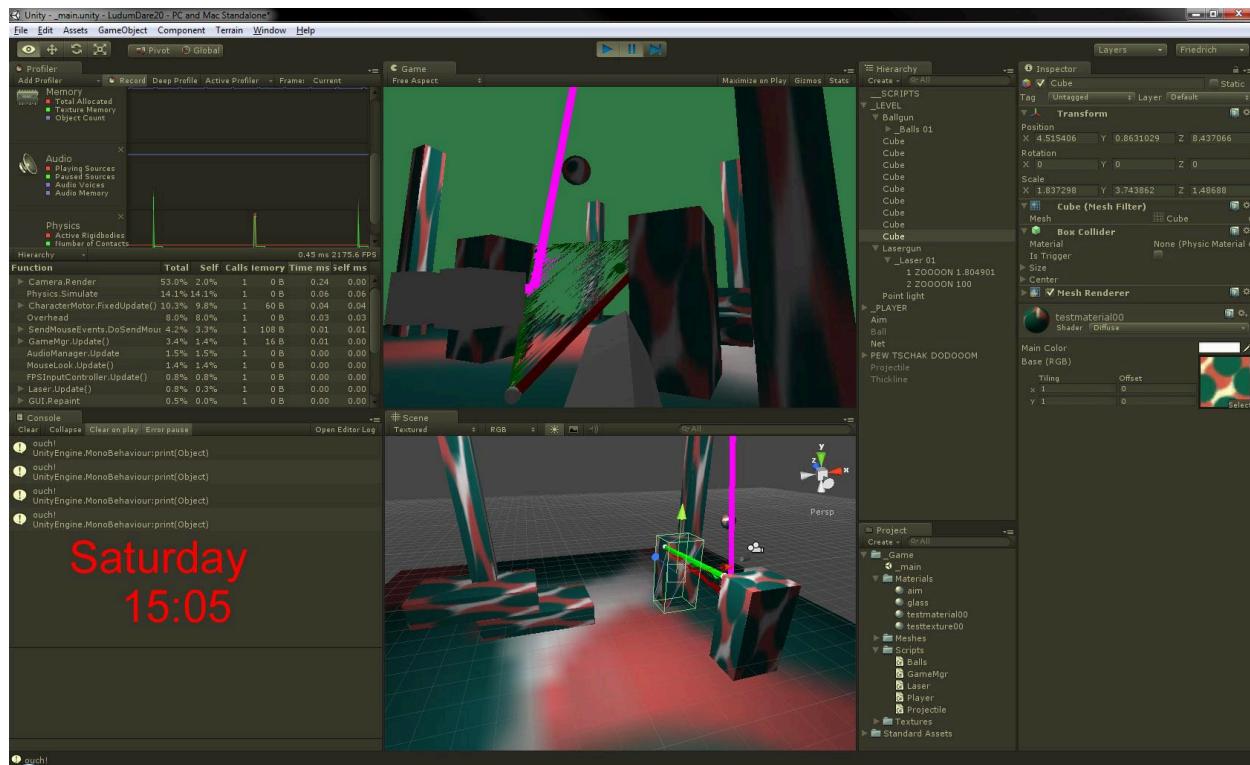
Here are some screenshots from the development progress. The first task was to make it possible that the player can shoot the generators, and they should connect themselves automatically through thick lines.

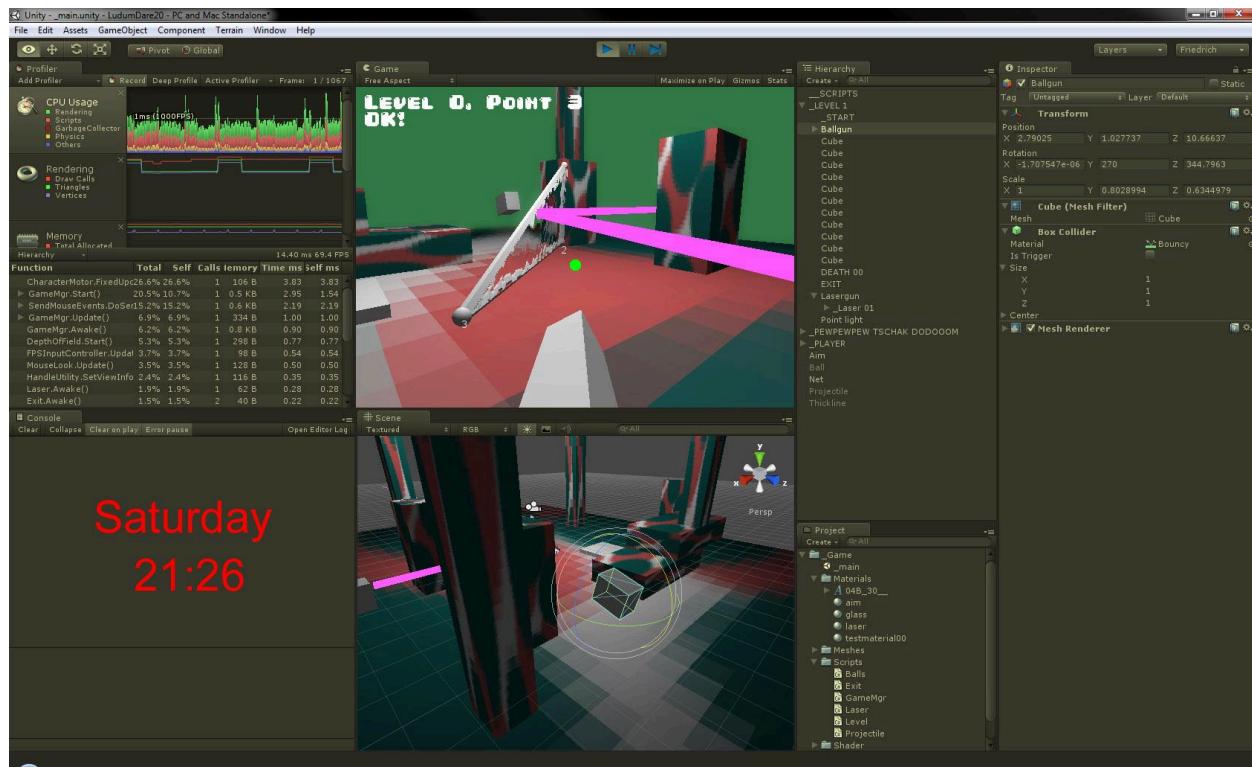




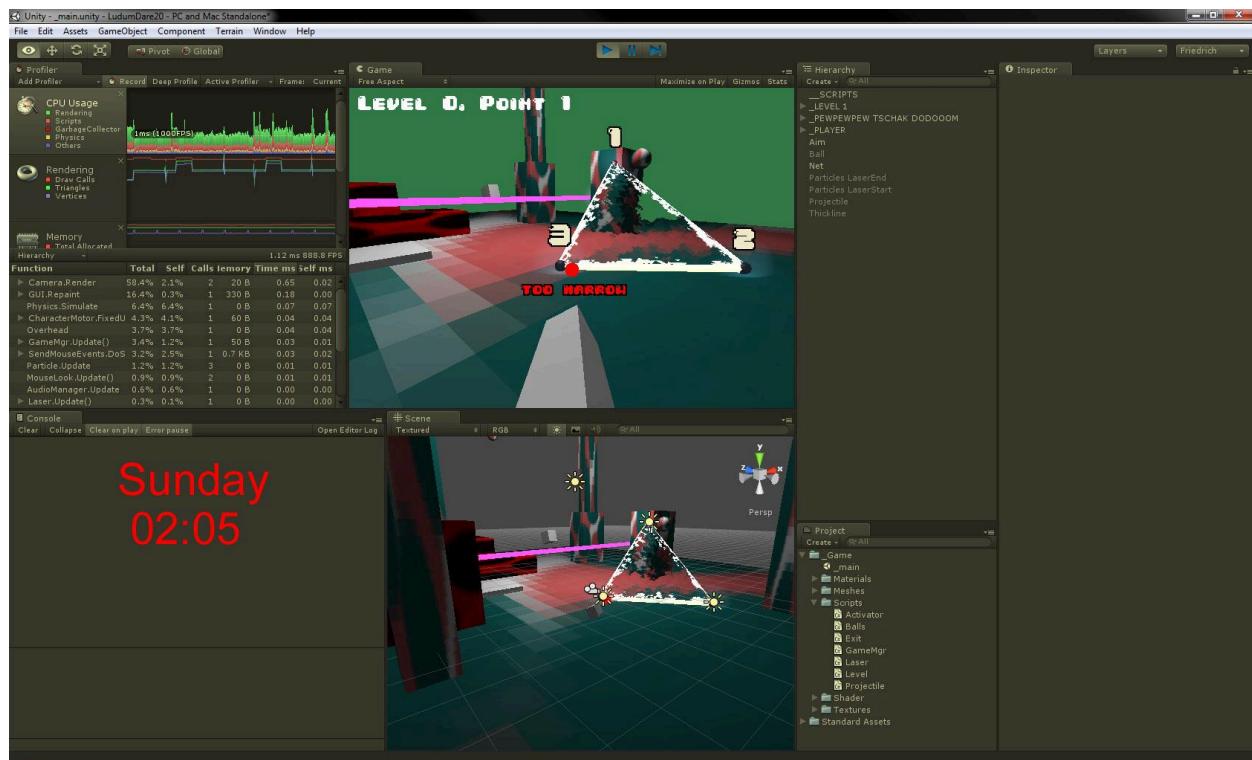
After that, the laser reflection functionality got implemented.

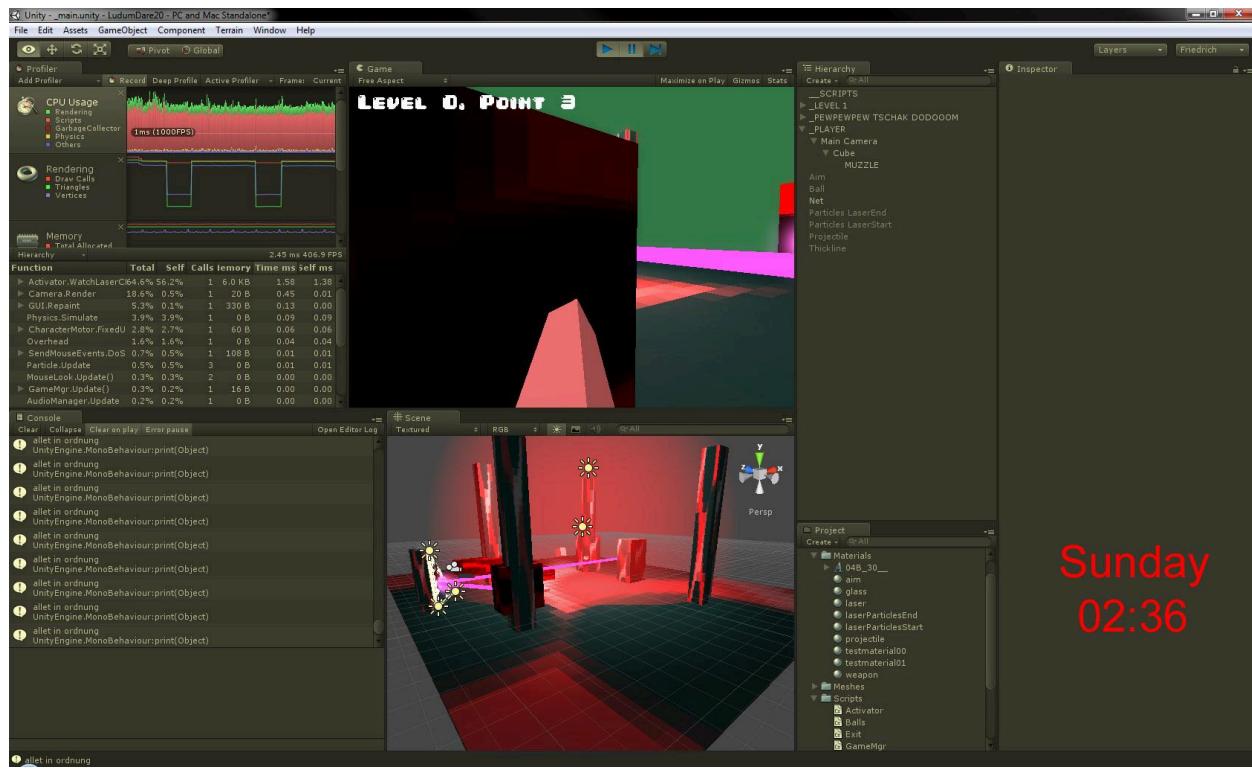




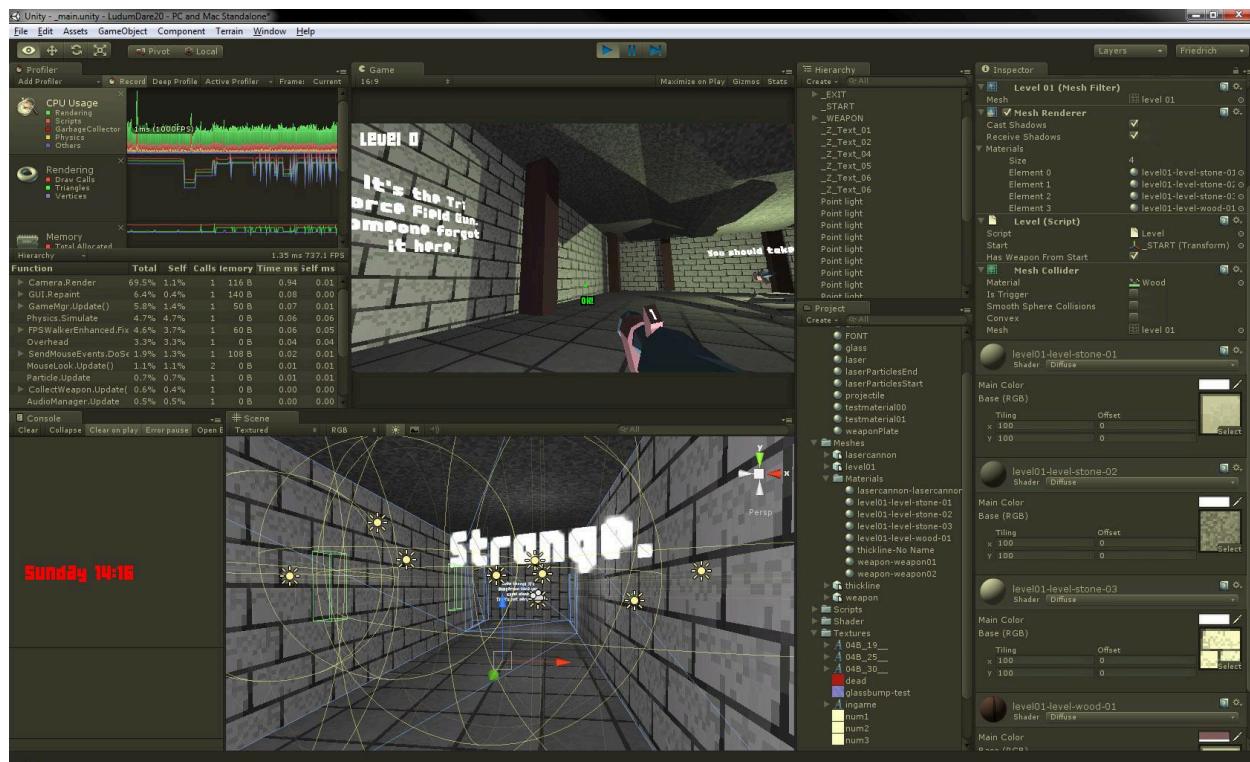
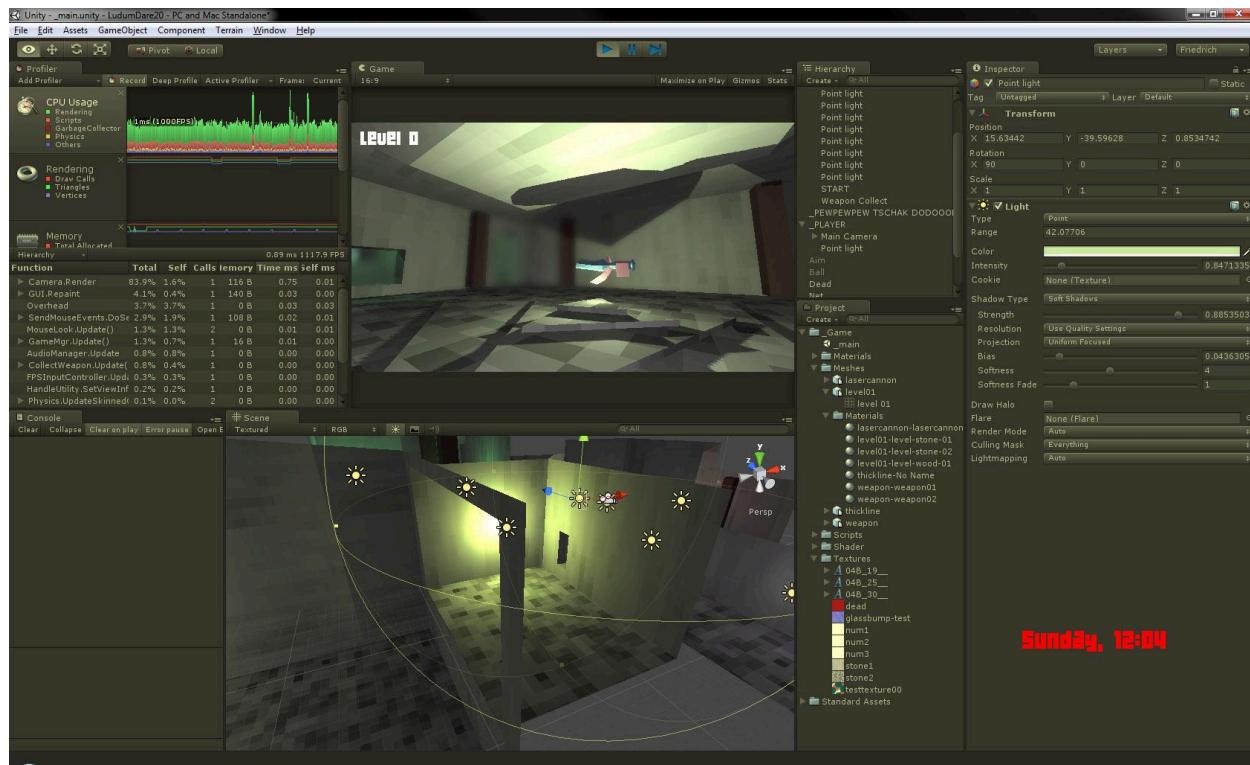


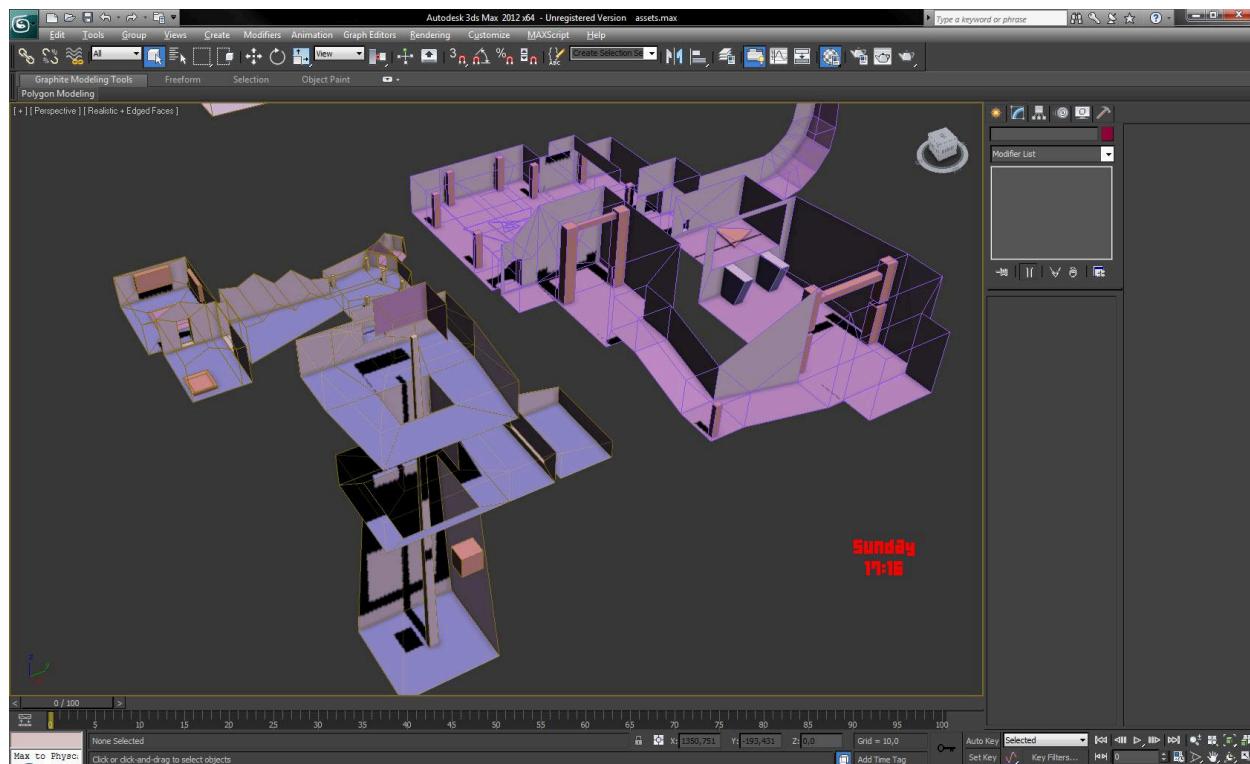
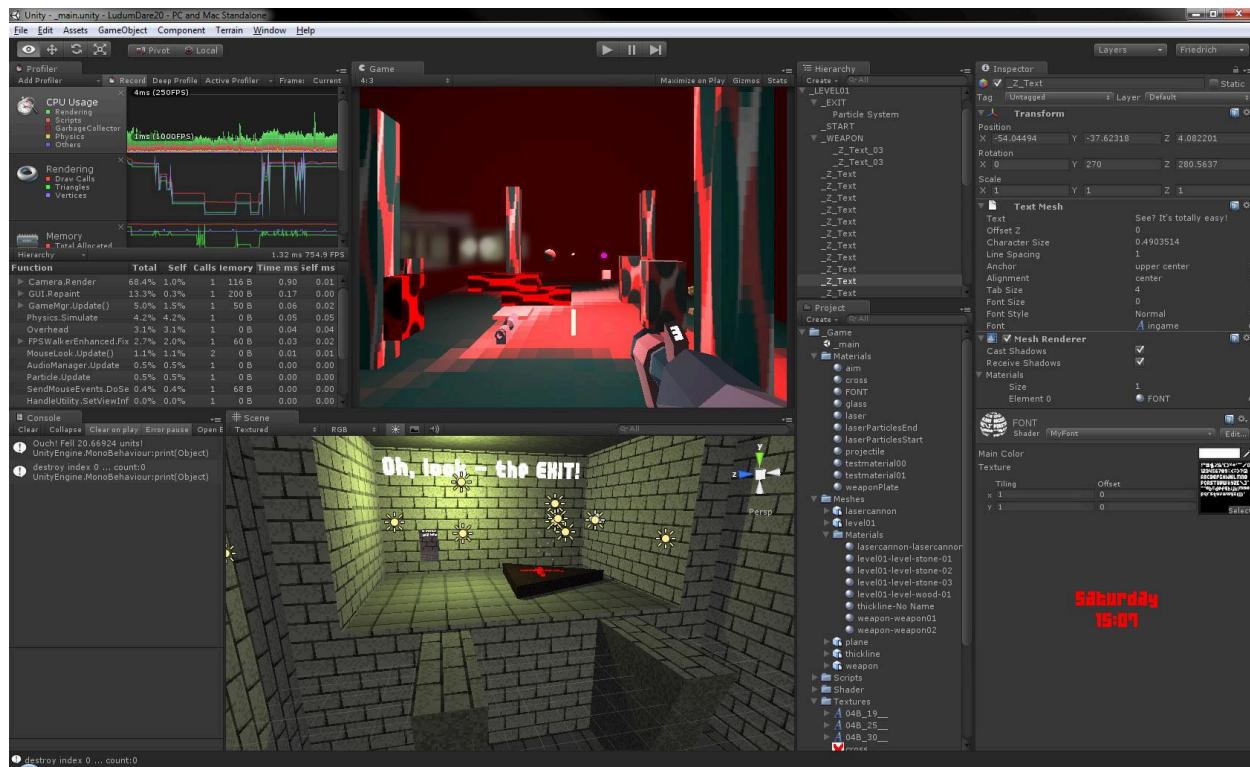
The generated triangles got some restrictions, so they can't be infinitely big.





After the core gameplay was coded, the second day mainly was spent on leveldesign. I had to roll my own shader for the texts on the wall, which unfortunately doesn't work on older machine apparently.





The main menu for choosing the level (your progress gets saved) and exiting the game was implemented last.

