

Presskit

LEGAL LIMITS

Description

Legal Limits is a two player, co-op, police game, in which players tackle both action-rich as well as mundane everyday police-tasks together in an open city-environment. It's your duty to make the town a safer place by either catching robbers in thrilling pursuits or pulling over speed violators or checking parking tickets on your daily patrols. As a police officer you earn money by protecting your town from criminals. Cooperating with your partner will increase your chances of success of catching evading criminals and therefore lead to additional income. Also optimizing your partner's and your own patrol routes can boost your earnings tremendously. But be aware, as a responsible police officer, you also have to abide by common rules of your community. Causing too much damage or mayhem in your city, exceeding the legal limits, might result in additional penalties and therefore less money earned. After every shift you can use your earnings for either upgrading different components of your owned vehicles, or for buying new faster, heavier or smaller cars to let you engage crime differently on every shift at day and night. So, it's up to you and your partner to form the hand of justice. But keep everything inside the legal limits!



History of Origin

Legal Limits was developed by students of the courses "Multimedia Technology" and "Multimedia Art" at the University of Applied Sciences Salzburg as a master's project. The whole development process extended over the master's degree of about 2 years. The first 6 months were mainly used for preproduction and developing the game's concept. The main implementation process then took place in the next year. The last 6 months were used for polishing and release preparation.



Release

Legal Limits will be released on Steam for PC.

Team

<p>Samuel Arzt Project- / Tech-Lead, Vision</p>	<p>Christoph Birgmann UI / Gameplay Programmer</p>
<p>Florian Innerhuber Sound / Gameplay Programmer</p>	<p>Axel Stenitzer Sound FX /Music</p>
<p>Jamie Nord Music / Trailer</p>	<p>Giulia Noordeloos Icons</p>
<p>Mathias Lillich Additional 3D Art</p>	<p>Simon Steiner Environment Design</p>
<p>Marc Kletz Additional Particle FX</p>	



Contact

E-Mail: legallimits.game@gmail.com

Socials

Twitter: <https://twitter.com/LegallLimitsGame>

Facebook:

<https://www.facebook.com/Legal-Limits-1070930539771579>

Instagram: <https://www.instagram.com/legallimits.game>



More Media

For more media check out our homepage and the following links:

Link Trailer: <https://www.youtube.com/watch?v=XBEiPJfIAOM>

Link Developer Let's Play: <https://www.youtube.com/watch?v=pfEnt0Nk5sM>

Link Portfolio: <https://portfolio.multimediaart.at/projects/2020-legal-limits>