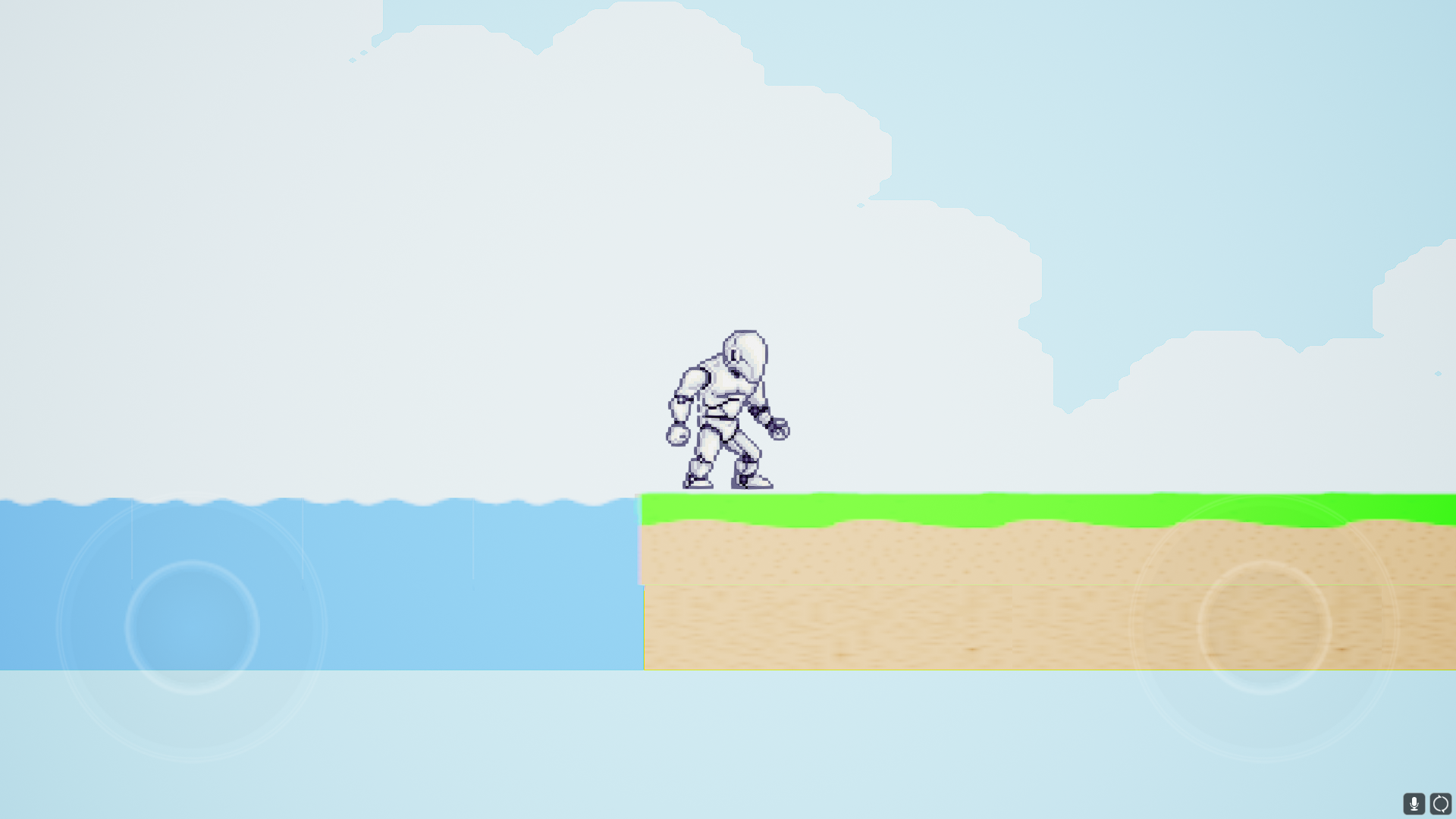
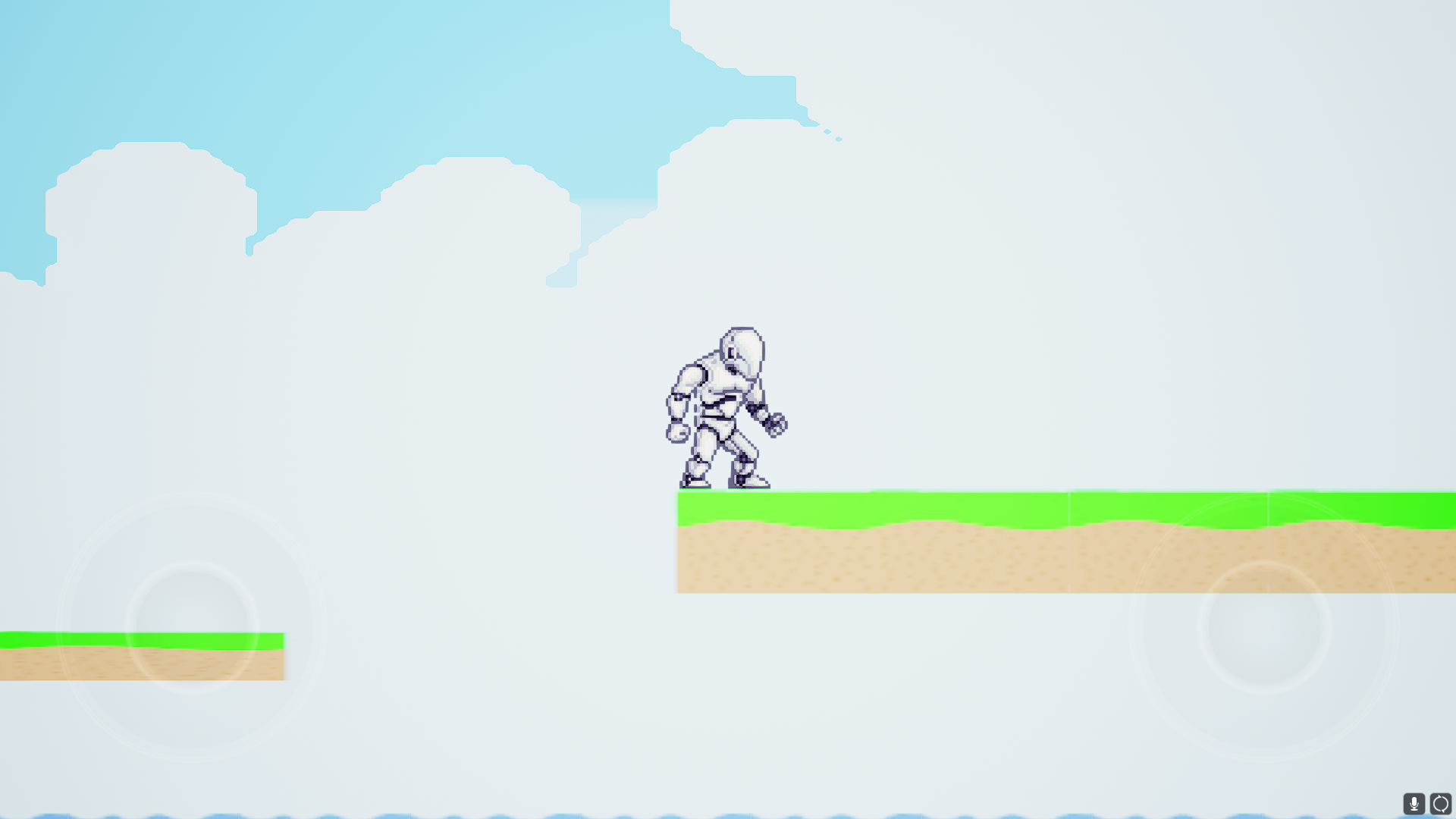
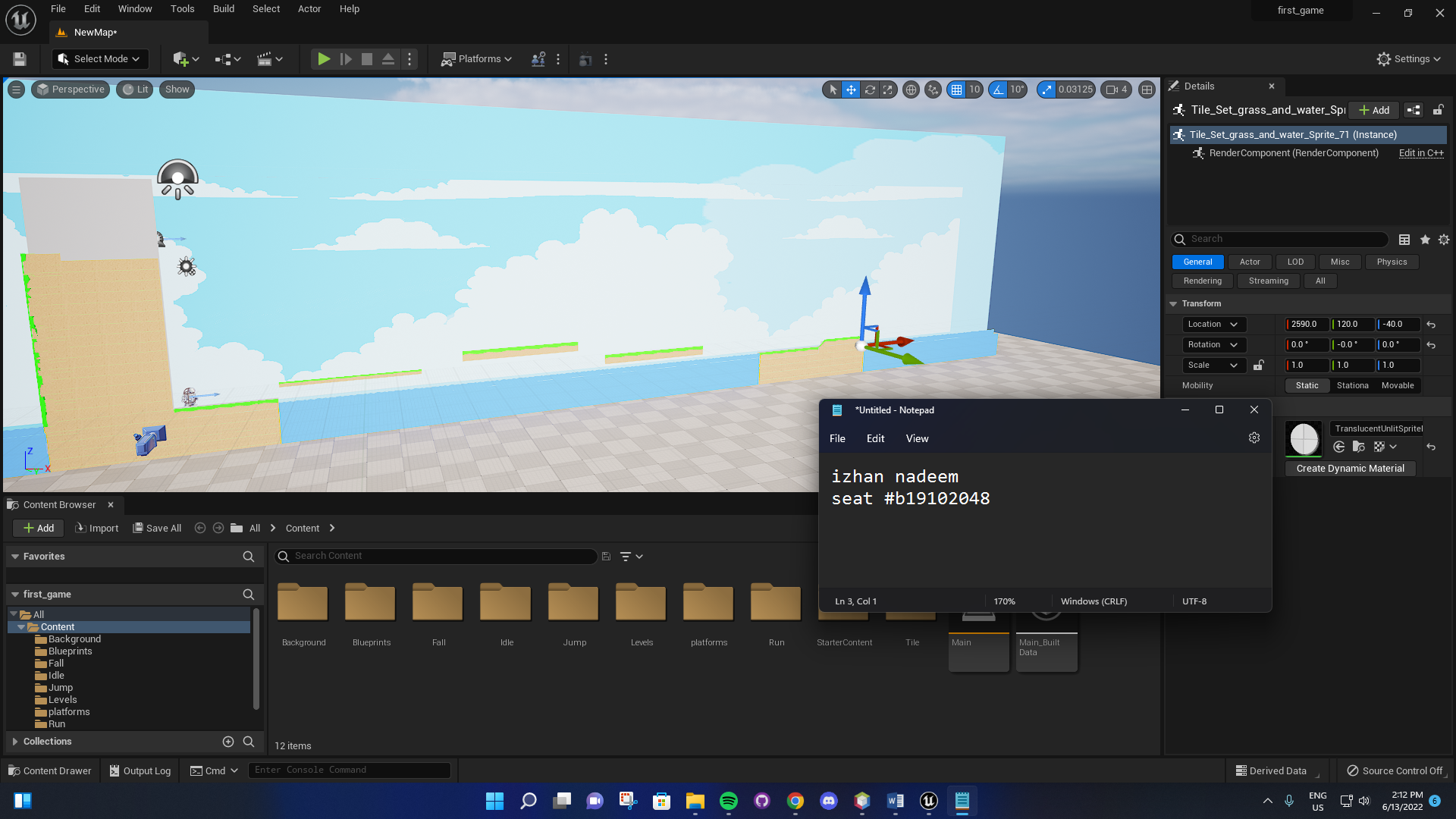
Final Project

**A Broken Game**

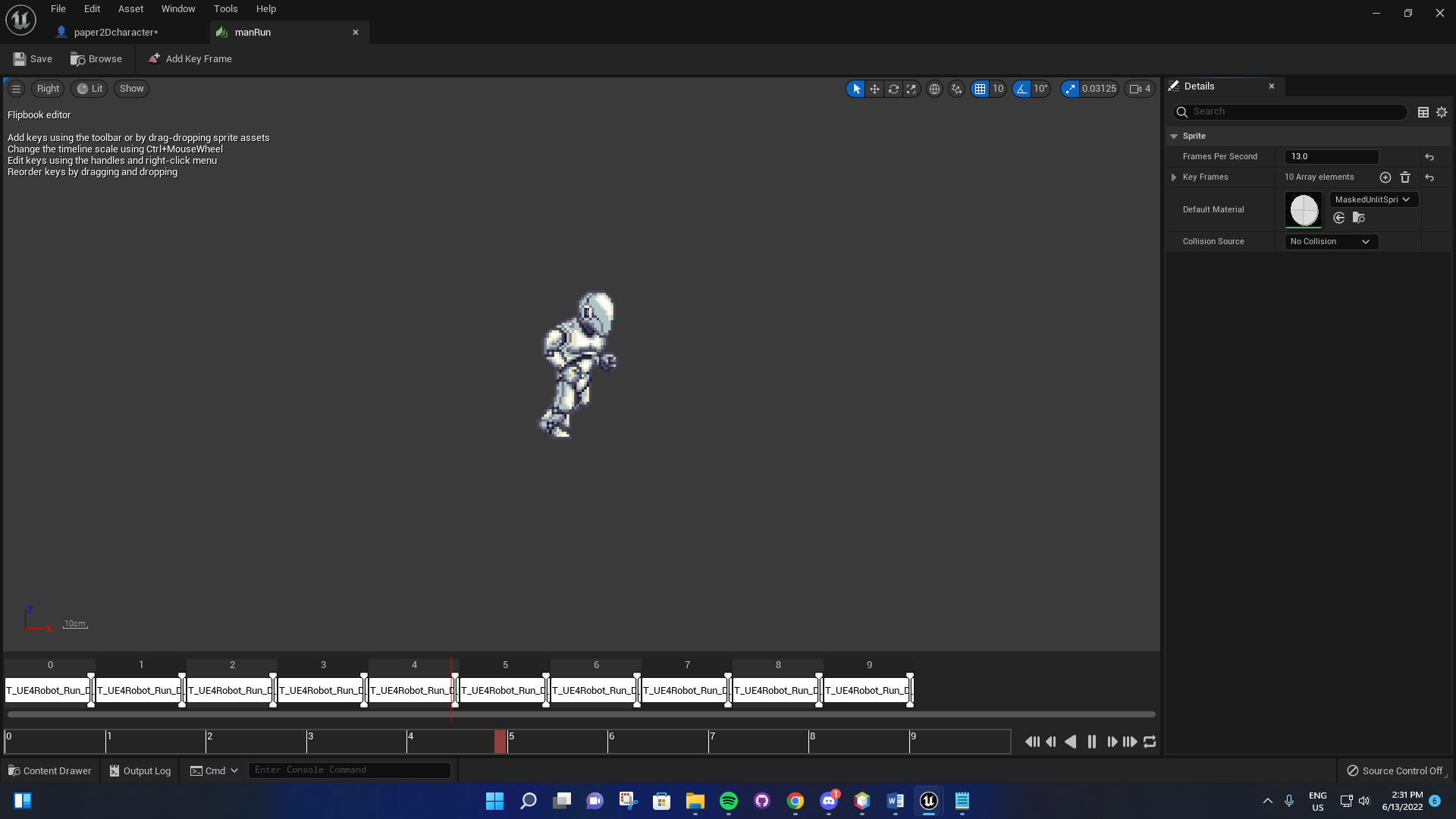
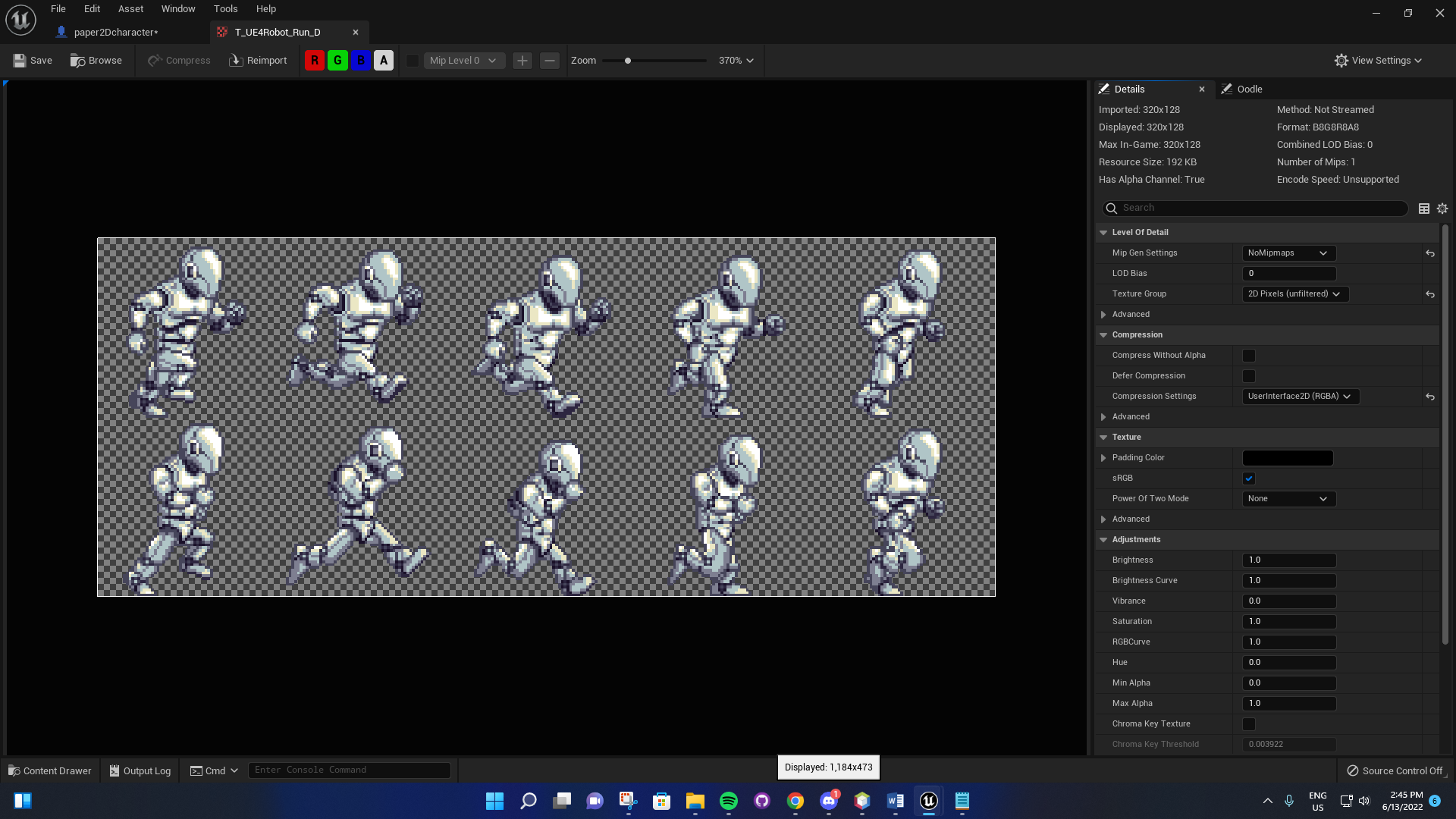
Made on unreal engine 5, A Broken Game is a 2D platformer where you play as an unfinished sprite with very limited movement. As you explore the 2D terrain, you find surprising potholes and unexpected “fractures” that traps you in a place of no return.



**Making of “A Broken Game”**



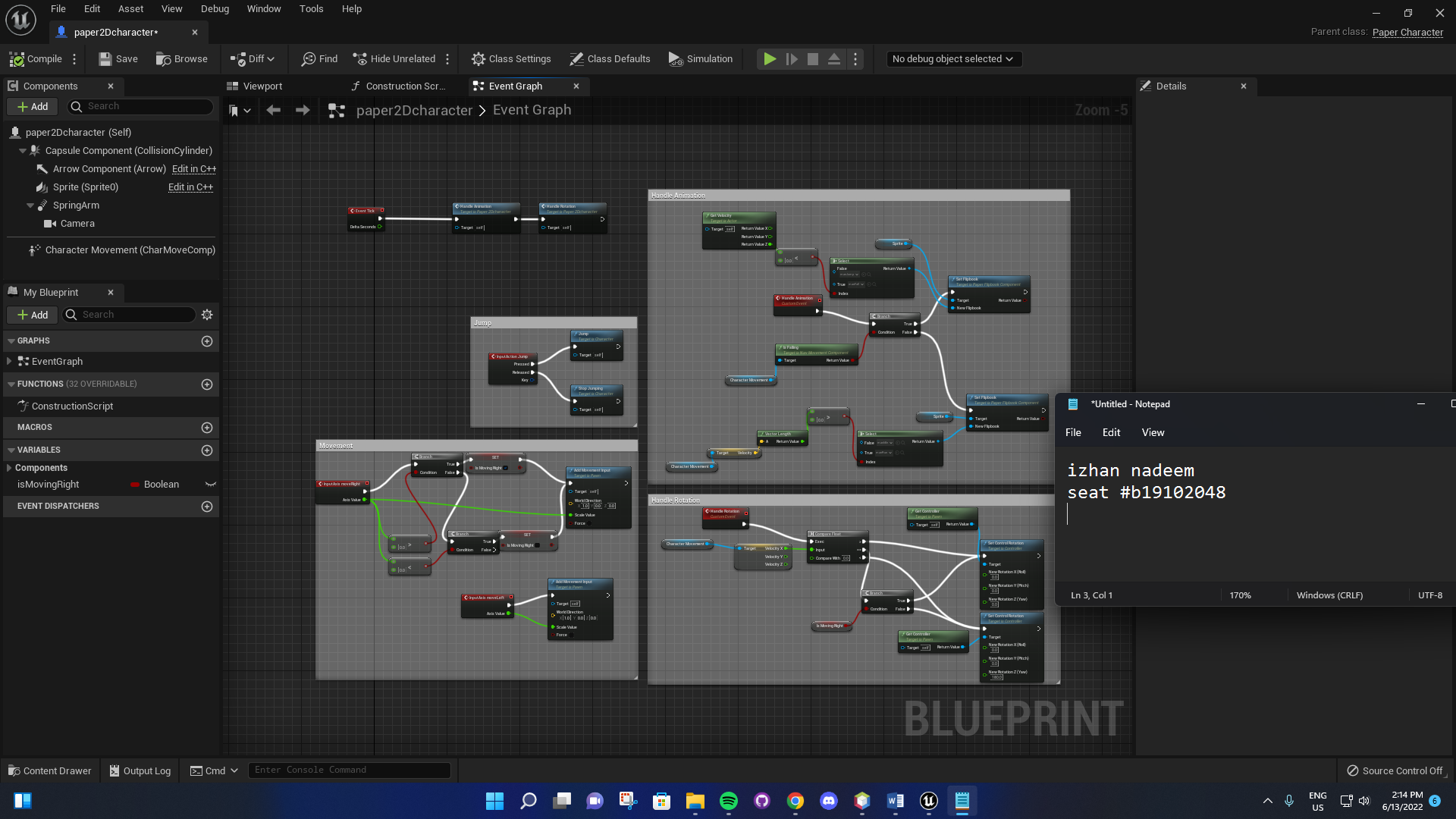
**Flipbook (Animations)**



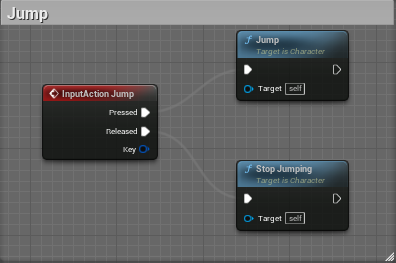
**Action Mapping**

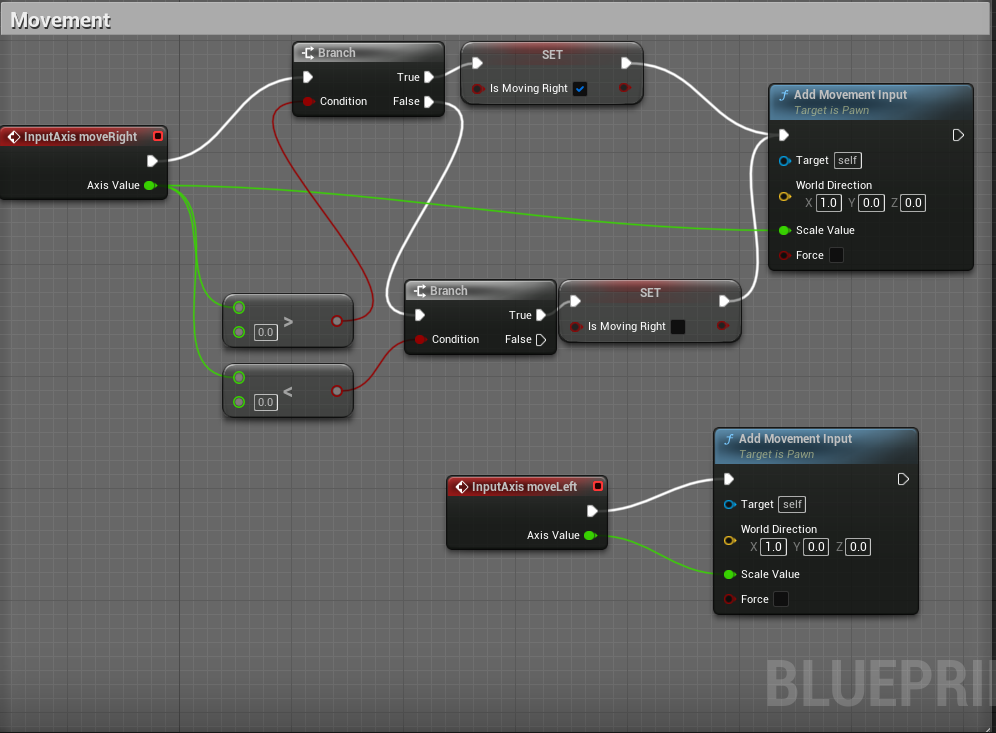


**Blueprints (DFAs)**

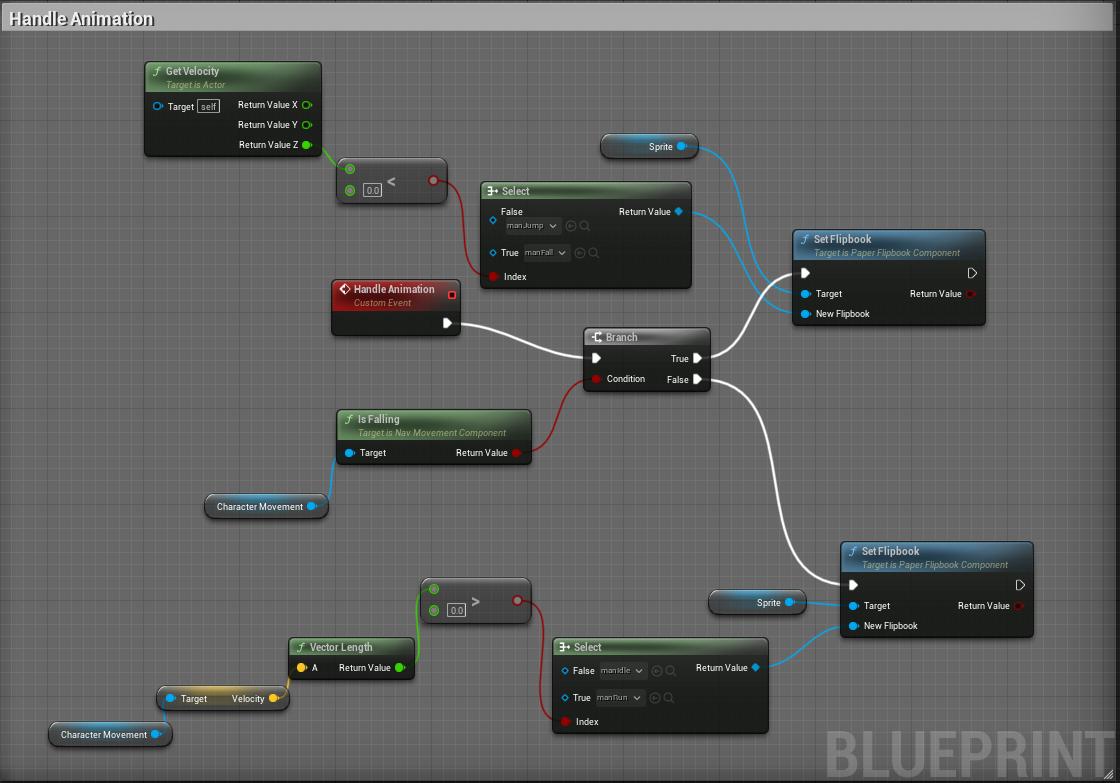


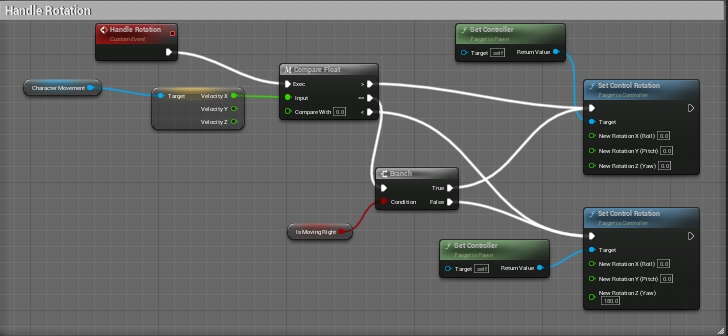
**Basic Movement**

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**Animation**

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**Credits**

Game design – Izhan

Game Art – Izhan

Game Story – Izhan

Senior Developer – Izhan