

浪人

Hattori Hanzo









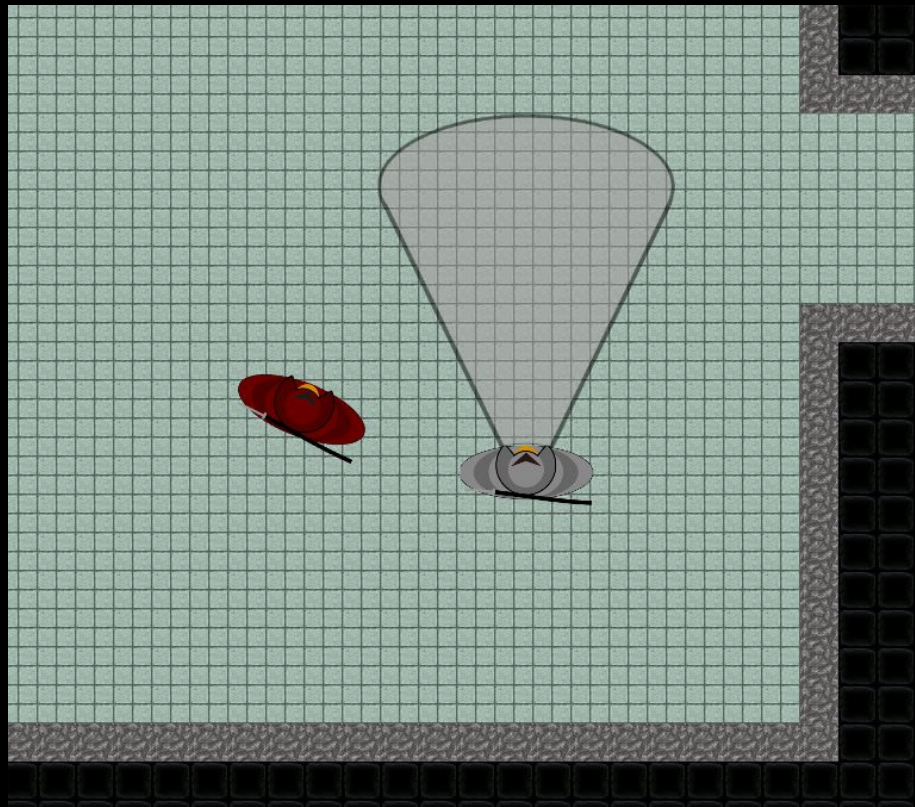




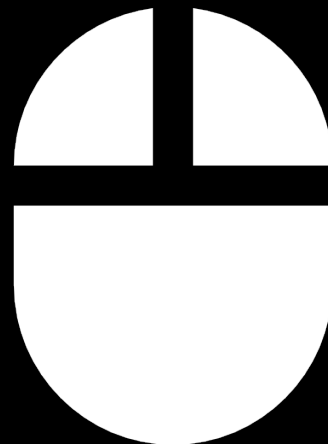
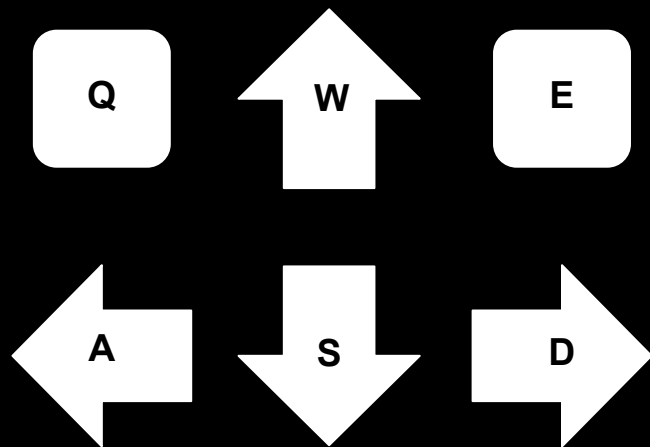
KUMO

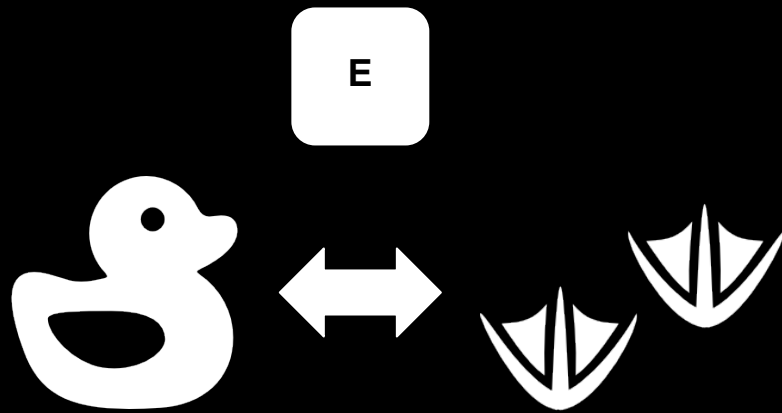
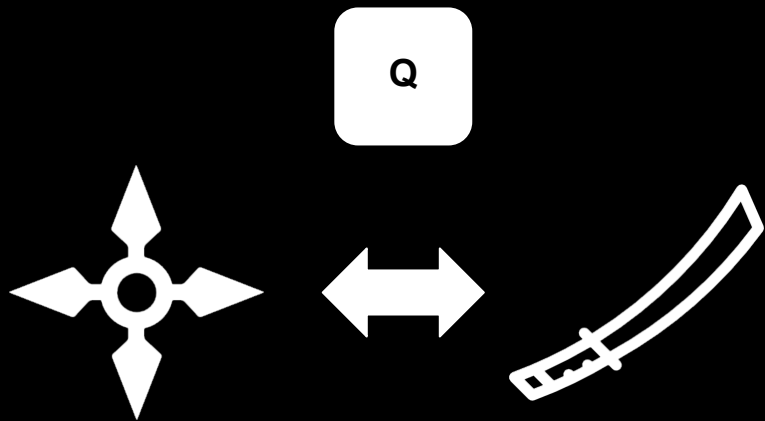
Mecánicas de juego

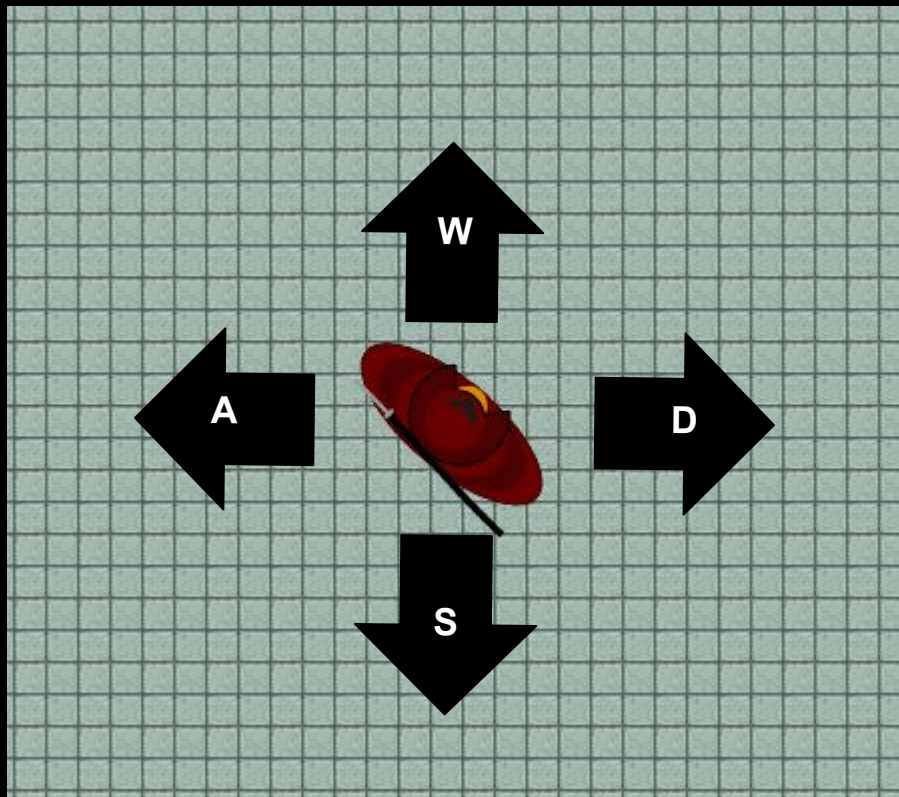
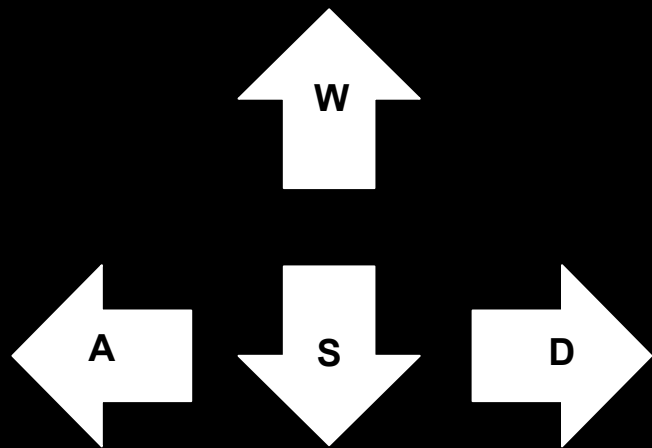
Vista Cenital

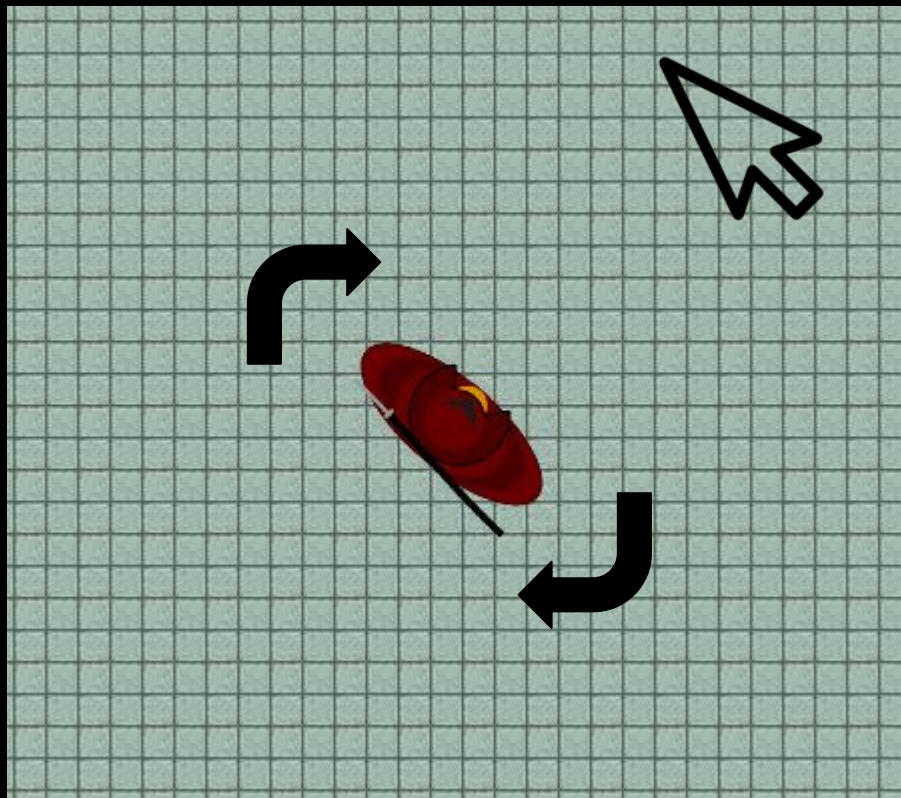
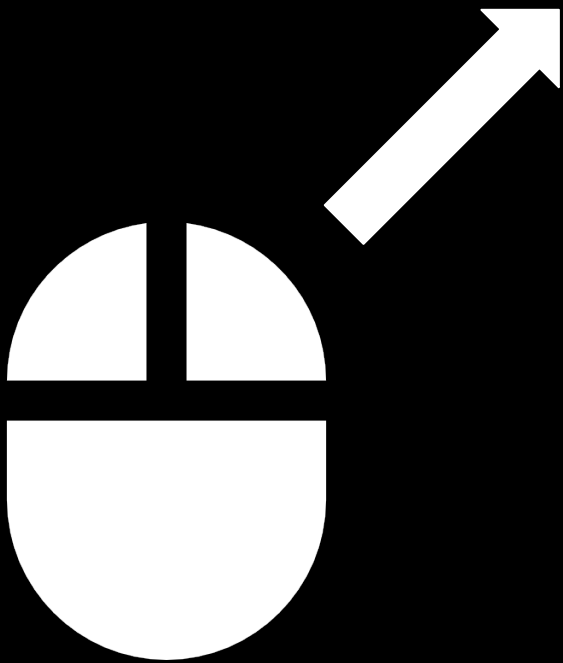


Controls



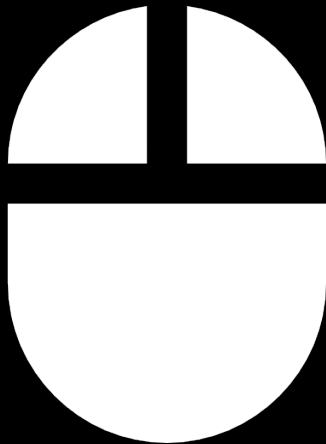








WEAPON KUMO



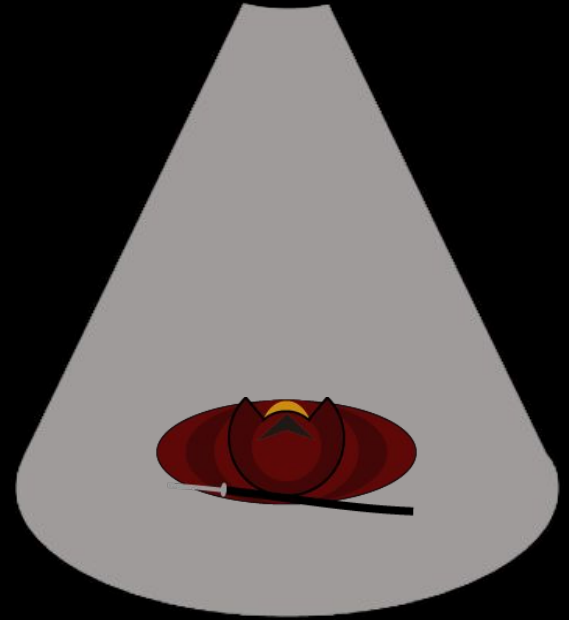
ROLL



Conos de visión

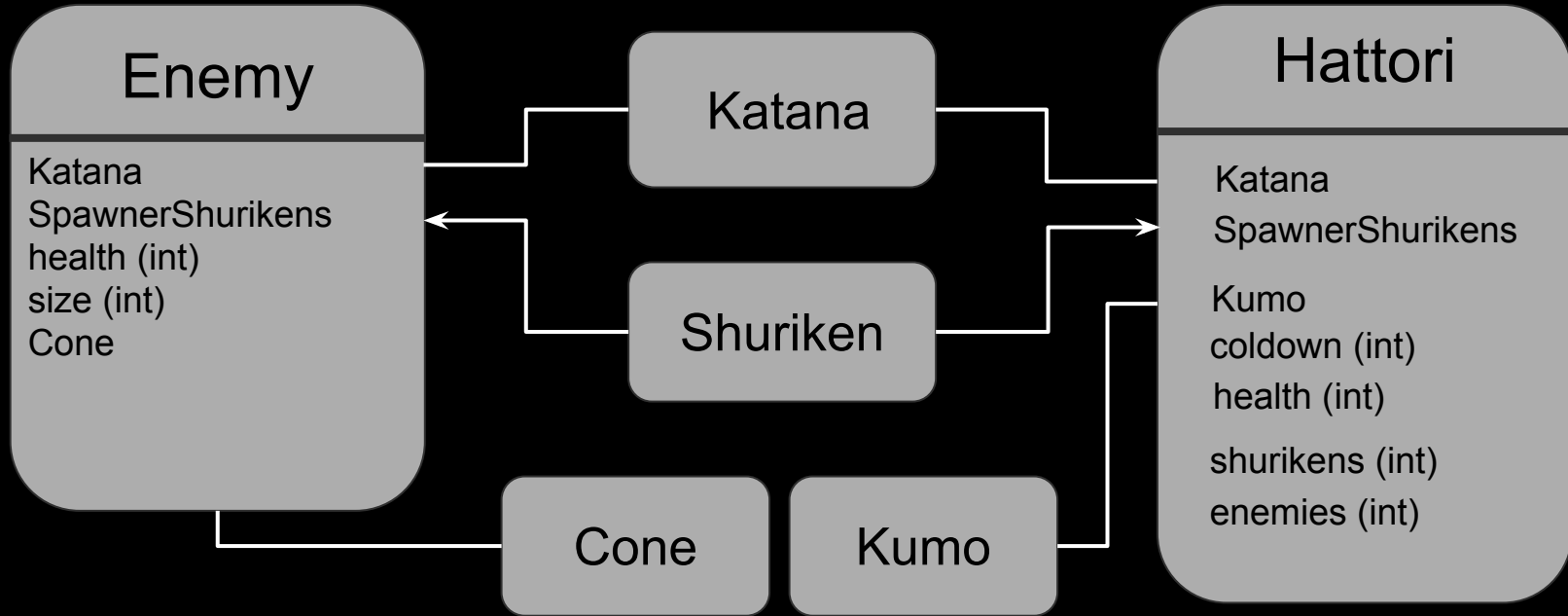


STATE

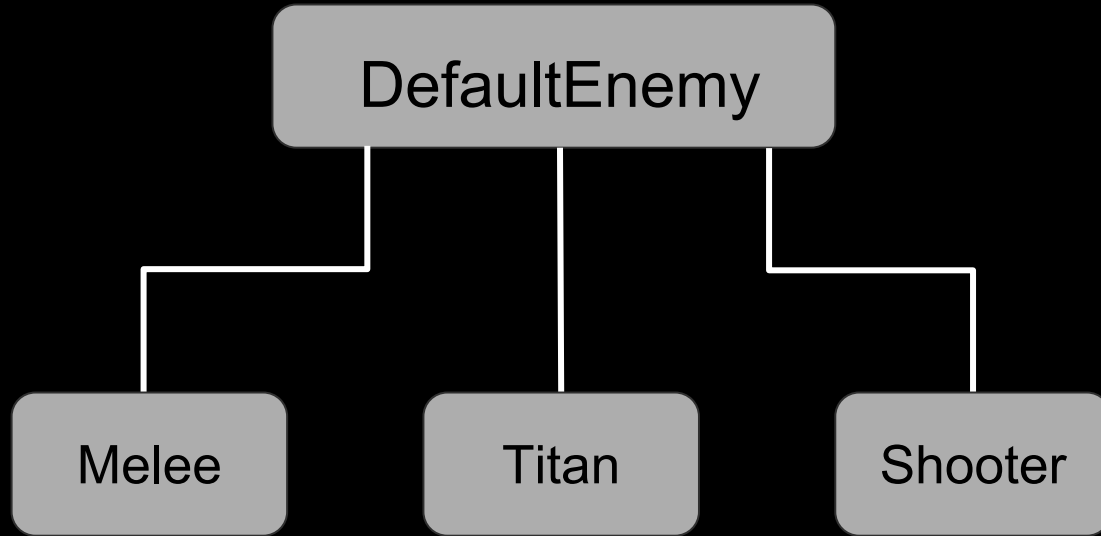


Estructura

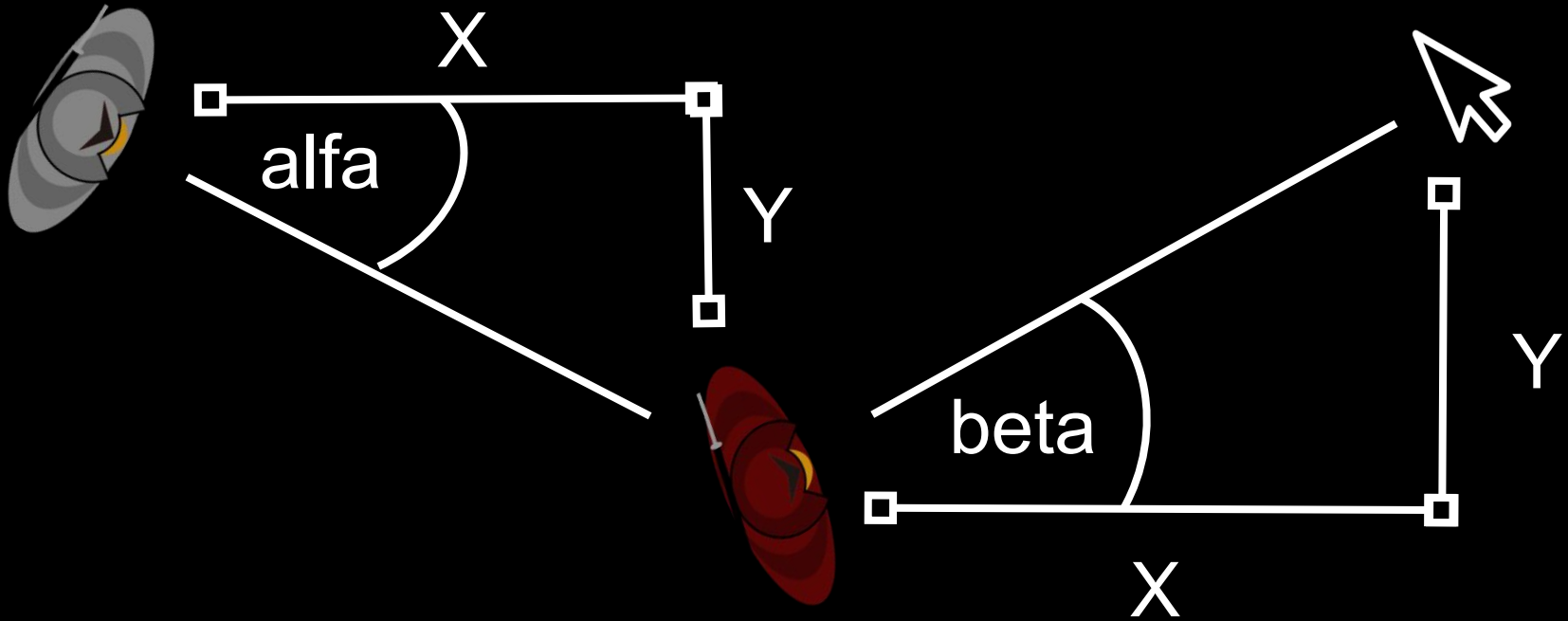
Arquitectura de Clase



Componentes



Trigonometría



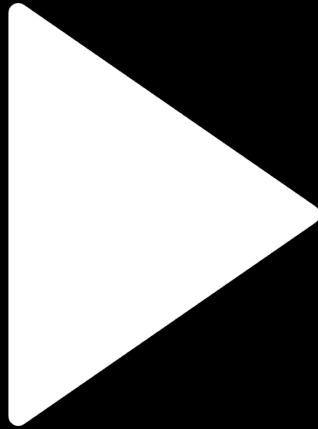
Trabajo Pendiente

- Distintos terrenos
- Kumo en combate
- Más animaciones
- Distintos enemigos y armas
- Más niveles

Postmortem



Demo del juego



¿Preguntas?