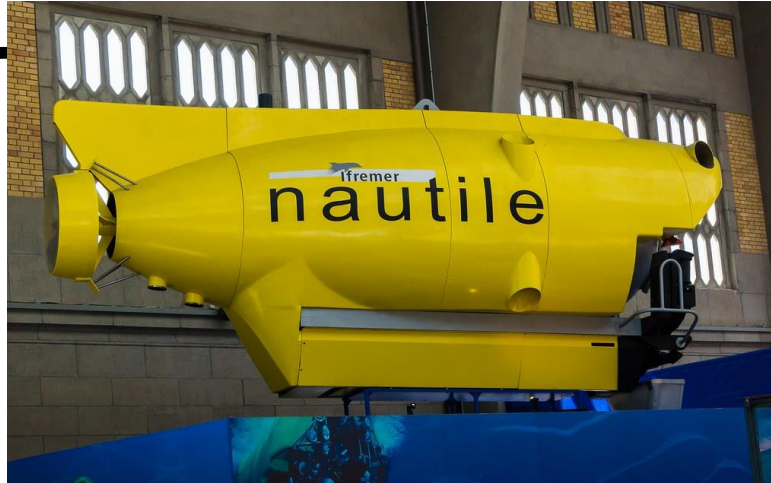


# PROJET SIDESCROLLER 2D-PROG

Alban Motté JV1A

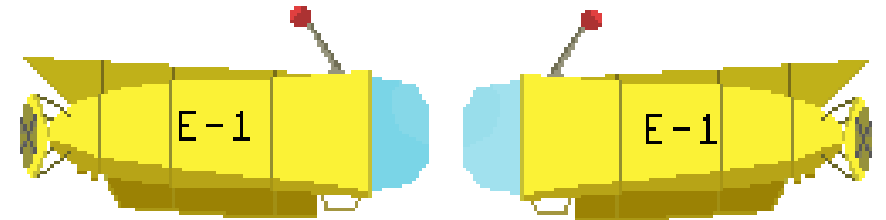
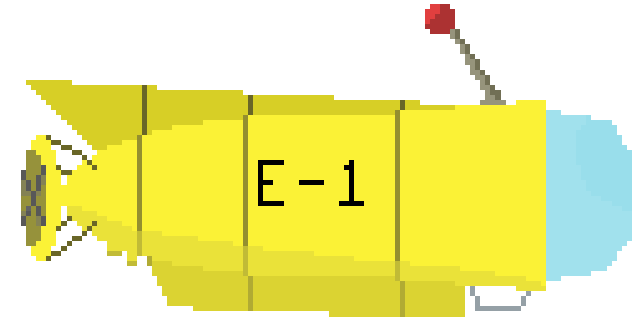
PRESS  
SPACE

# MOODBOARD ET INSPIRATIONS



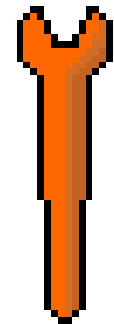
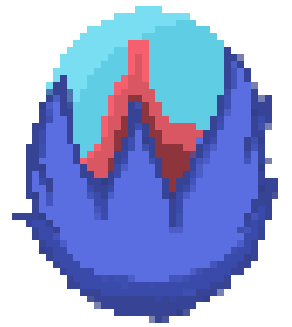
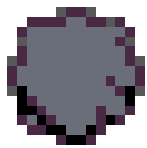
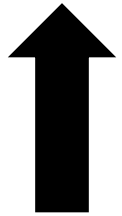
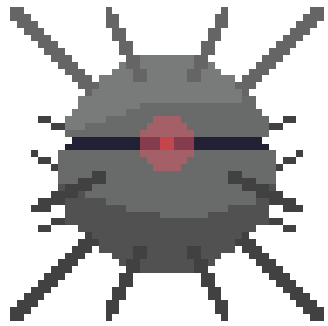
# SPRITES ET ASSETS

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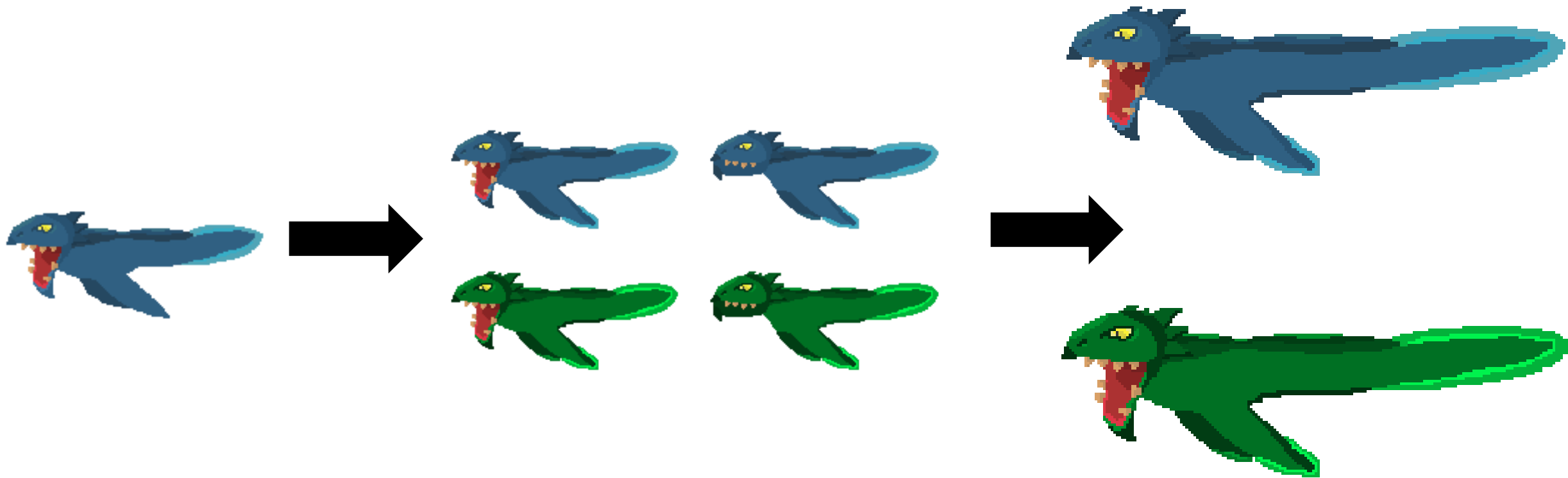
# SPRITES ET ASSETS

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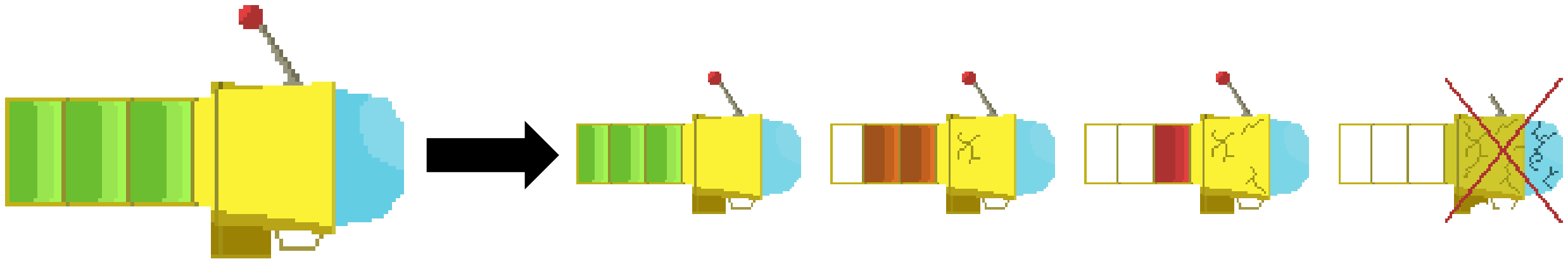
# SPRITES ET ASSETS

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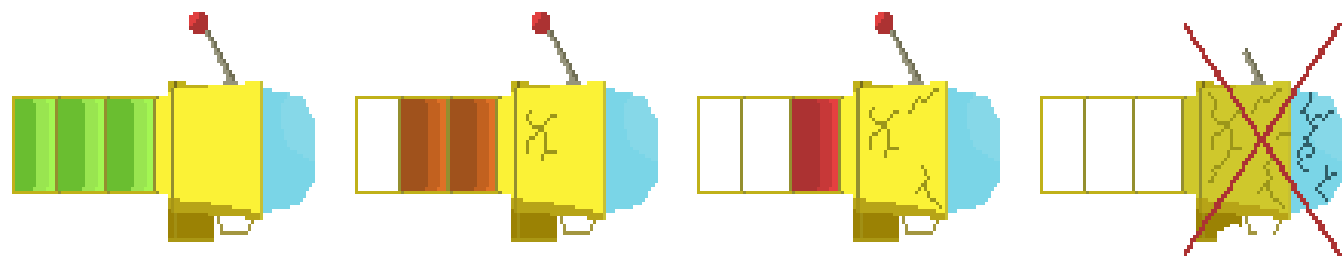
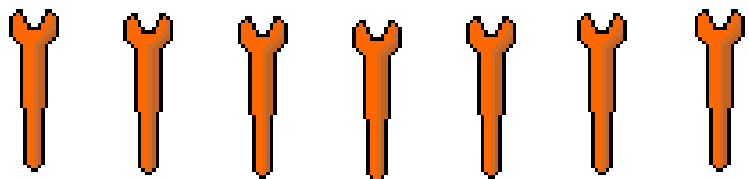
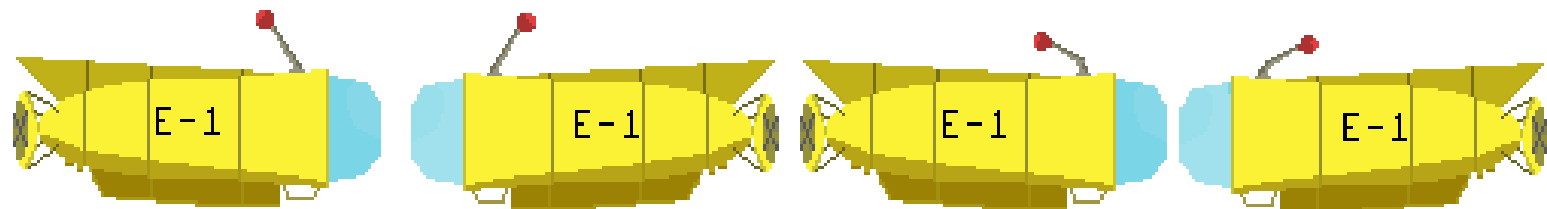
# SPRITES ET ASSETS

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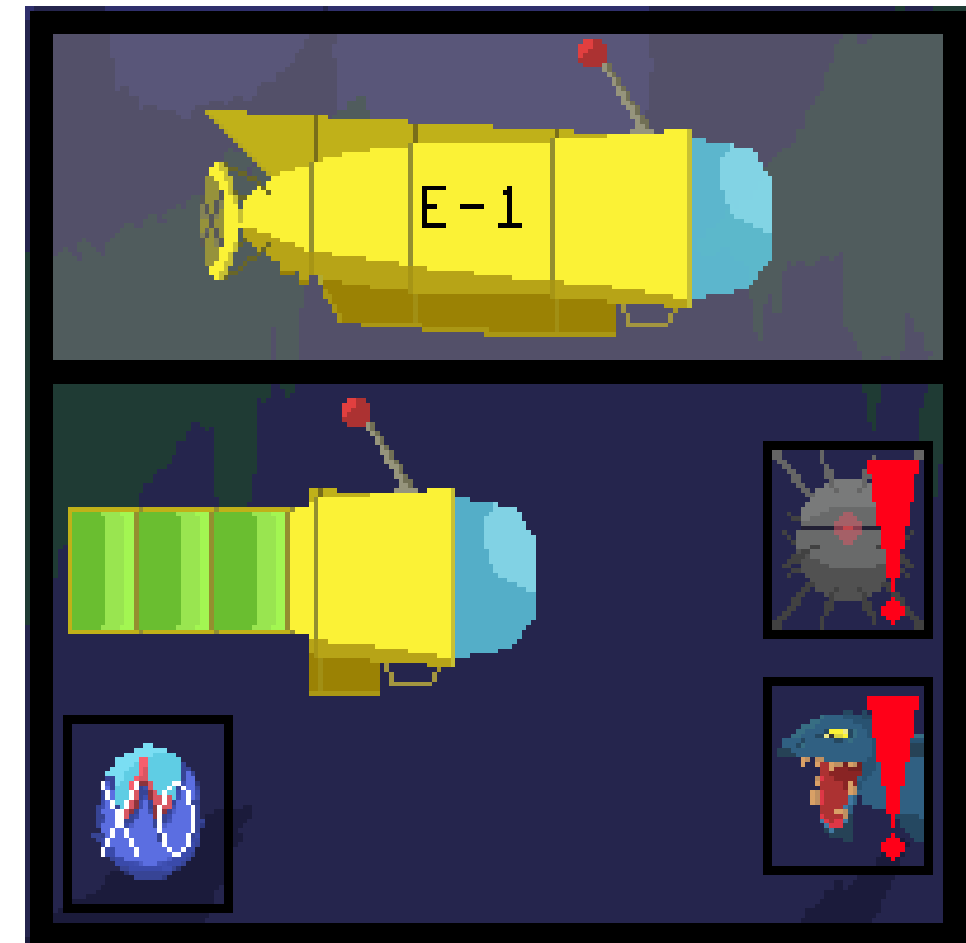
# SPRITESHEETS

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# INTERFACE ET ECRAN D'ACCEUIL

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# GAMEPLAY

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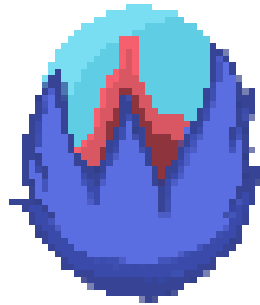
- Sidescroller de type Plateforme/Exploration sous marine



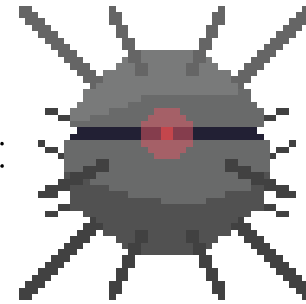
# GAMEPLAY

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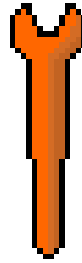
-Items à récupérer pour gagner :



-Ennemi qui "One Shot" :



-Items "Power Up" permettant de récupérer de la vie :



-Ennemis qui infligent des dégâts :

