

# UNIV FIGHTER IV

versus fighting

START

MENU

# LES ASSETS

Les spritesheets

Récupérées sur spriters-resource.com

Les fonds

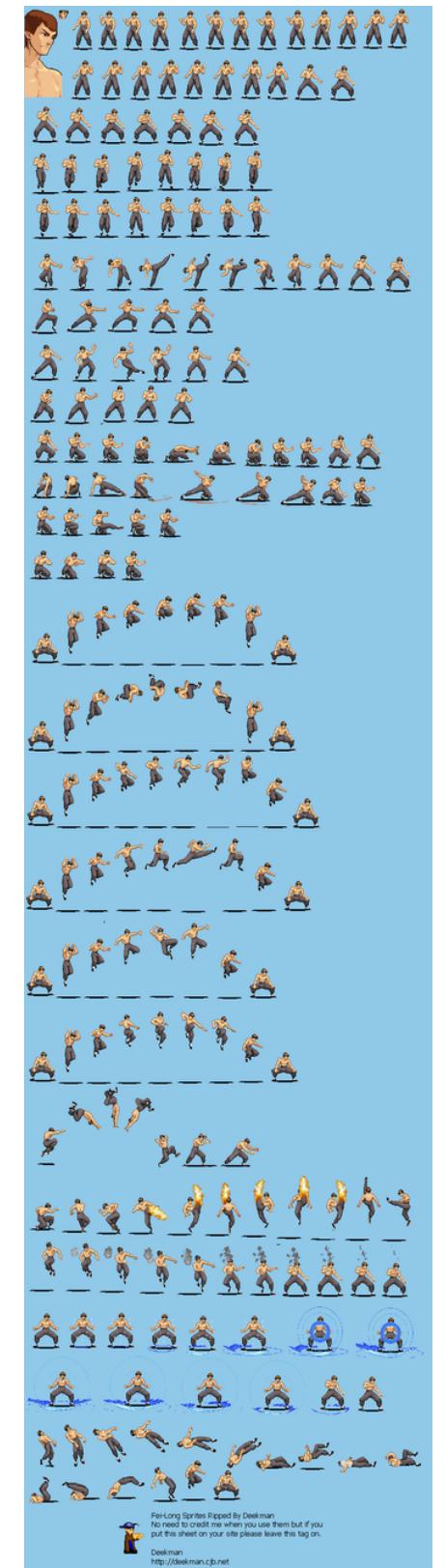
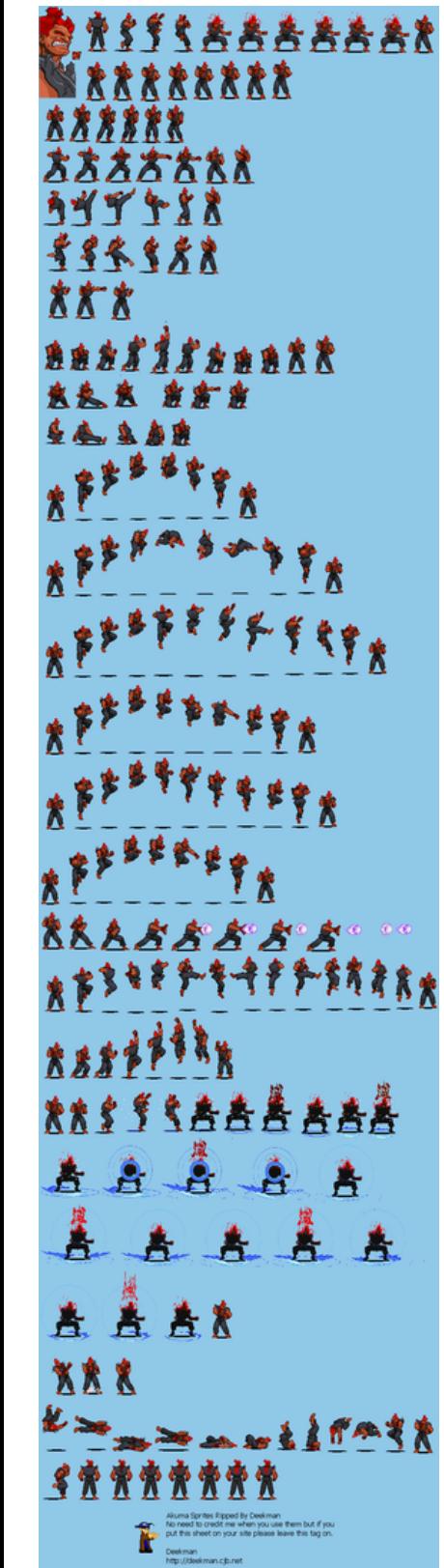
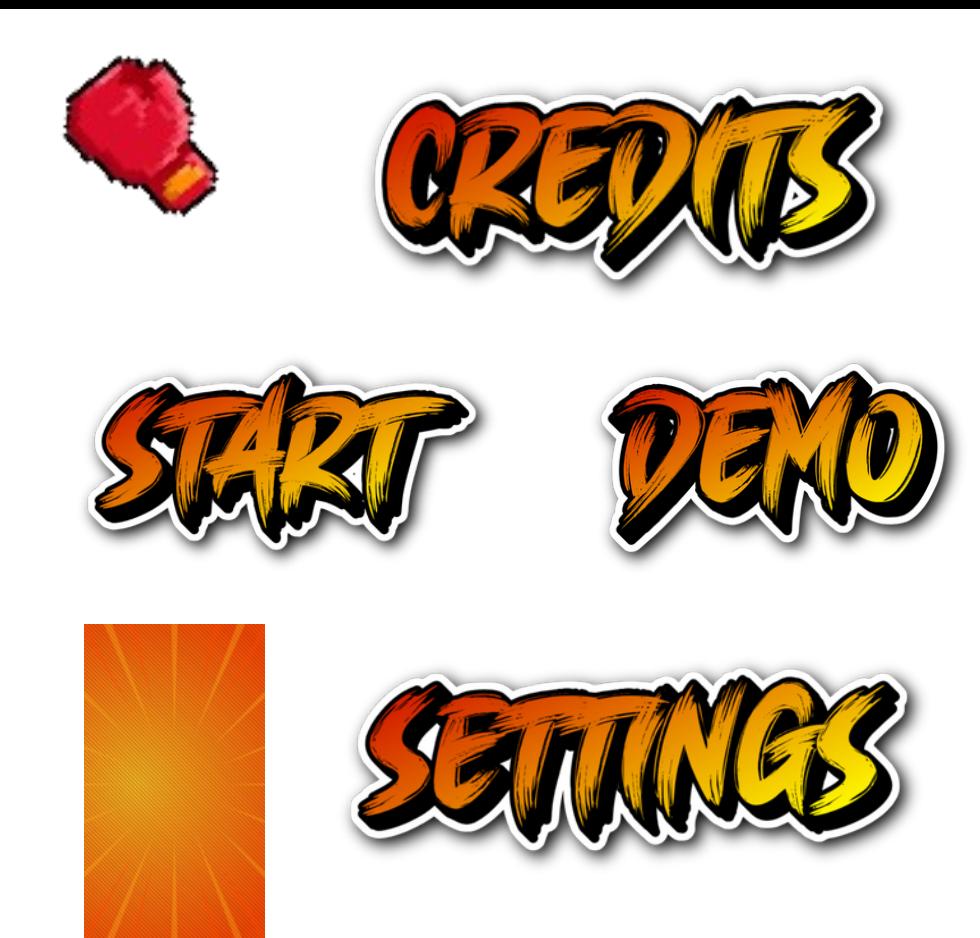
Photos de la Fac

Le menu

Site utilisé pour générer des mots en style street fighter

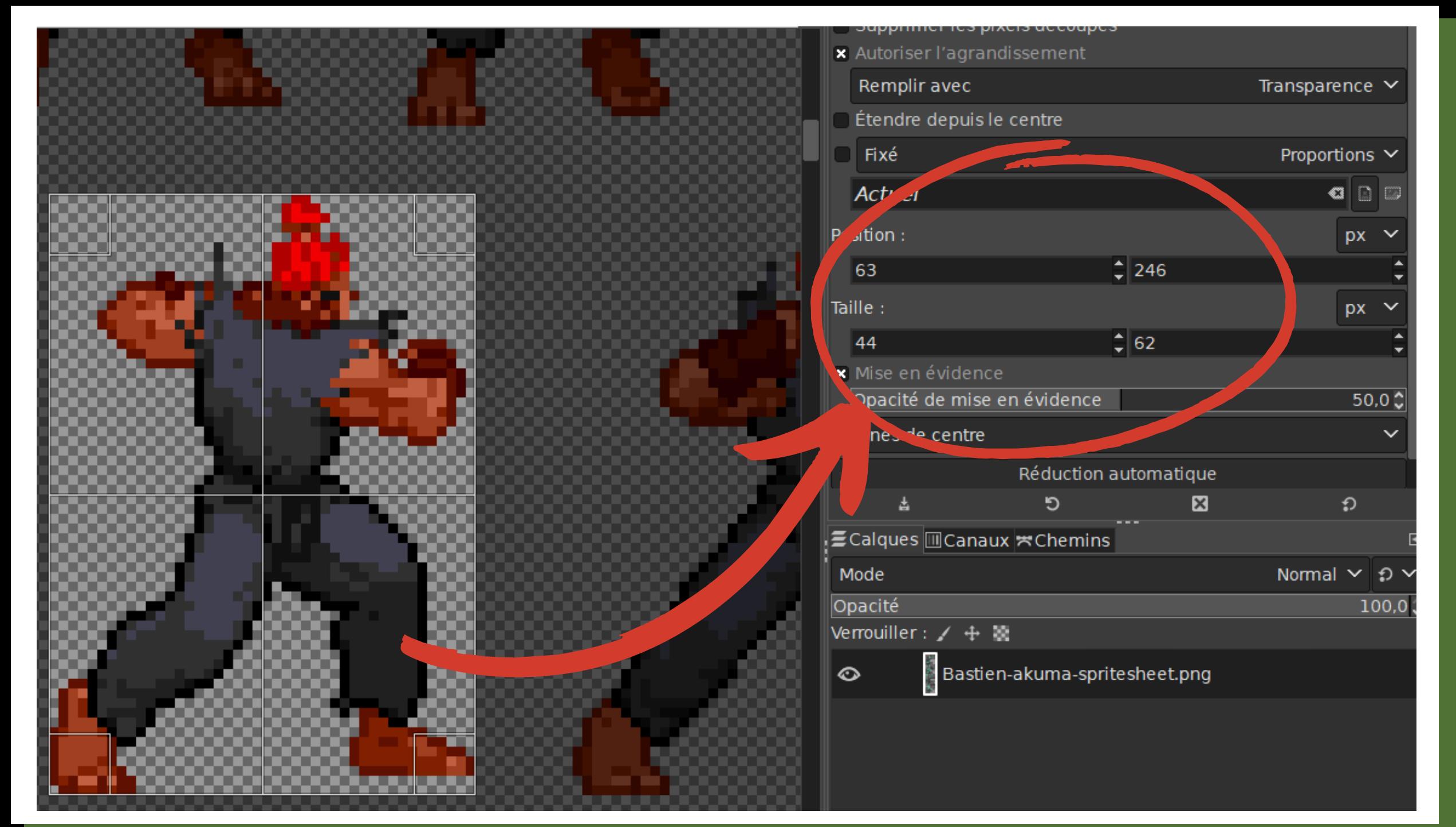


Représentations par IA



```
let entry = [
    [83, 9, 34, 67],//1
    [126, 9, 34, 67],//2
    [169, 10, 34, 67],//3
    [215, 10, 34, 67],//4
    [265, 9, 34, 67],//5
    [310, 8, 34, 67],//6
    [353, 9, 34, 67],//7
    [399, 9, 34, 67],//8
    [449, 8, 34, 67],//8
    [492, 8, 34, 67],//9
    [533, 7, 38, 67],//10
    [575, 7, 43, 67],//11
    [618, 6, 41, 67],//12
    [76, 94, 42, 67],//13
    [125, 94, 46, 67],//14
    [178, 95, 40, 67],//15
    [222, 93, 43, 67],//16
    [265, 93, 47, 67],//17
    [317, 94, 43, 67],//18
    [369, 93, 38, 67],//19
    [415, 96, 38, 65],//20
    [464, 101, 49, 61],//21
    [525, 103, 44, 60]//22
];
```

```
let punch = [
    [13, 503, 44, 60],
    [61, 504, 80, 56],
    [144, 503, 62, 57],
    [213, 503, 53, 59],
    [278, 500, 49, 62]
];
```



# La musique



Guilty Gear Strive – 2021

- Musique du menu
- Musique de combat

Contrôle de volume dans les option

# Les effets sonores



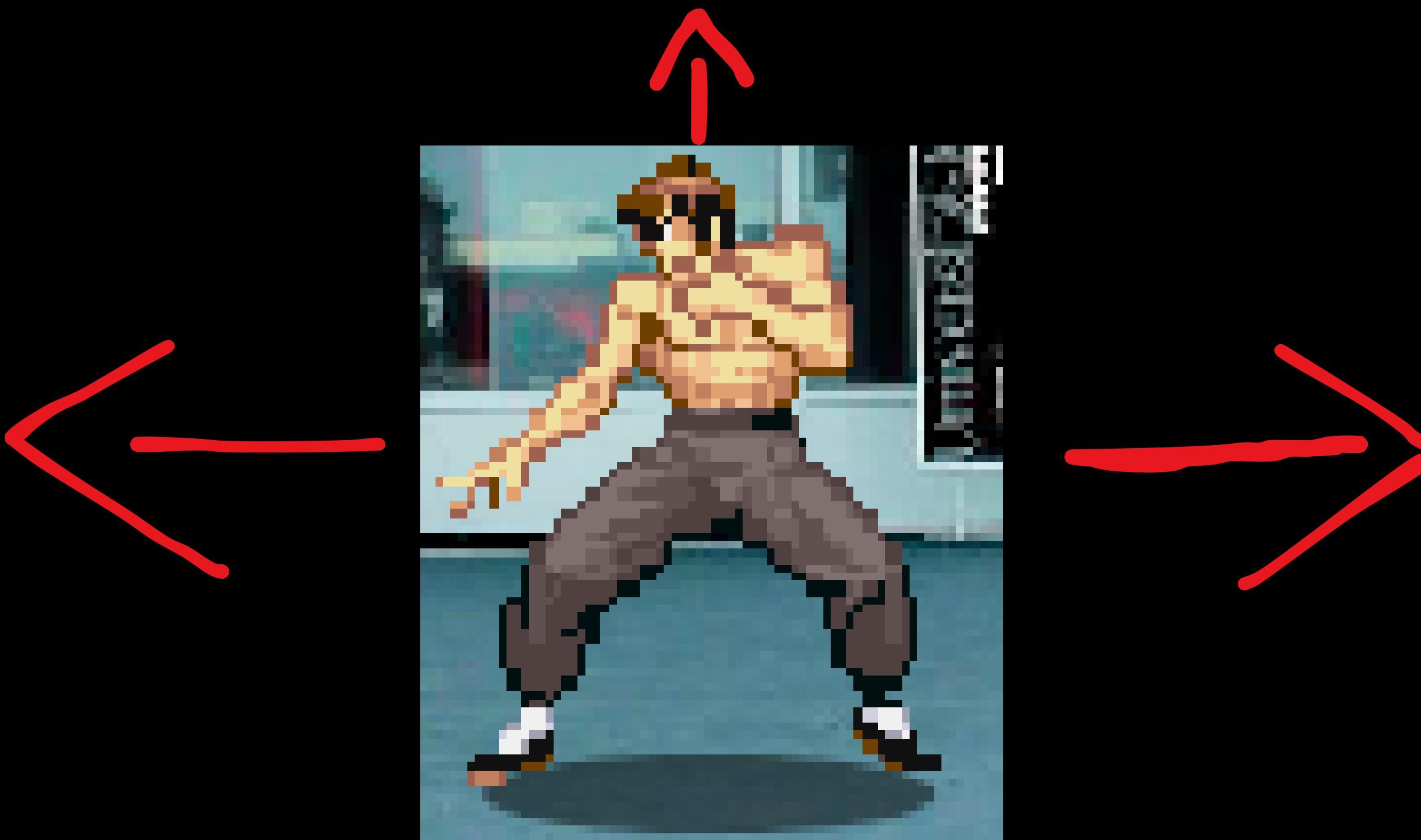
Chaque actions a son propre son associé

Guilty Gear Strive – Coup de Poing, Parade, Coup de pied

Dragon Ball Z – Saut

Devil May Cry5 – Boutons

# Actions



# Collide Box



# Nos stages



# Notre Menu



# Notre demo

