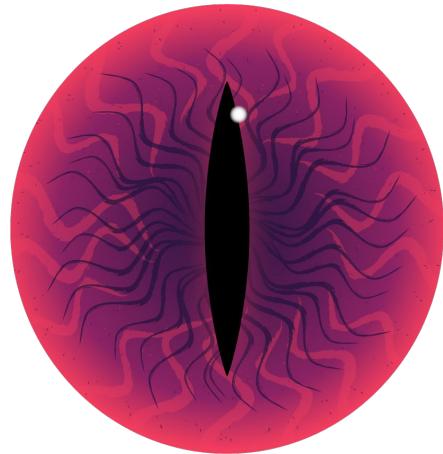


Hikari

The lost light



Bauchet Tristan



22/06/2021

Sommaire Partie 1

- 1 - Game concept
- 2 - Recherches graphiques
- 3 - Recherches assets
- 4 - Recherches assets UI
- 5 - Gameplay
- 6 - Tétrade élémentaire
- 7 - Level design
- 8 - Capture d'écran du jeu



Game Concept

Synopsis:

Arazuma est un dragon transformé en humain, il a gardé des pouvoirs magiques de lorsqu'il était dragon.

Il a comme némésis Yindol un magicien voulant le tuer pour une raison inconnue.

Game concept:

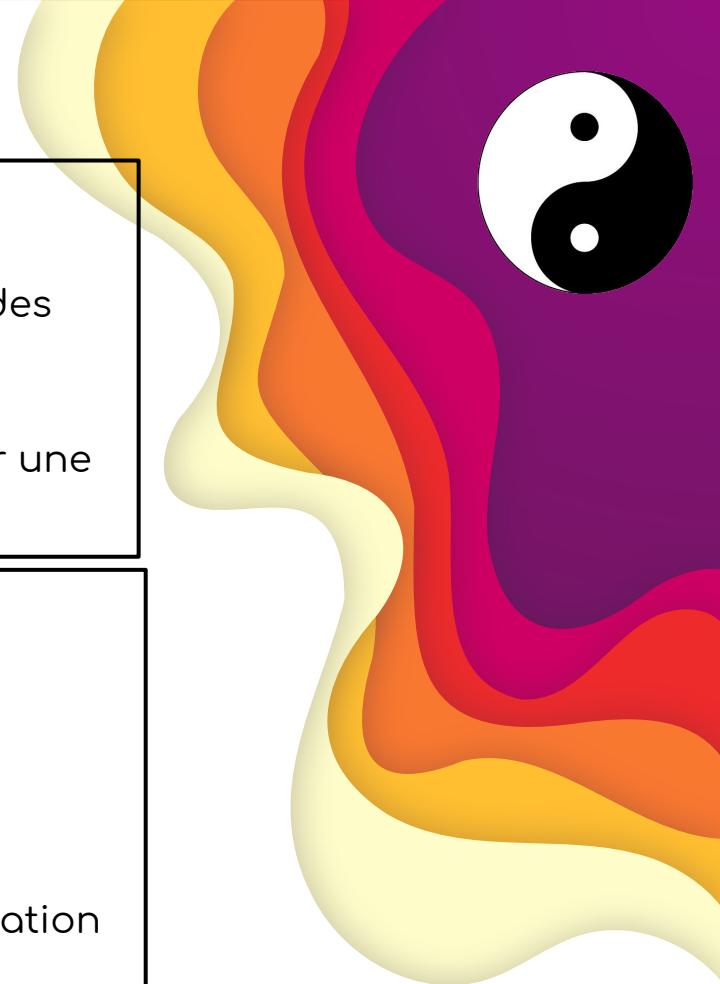
Avatar du joueur =

Arazuma = Téléportation/Anticipation

Obstacles =

Environment + Yindol = 40% Puzzle, 30% Combat, 30% Exploration

Recompense = Narrative + Capacité avatar



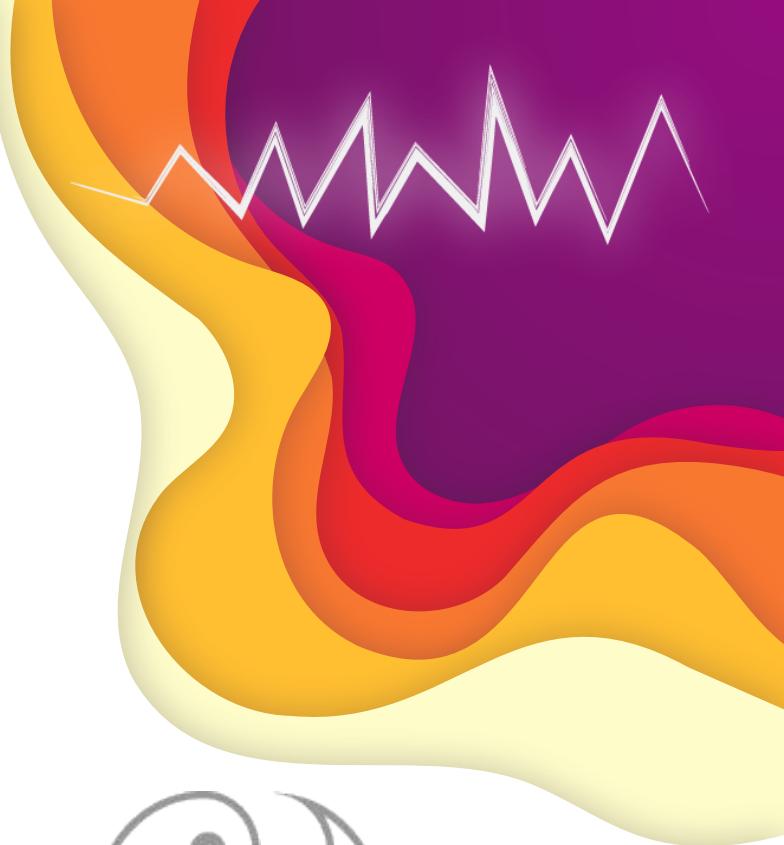
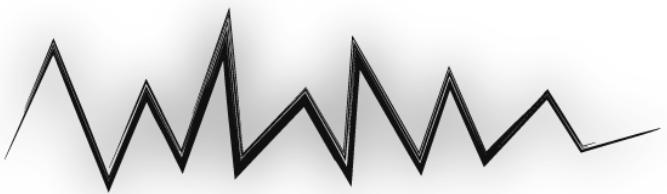
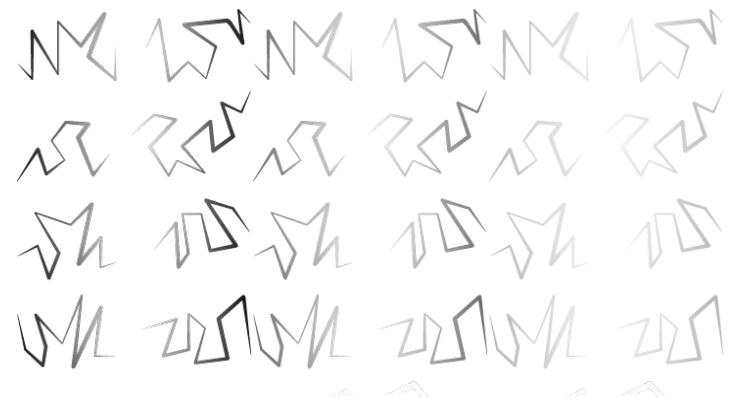
Recherches Graphique



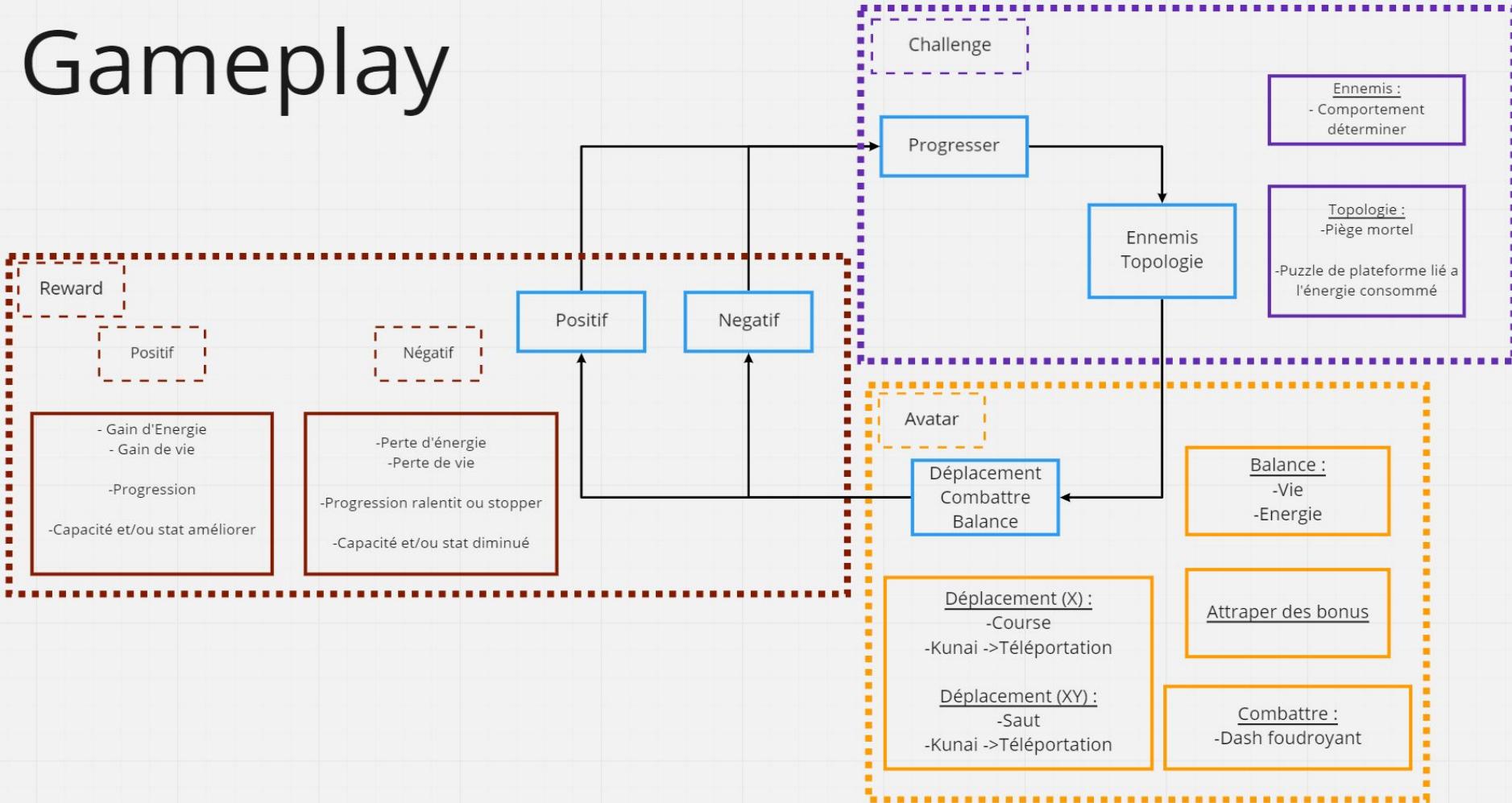
Recherches Asset



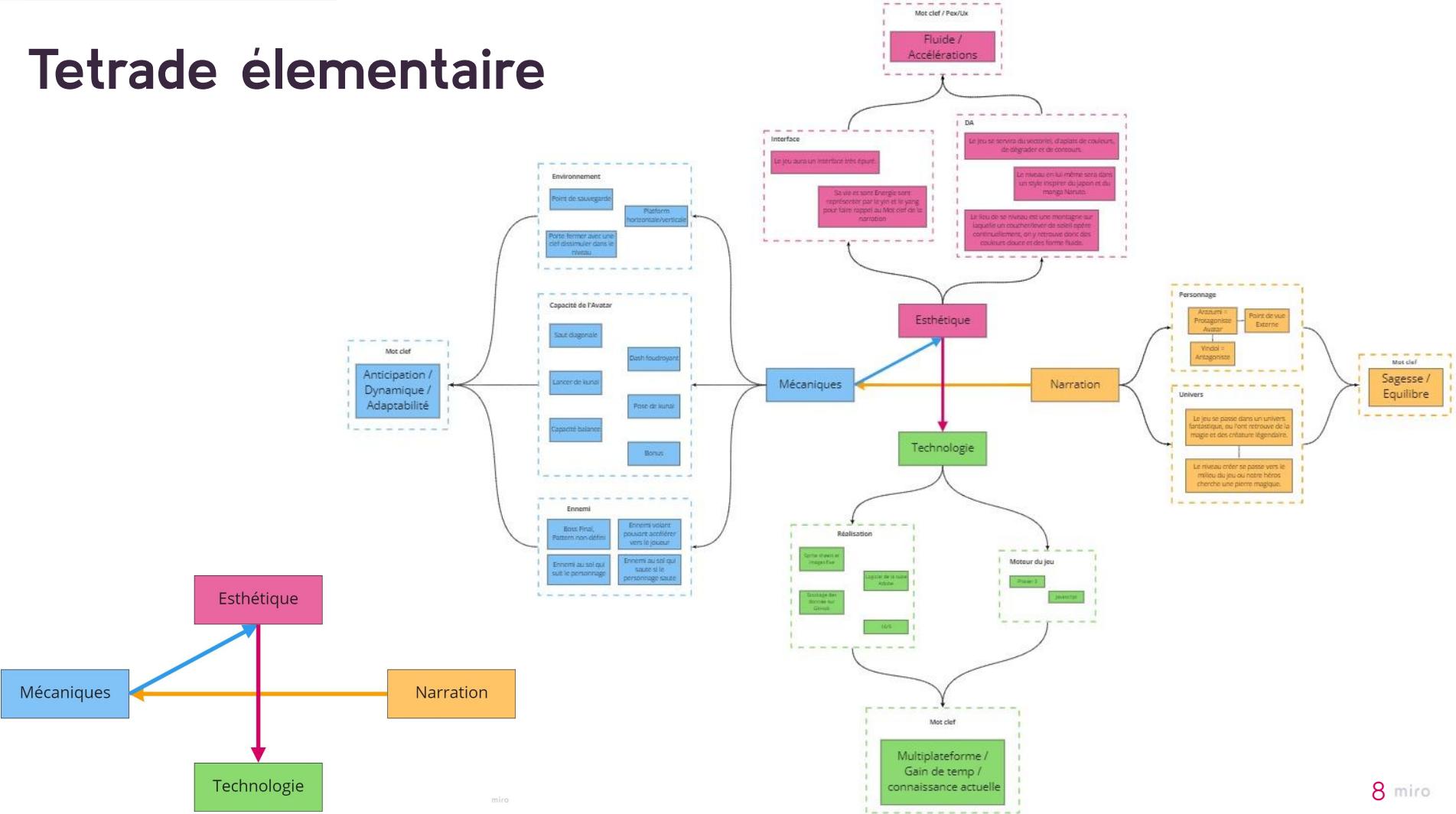
Recherches Asset UI

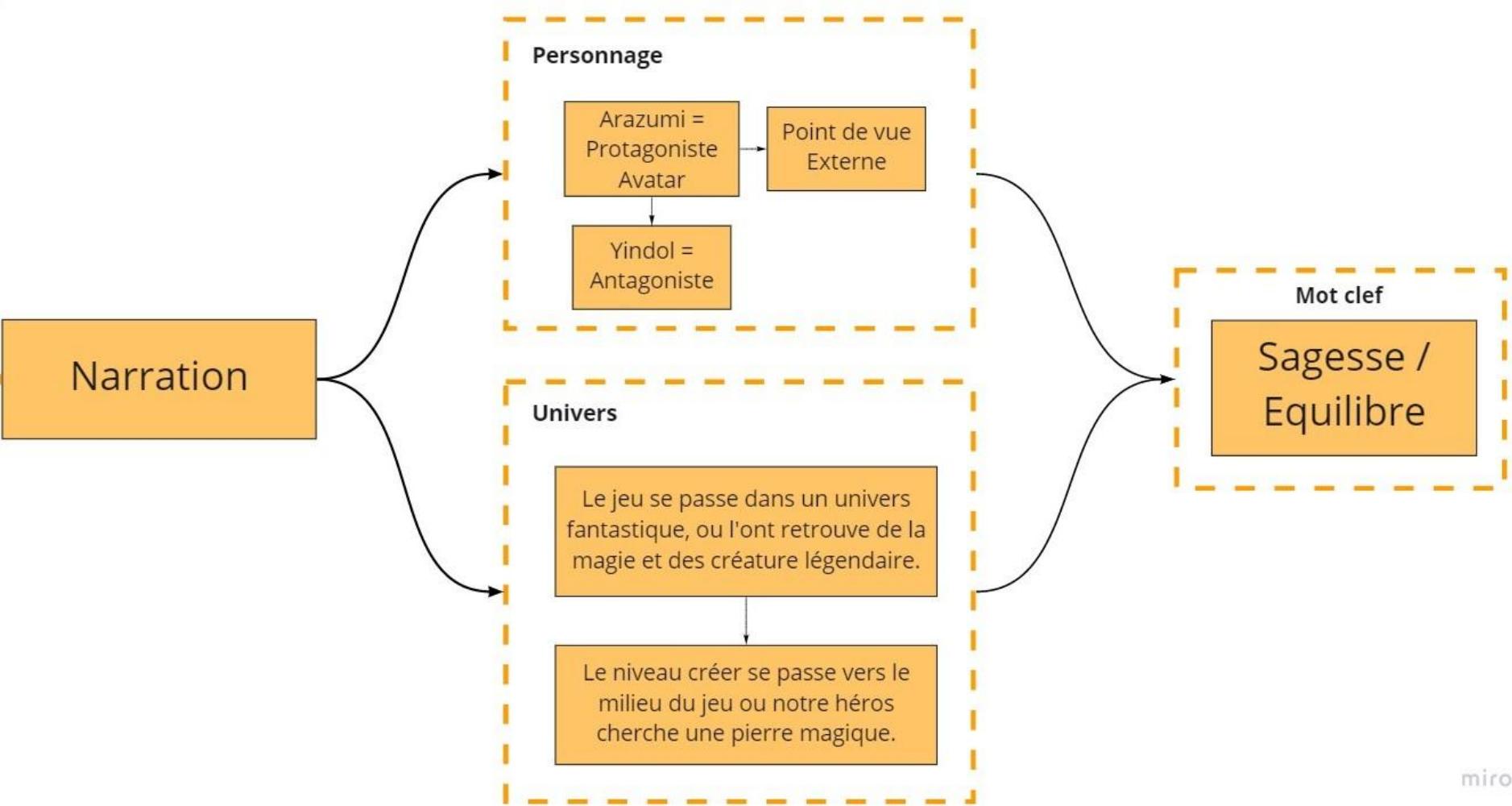


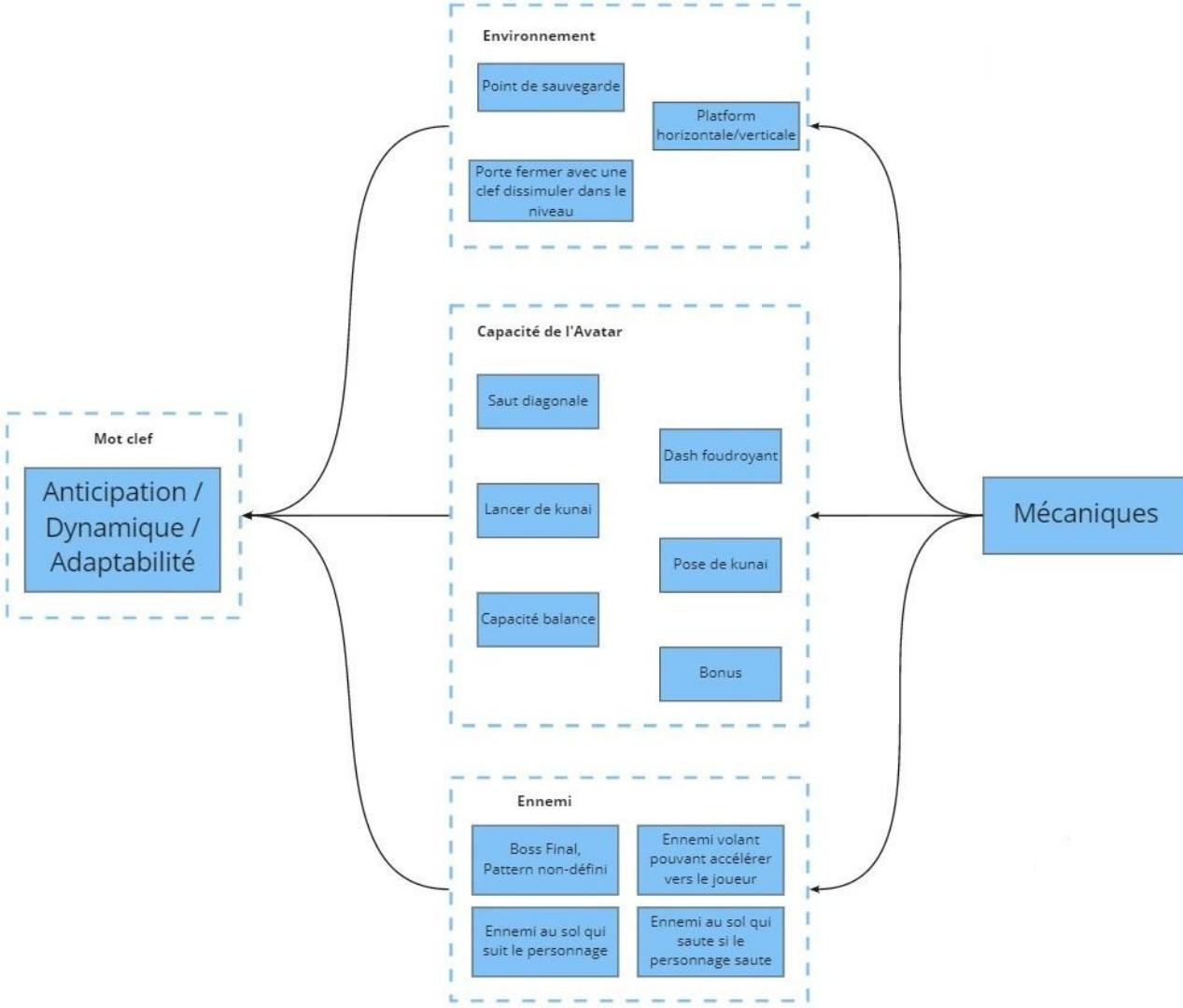
Gameplay

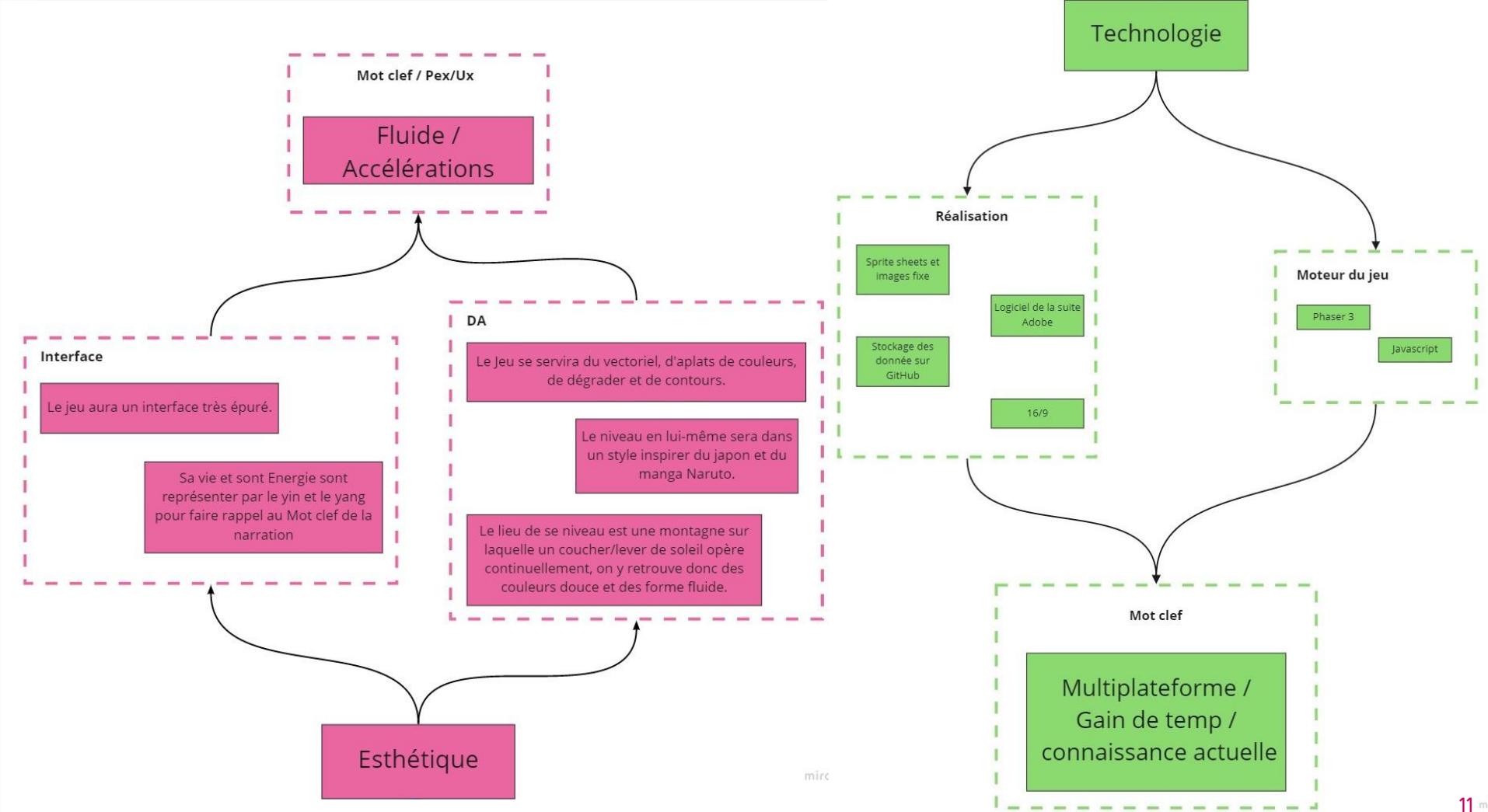


Tetrade élémentaire

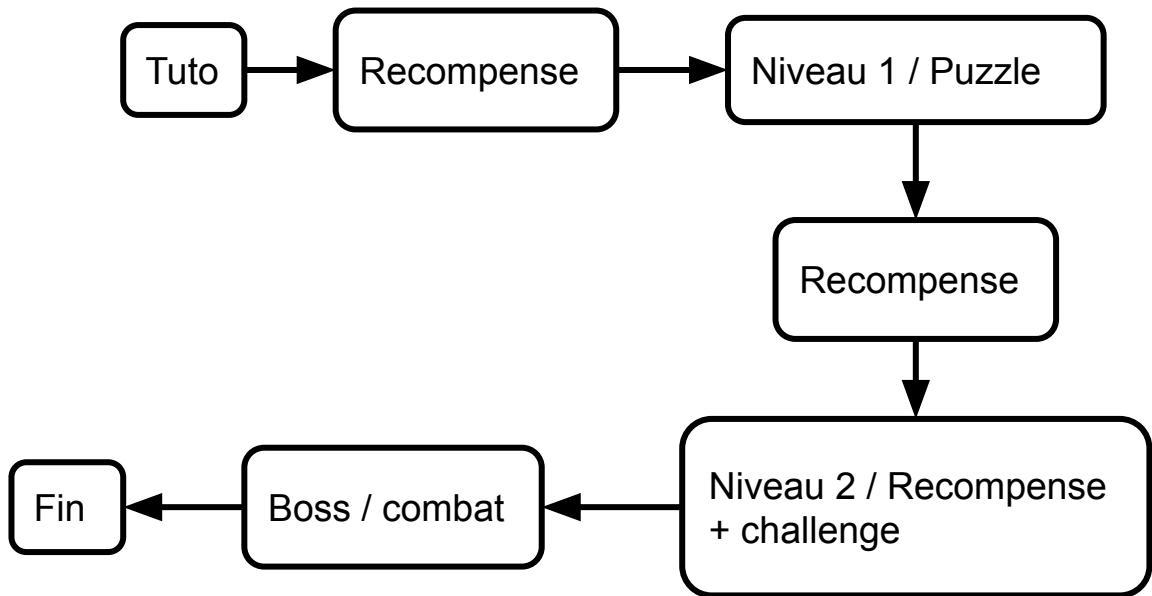




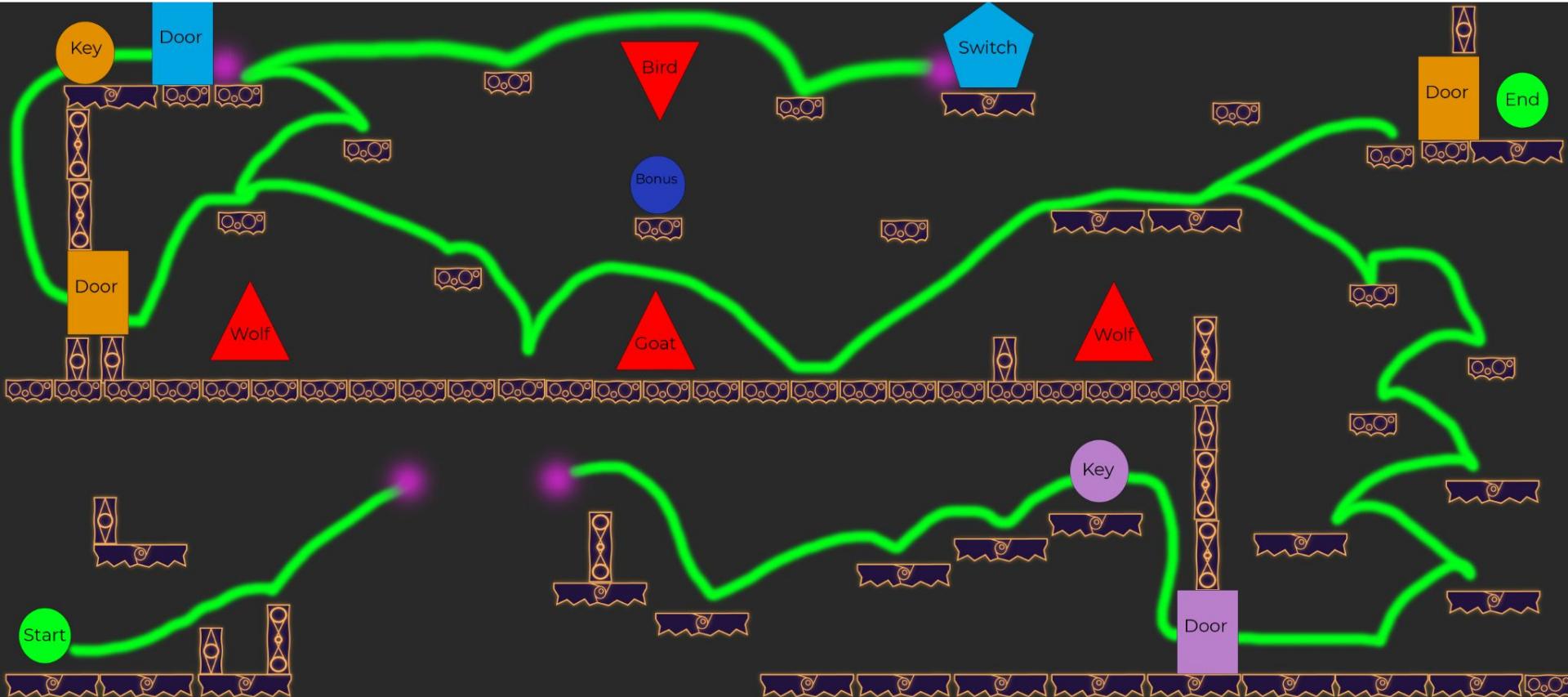




Level design



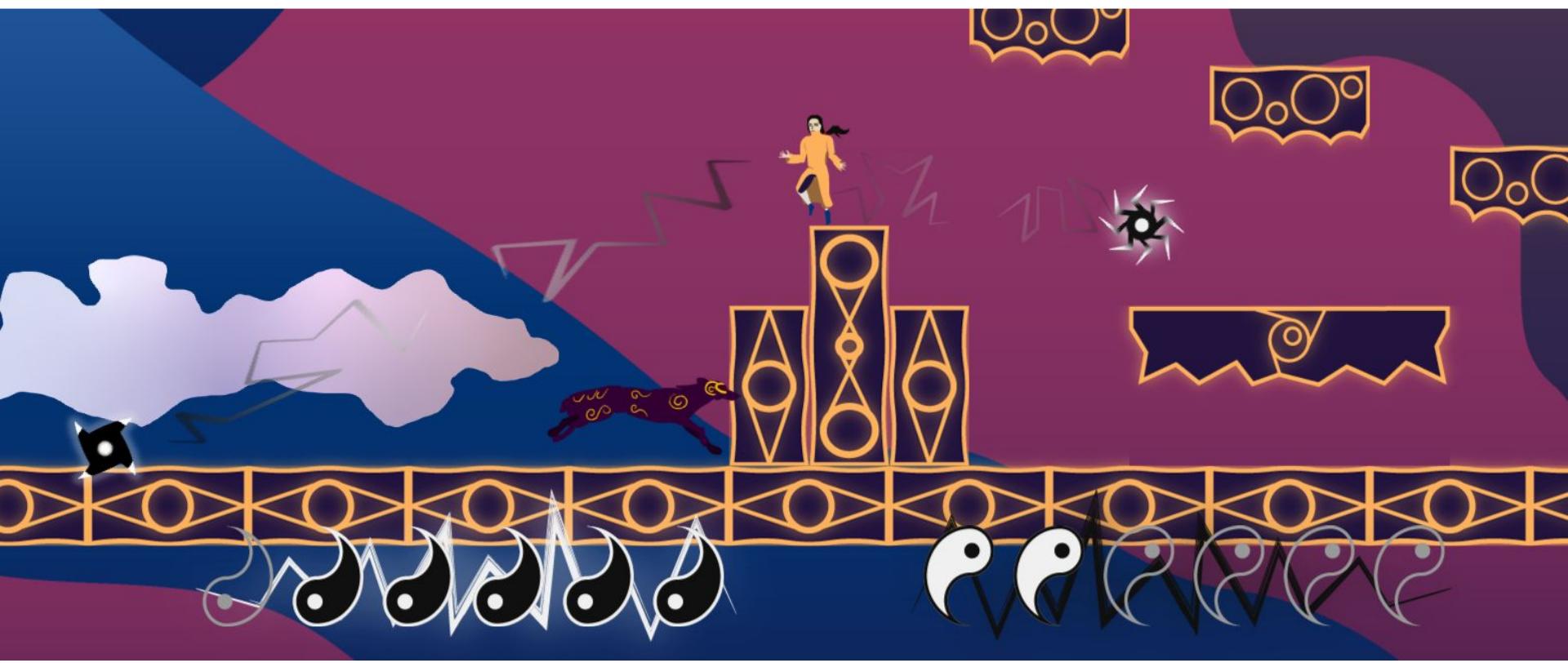
Level design



Level Design



Capture d'écran du jeu



Sommaire Partie 2

- 1 - Playtest
- 2 - Point/idée de départ
- 3 - Narration
- 4 - Amelioration



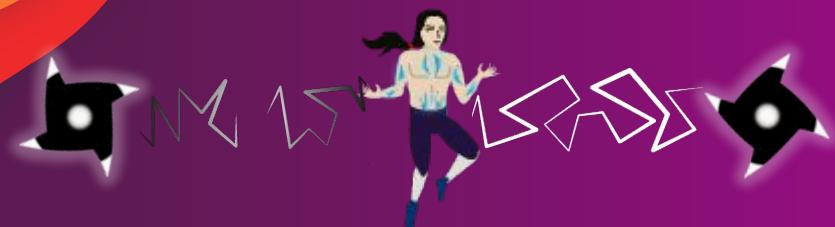
Playtest

Téléportation



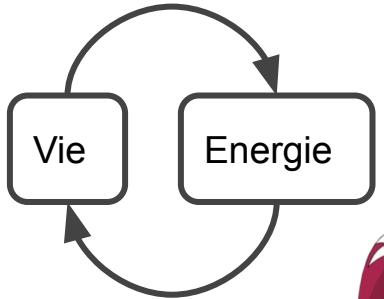
Saut

Téléportation



Saut

Point/idée de départ

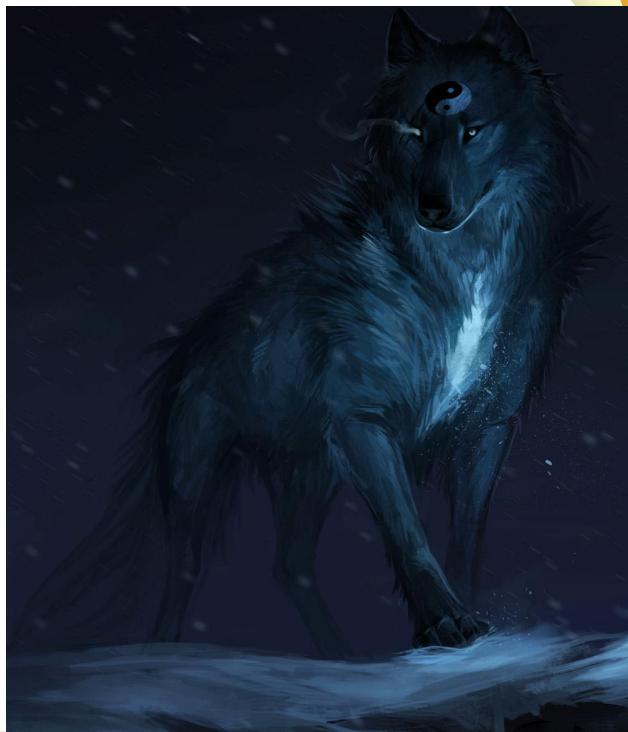


Narratif

Arazuma



Yindol



Inspiration



Fonction agrandissement de la caméra

Ameliorer les effets sonores

Contrôle mobile

Amelioration

Avec plus de temp et de connaissance il y a divers chose que j'aurais voulu faire en plus...

Créer un écran d'accueille complet

ETC

Ameliorer l'IA



FIN

Merci pour votre attention !