

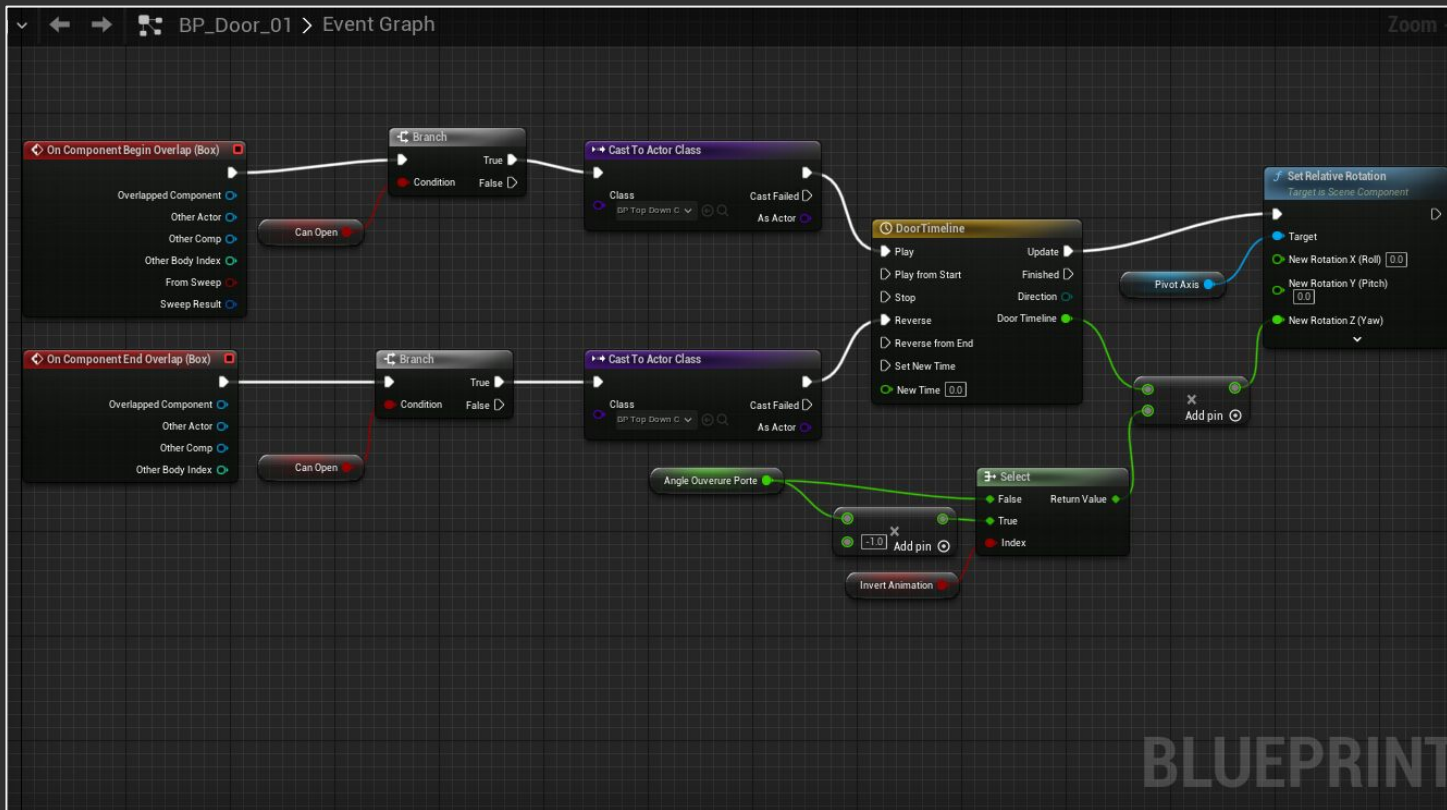
MGA Lovecraft

Benjamin Duez
Carlos García

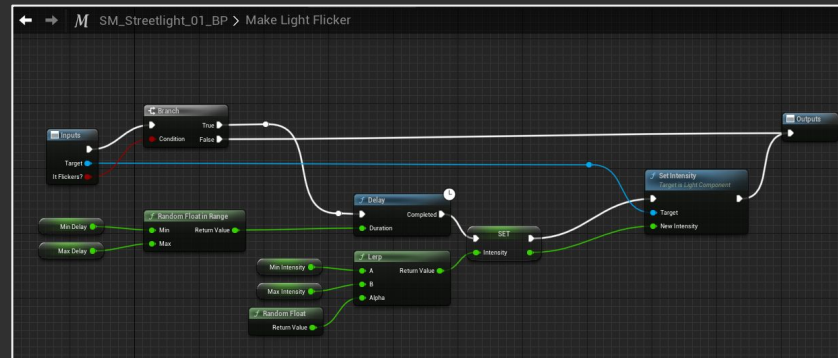
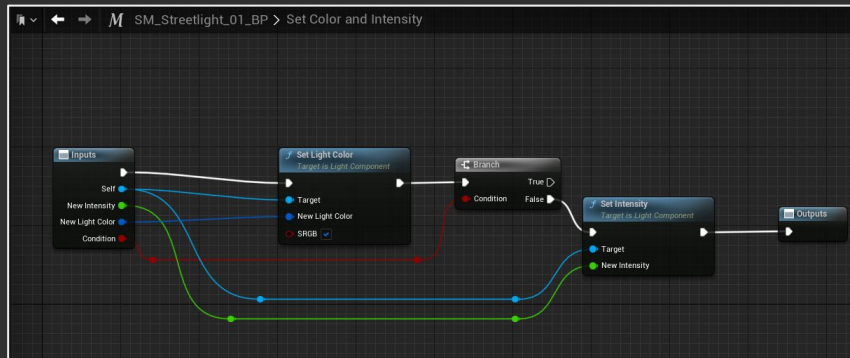
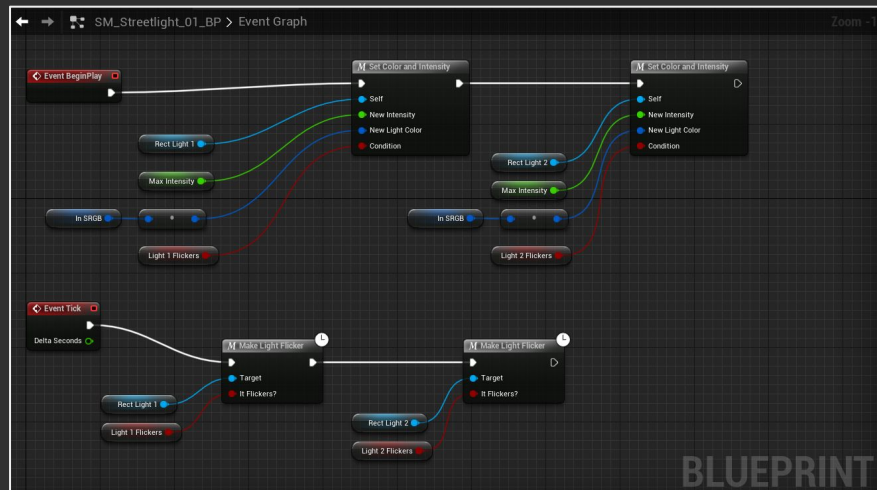




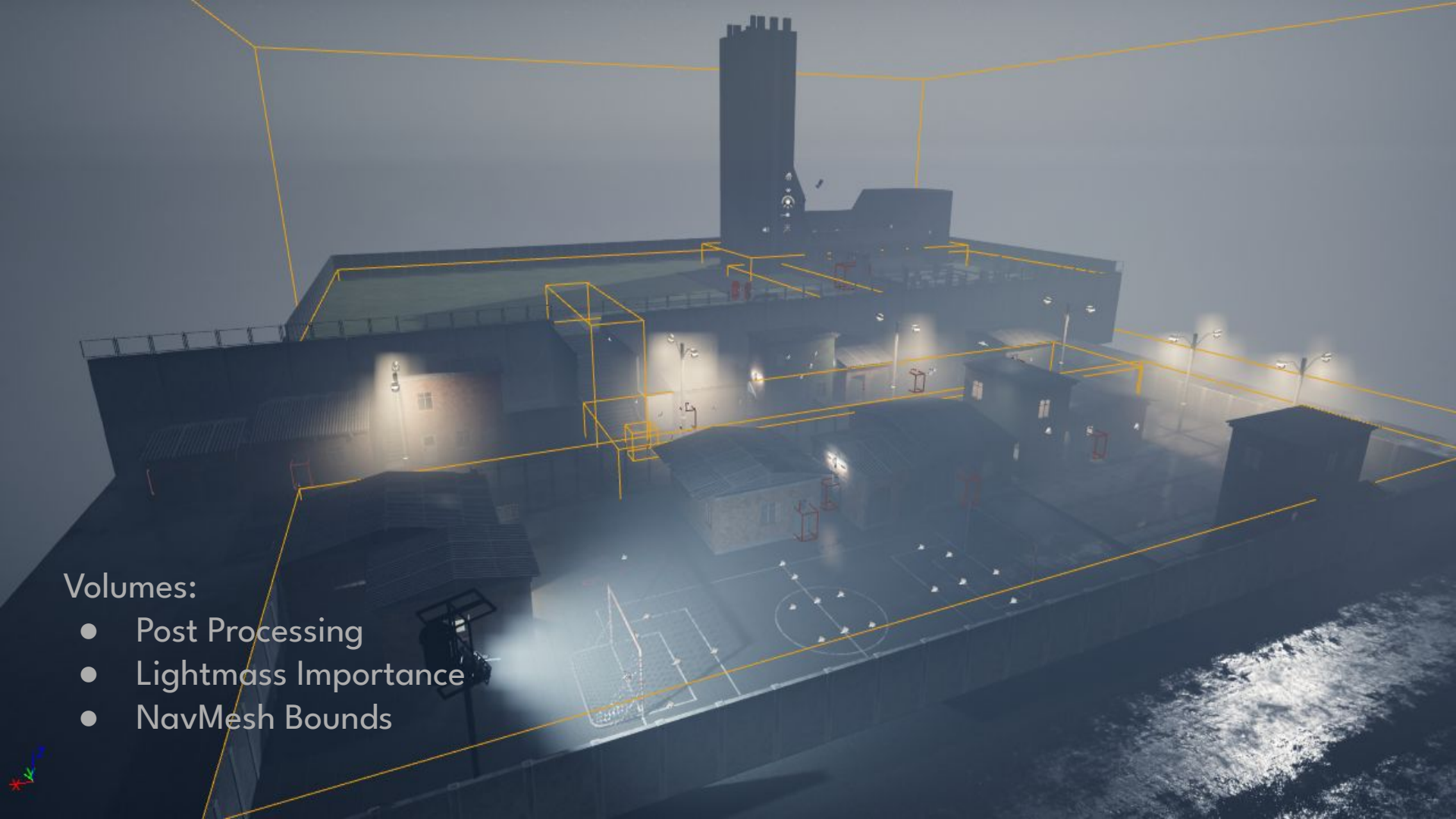
10m



Door_01 BP



Streetlight_BP



Volumes:

- Post Processing
- Lightmass Importance
- NavMesh Bounds

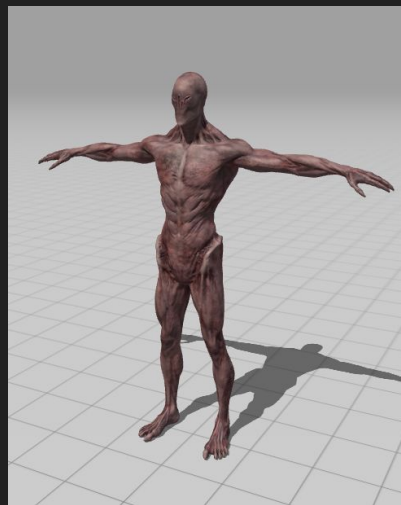
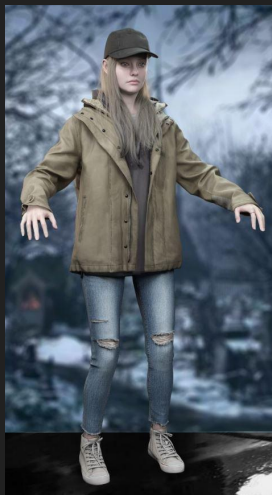
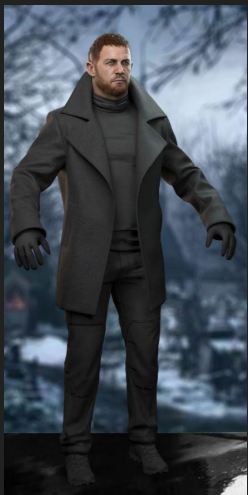


On

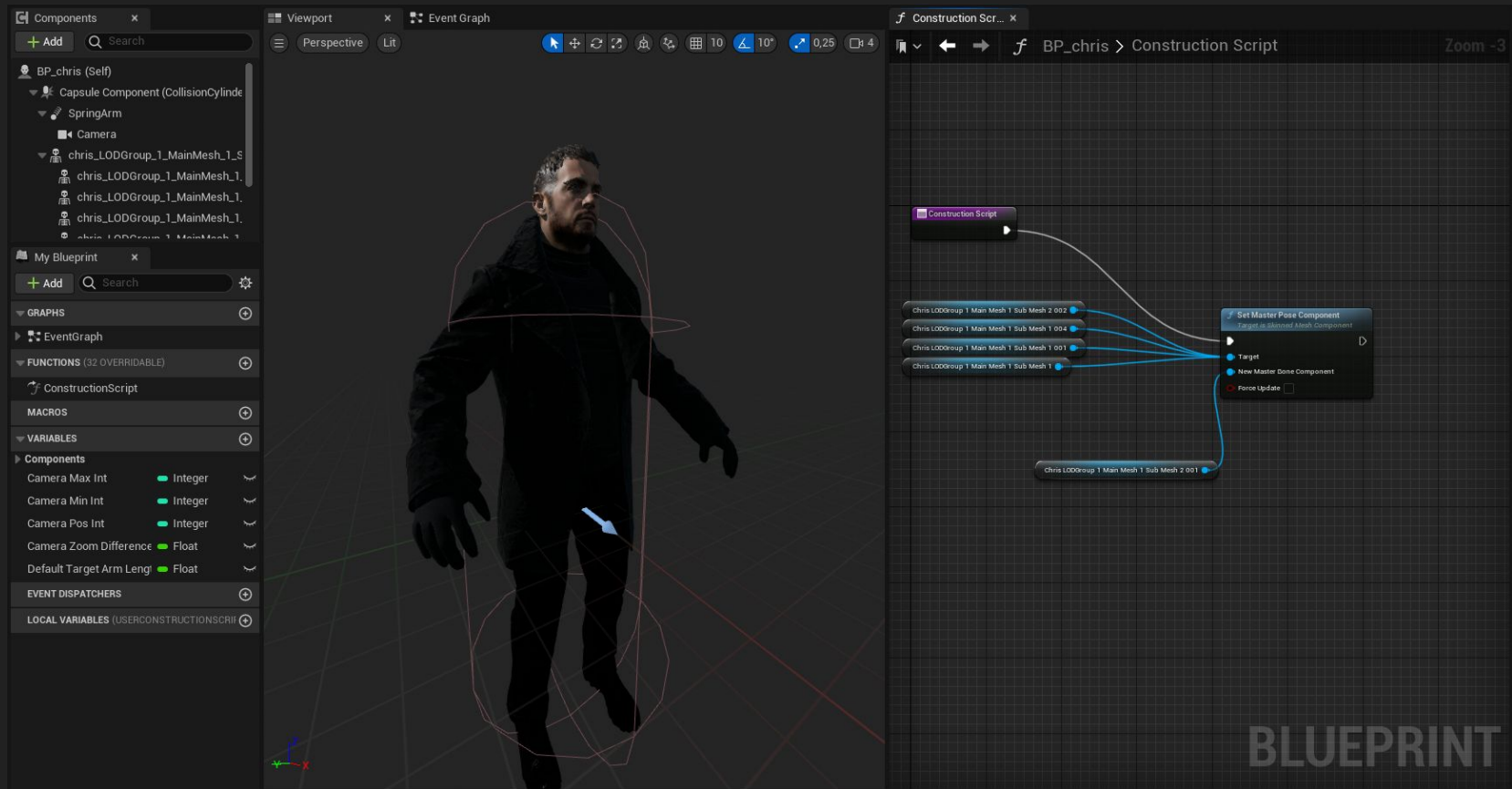
Post Processing Volume



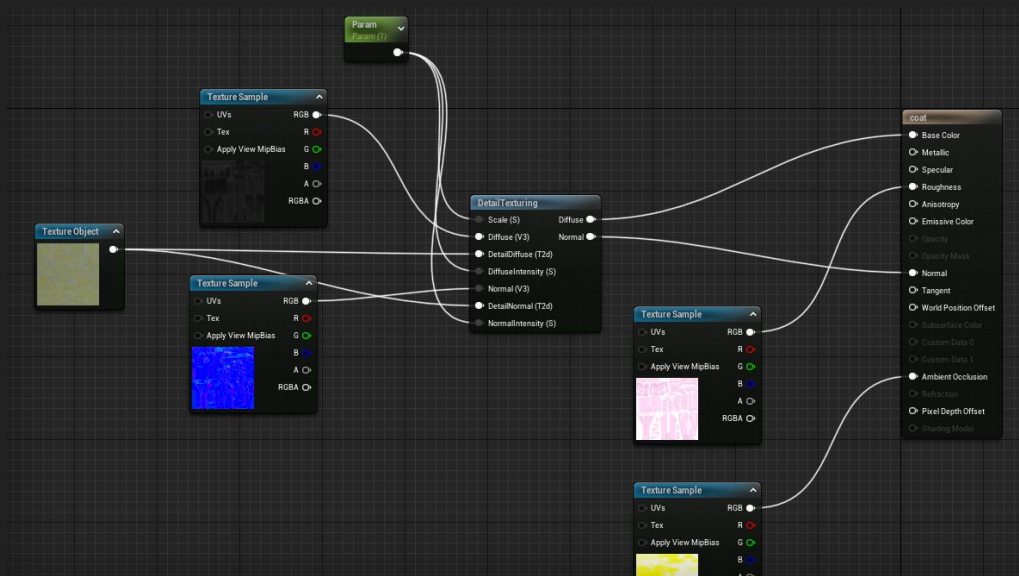
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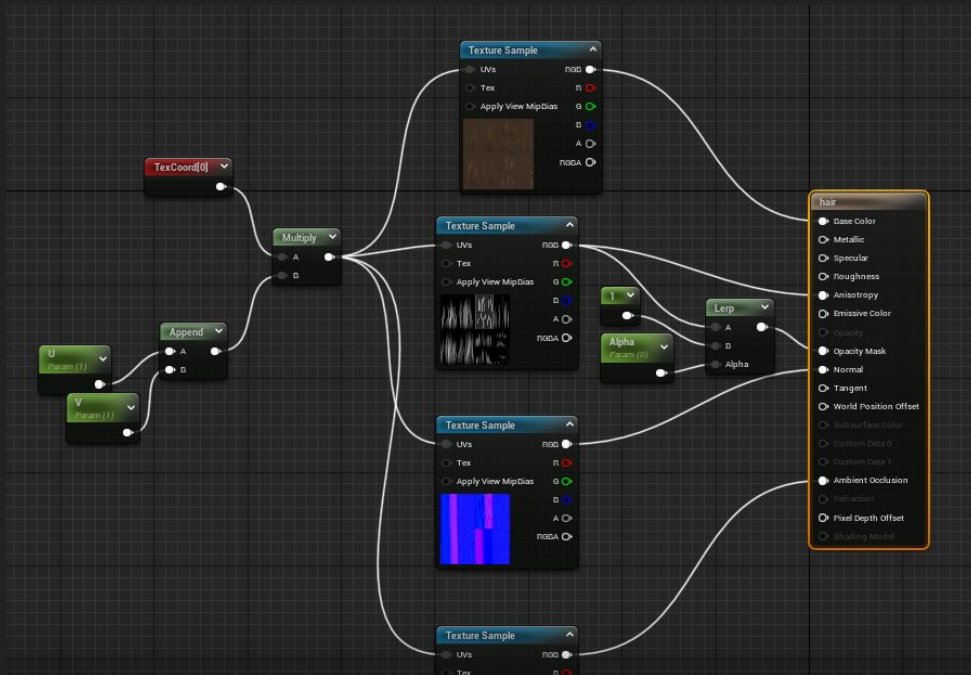
Characters



Character > Chris

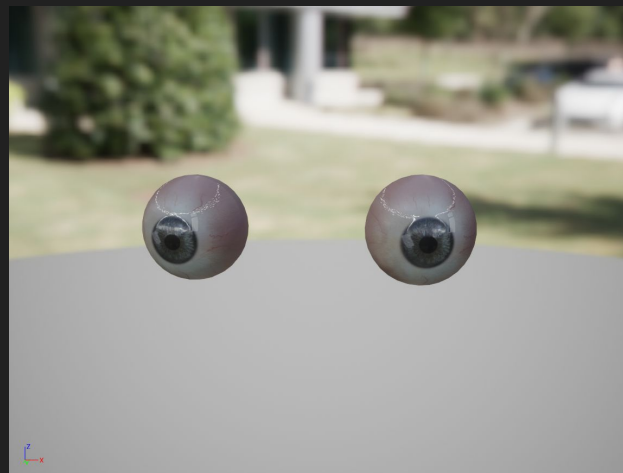
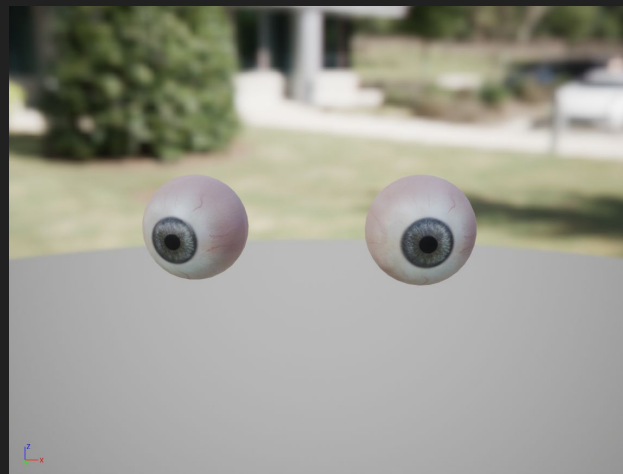
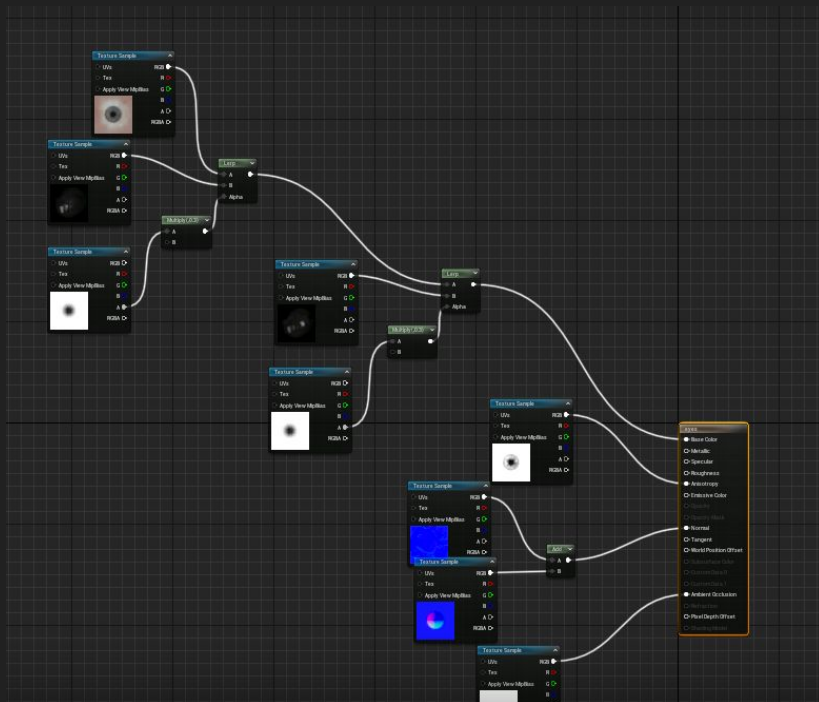


Textures

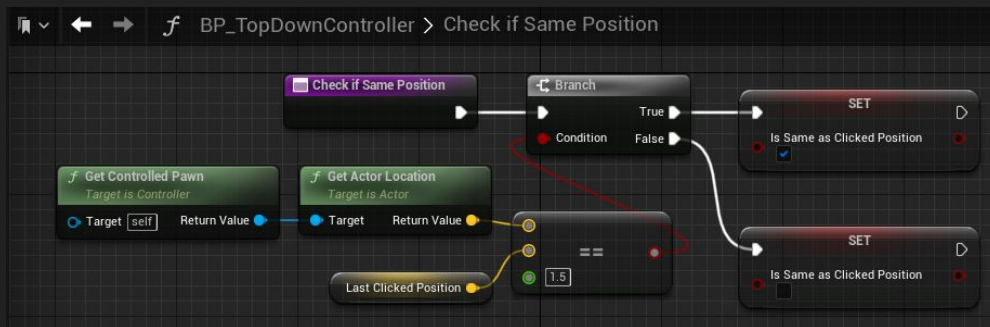
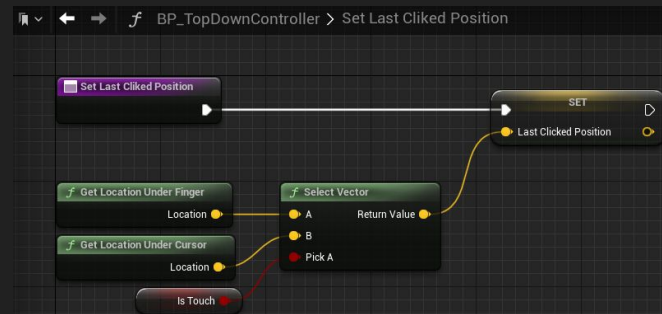
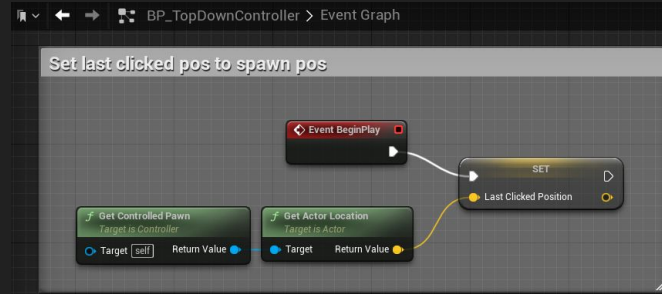
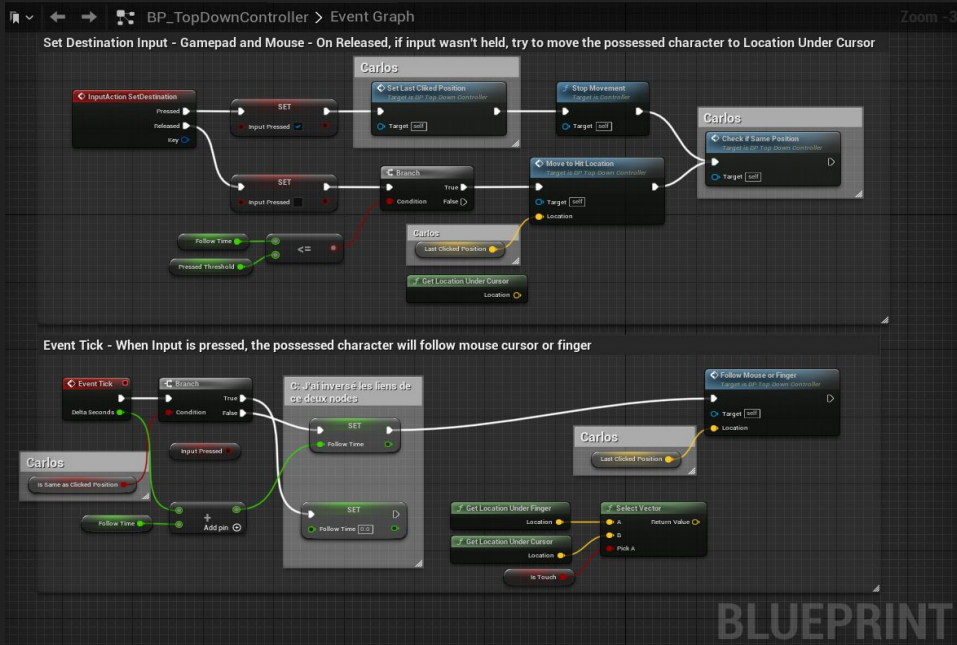


Textures > hair

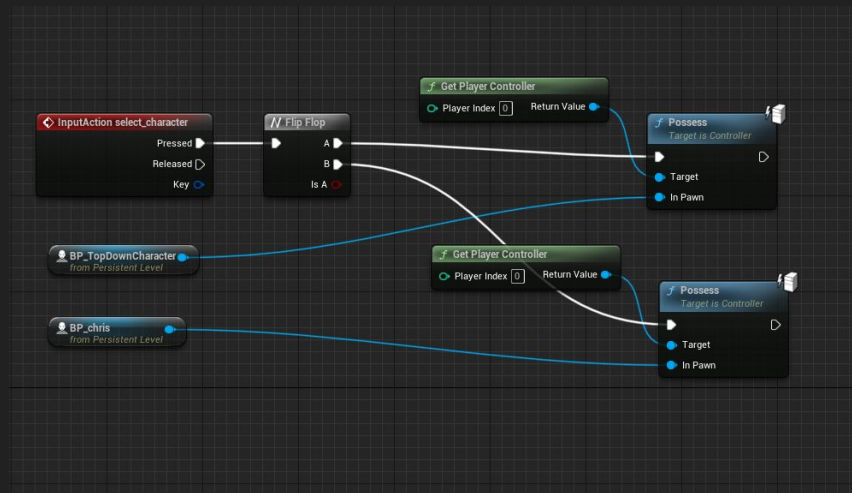
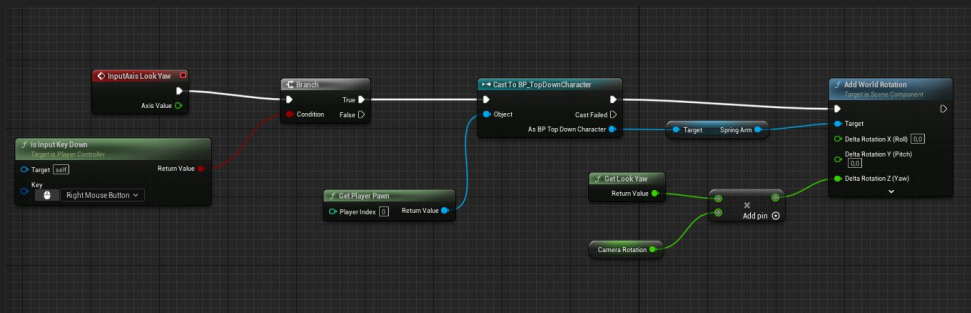
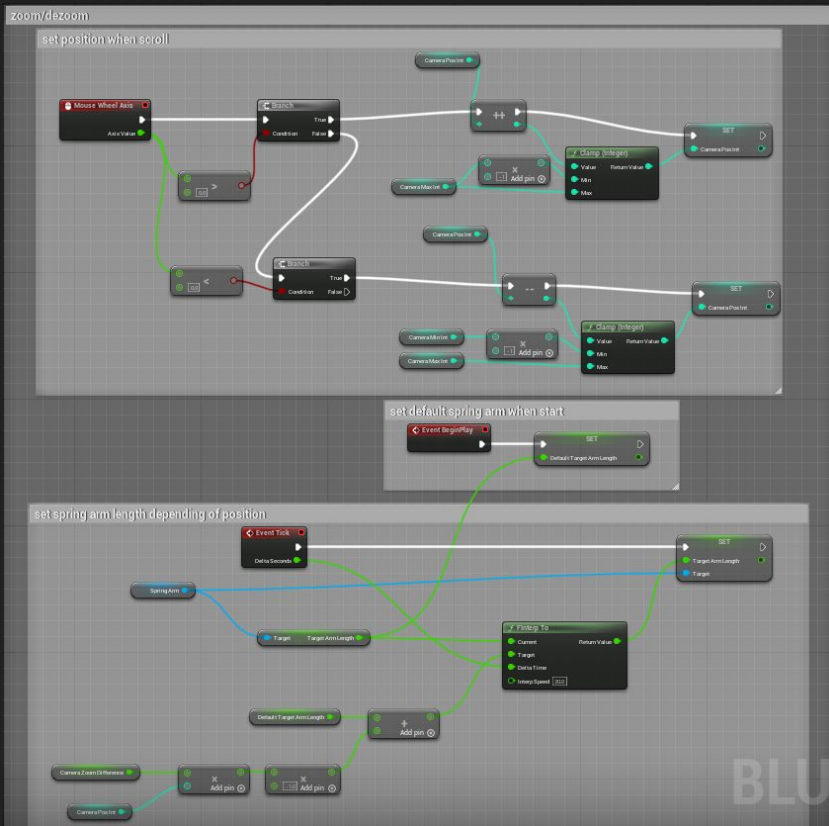




Textures > eyes



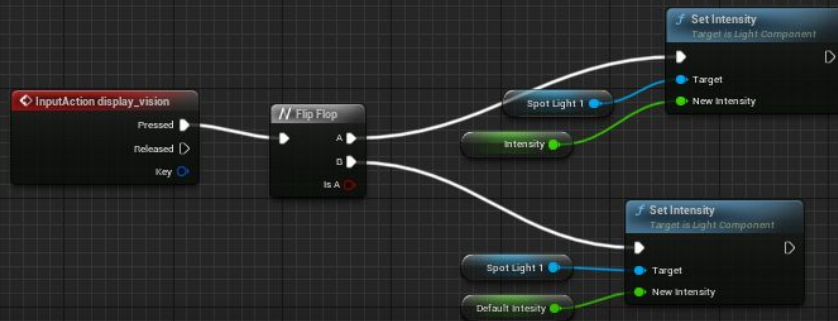
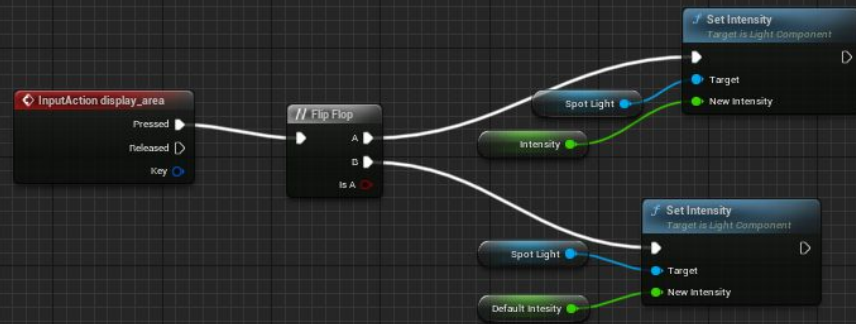
Déplacement des personnages



Mouvements supplémentaires



Actions



BL

Conclusion

Ce qui a été fait:

- Map
- Personnages
- Le déplacement
- Le github: https://github.com/Benjamin-Duez/MGA_Project
- Les actions

Ce qui n'a pas été fait:

- Les animations
- Les collisions
- Les HP et PA