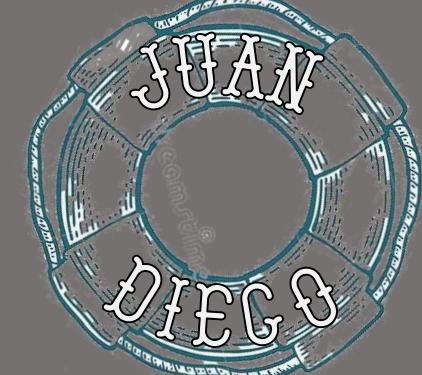
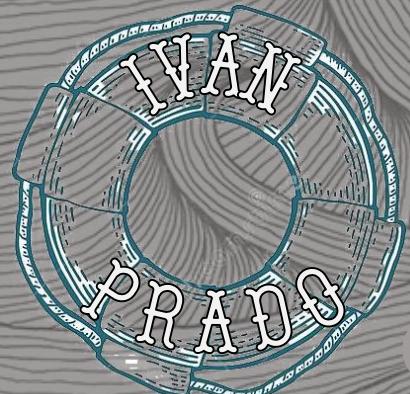
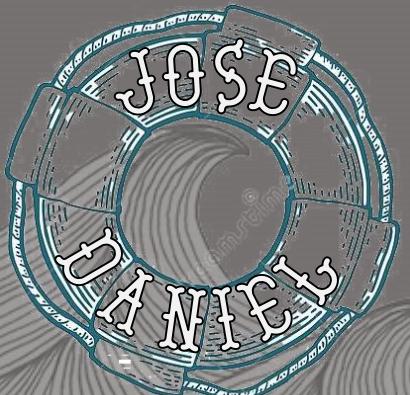
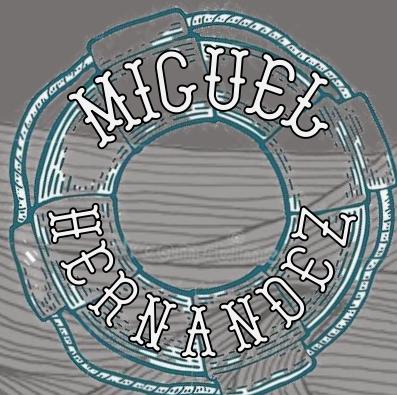
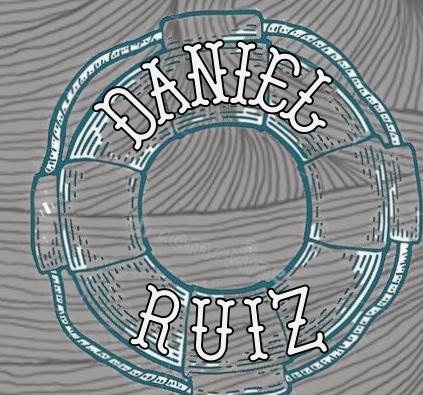
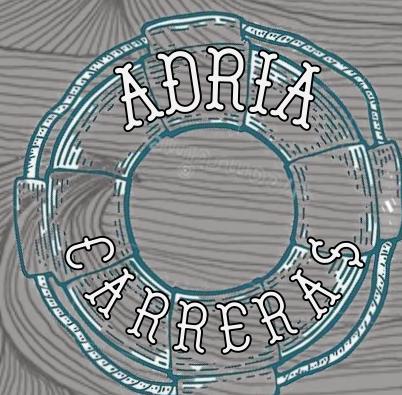
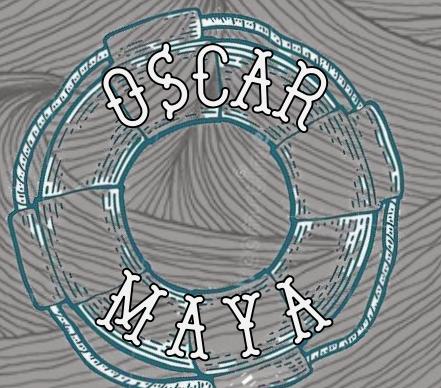


C.L.A.P

PROYECTOS II



CAPTAIN BRINETOOOTH



QUÉ ES?

CAPTAIN
BRINETOOOTH

ENGRAVING
VINTAGE

SCROLL
LATERAL

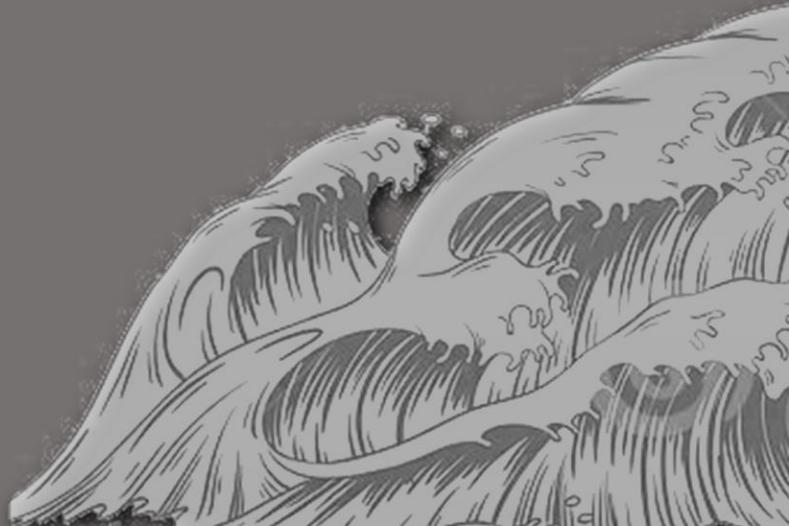
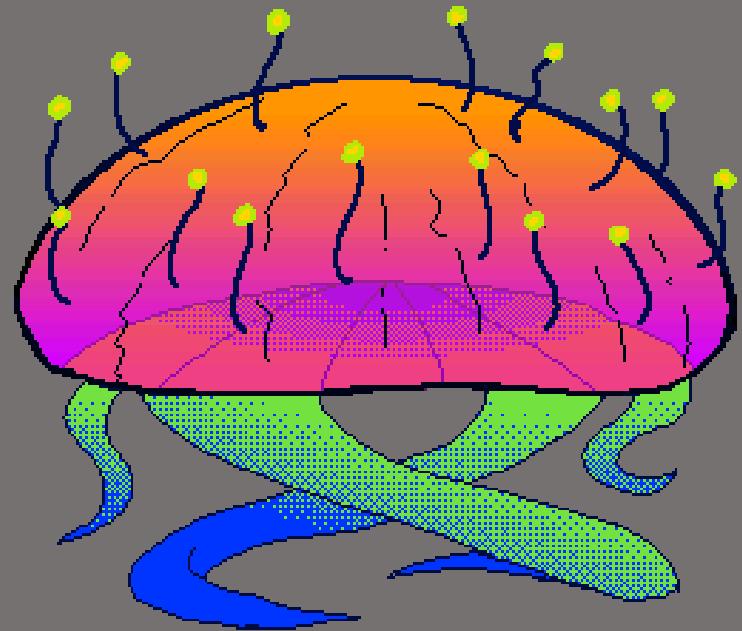
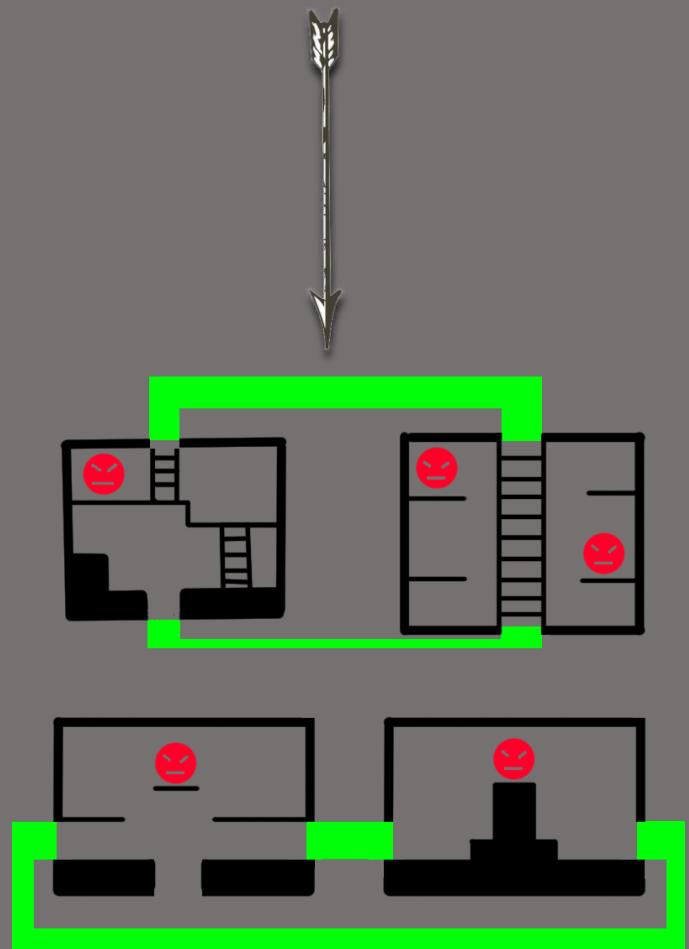
2D

DINAMICA

PIXEL
ART
NAUTICAL
THEME

MECANICAS



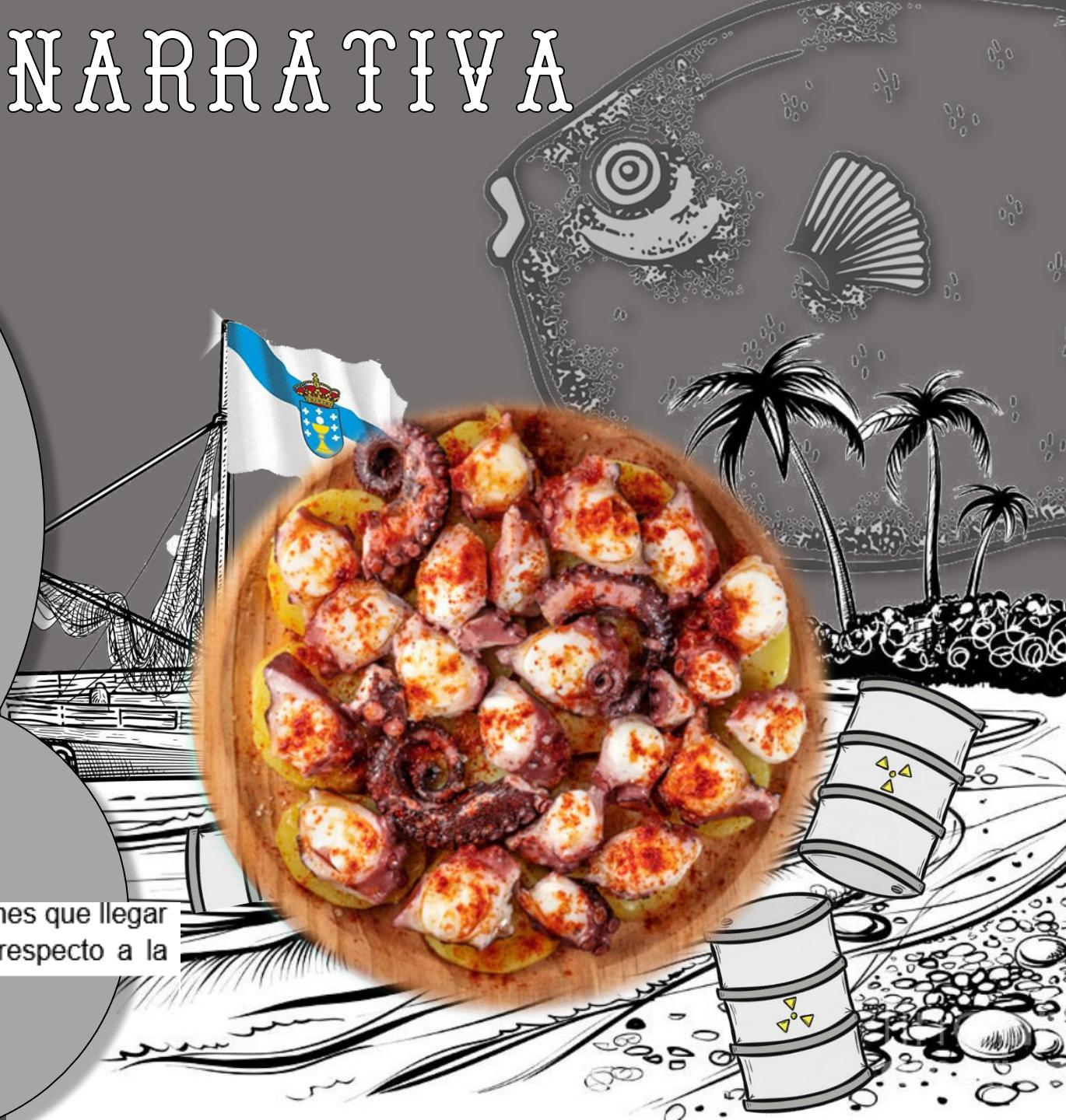


NARRATIVA

W W III

MEIN | FISHLER

Ángel y su grupo de simios: para salir de la isla tienes que llegar hasta Fishler que es muy malo dependiendo de tu punto de vista respecto a la sociedad y la política y para nuestro pescador eso está mal.





ARMAS

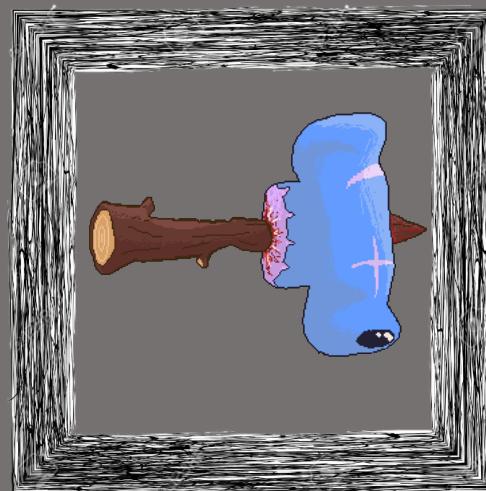
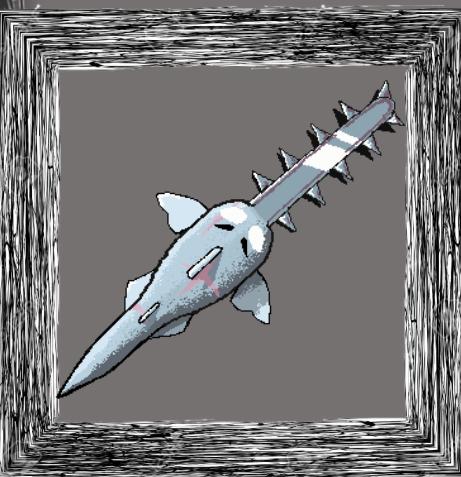


POTENCIADORES



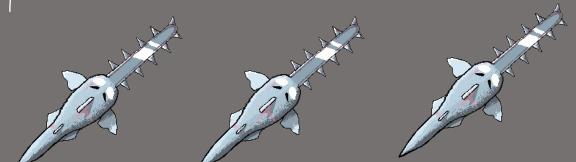
COMERCIO

ARMAS



TIER

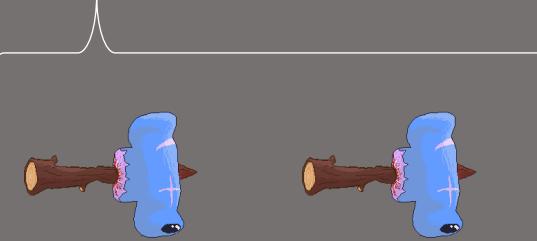
LIST



S

A

B



B

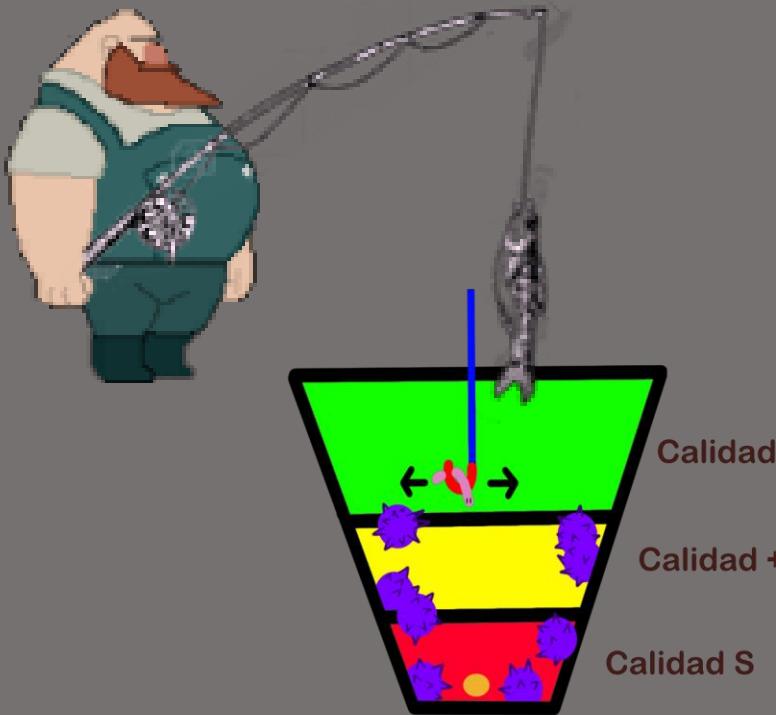
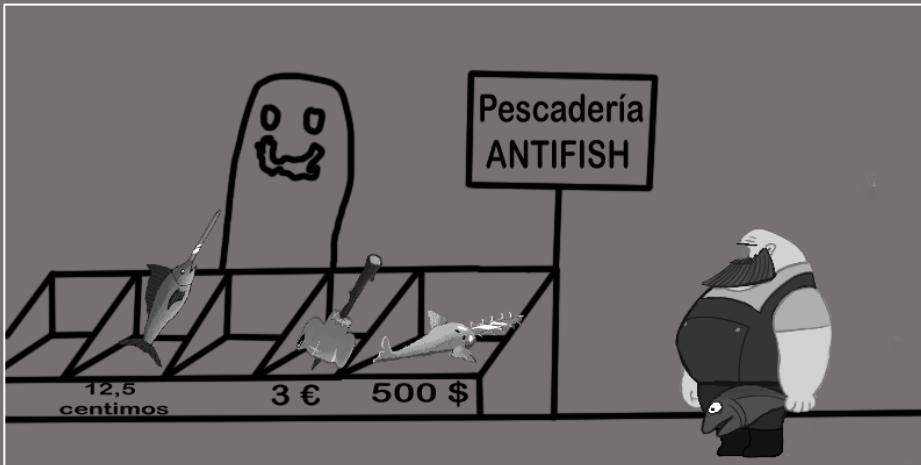
C

MEJORAS

STATS DEL

JUGADOR

COMERCIO



POTENCIADORES



SE PIERDEN AL MORIR

DOBLE SALTO



MAYOR VELOCIDAD



ESPINAS

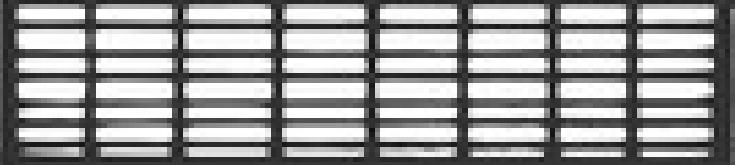


WORKFLOW

- ✓ Gestión del desarrollo del proyecto
- ✓ Control de Versiones
- ✓ Desarrollo del proyecto junto con
librerías auxiliares
- ✓ Comunicación con los miembros del grupo



TEASER



MUCHAS GRACIAS
POR ESCUCHAR