

TURNAROUND



7001886 - Eric TRAN

7001900 - Alexandre LIN

7001911 - Elias EL FALLAH

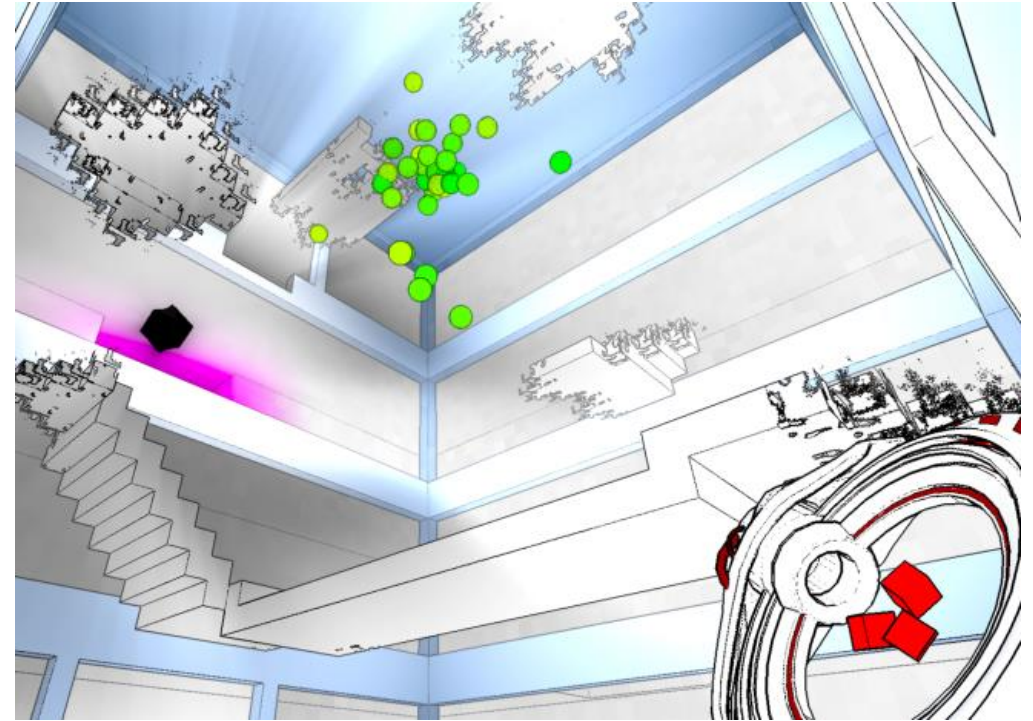
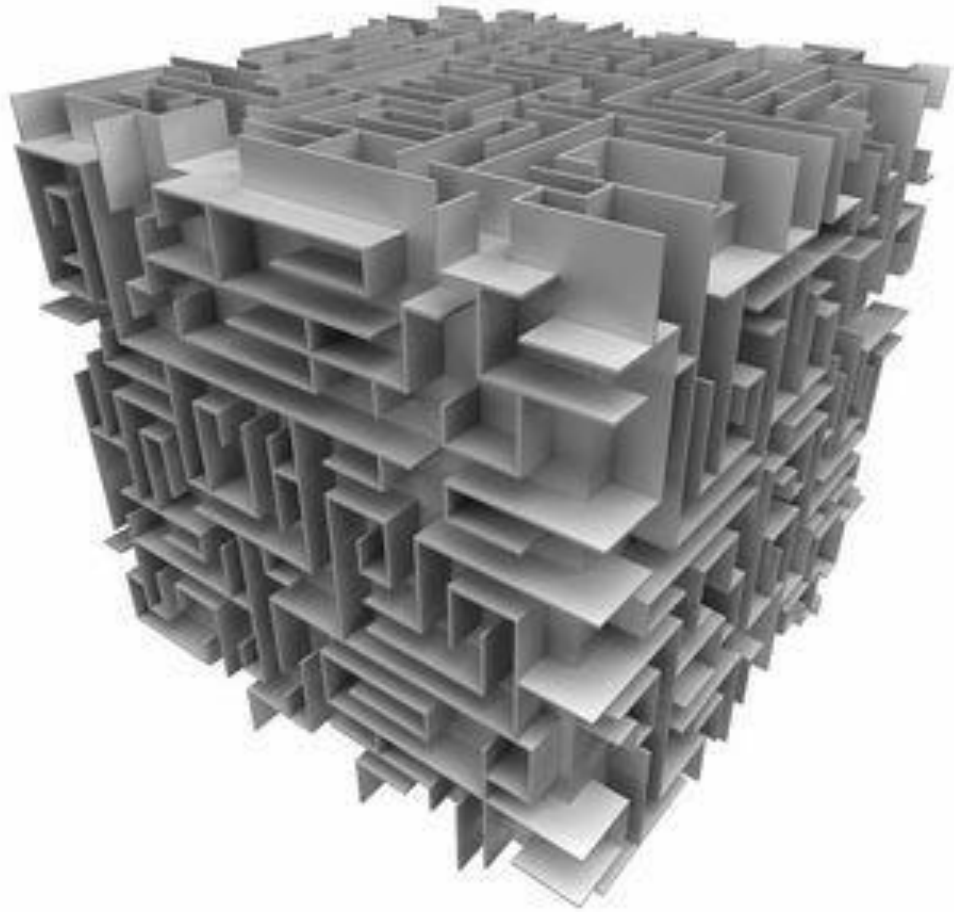
7001915 - Francois CHING

7001916 - Frédéric YE



QUICK RECAP OF THE GAME IDEA

1. The Maze
2. The Physics
3. The Puzzles
- ~~4. The MindFuck~~
4. The MindBoggling





TASKS OF EACH MEMBERS





ERIC

Level design

Robot dispenser

Door puzzle

Teleportation system between levels



ELLIAS

Player movements

Gravity mechanic

Keybinds to control gravity



FREDERIC

NavMeshAgent

Raycast

Robot (AI/ Canva / Death & Respawn)

Particle system



FRANCOIS

Main menu

Settings menu

Pause menu

Win menu

Level selection

Mini-map



ALEXANDRE

Transition effects between scenes

Post-processing effects

Music & sound effects

Inventory system

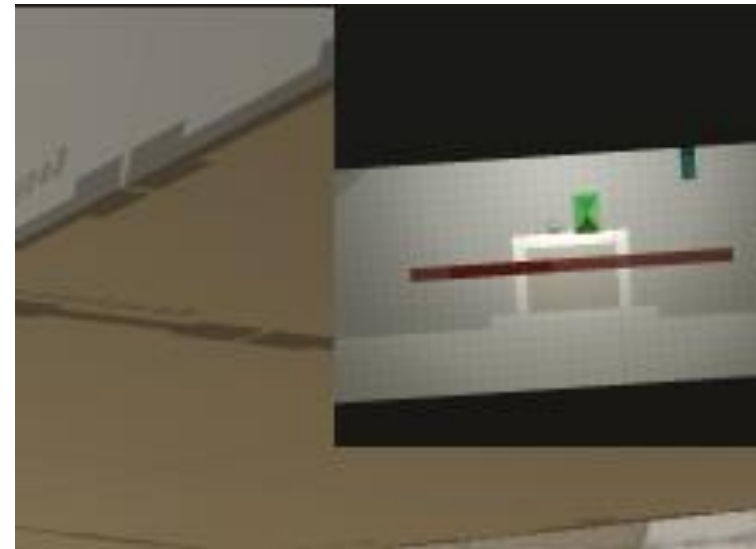
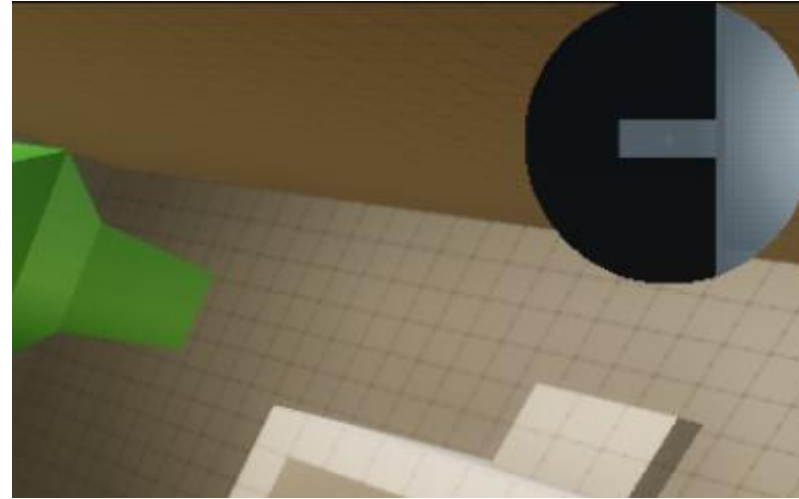


MANDATORY FEATURES





Mini-map



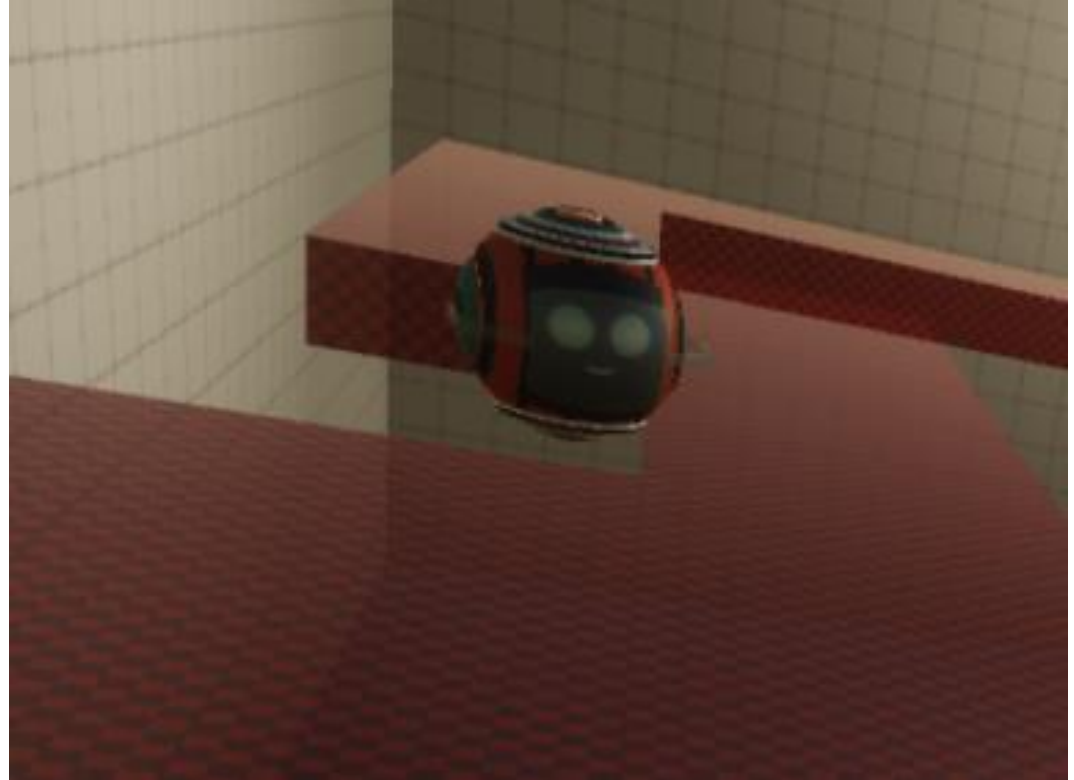


3D Animations



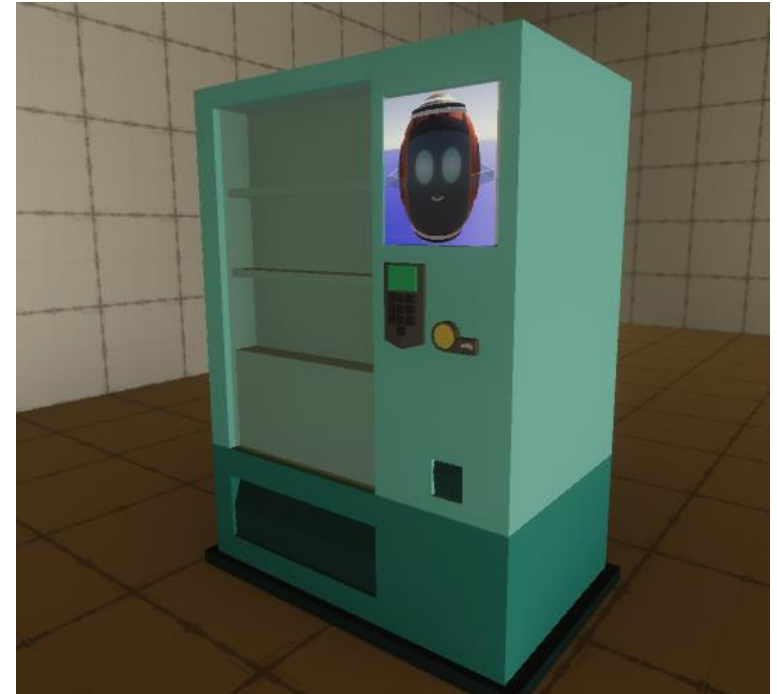
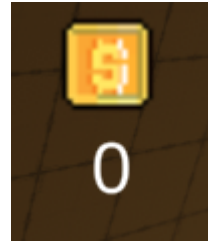


Navmesh Agent





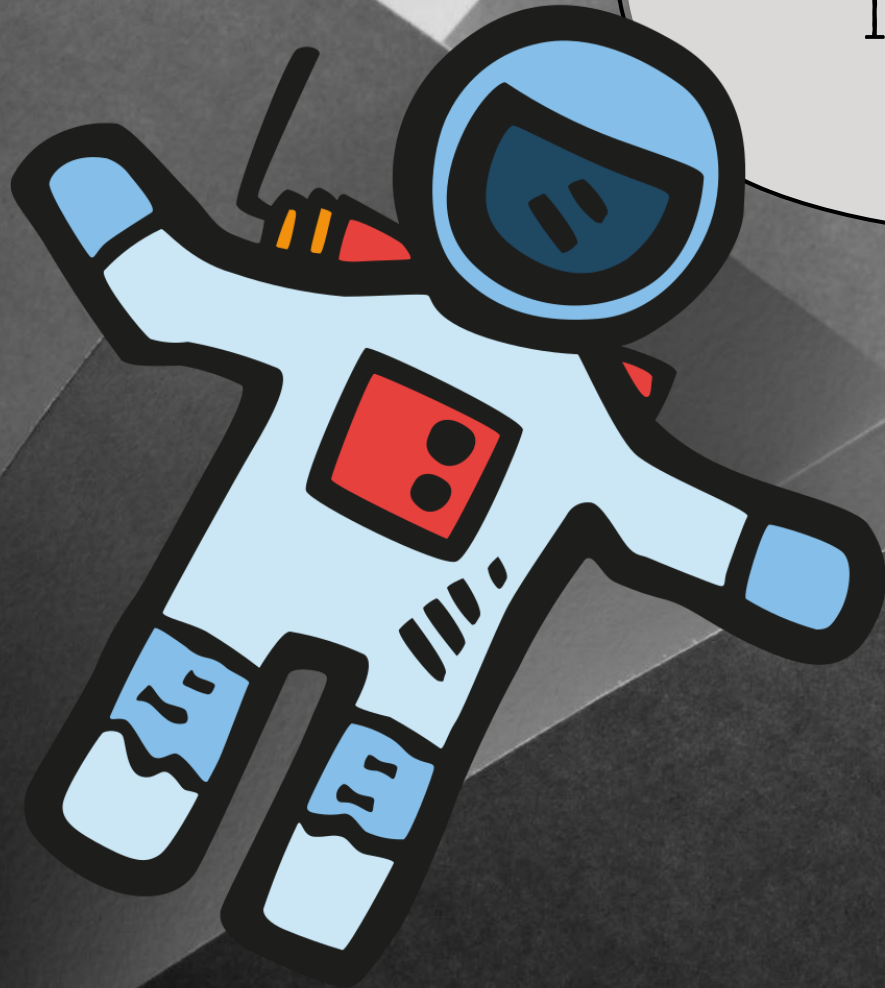
Inventory





Particles





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THANK YOU FOR
LISTENING !