pacification

Final report

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— Project presentation

    — Trailer

    — A few words on Pacification

    — Tasks distribution

— The game in action

    — Map (editor, generation, save/load)

    — Gameplay (units, actions, interactions, economy)

    — Multiplayer (lobby, network, chat)

    — Single-player (AI)

    — Assets (3D models, animations, sounds)

    — Interface (menus, UI)

— Conclusion