

# Oral plan

AIM<sup>2</sup>

Monday, 20<sup>th</sup> June, 2016

**Introduction (Romain)**

**Multiplayer**

**Player customization (Théo)**

**World making (Théo)**

**Chat (Florian)**

**Fighting system (Julien)**

**Survival**

**Interaction with the environment (Théo)**

**Consumables (Théo)**

**Items laying**

**Story**

**Succes system (Julien)**

**Scenario and Cristal (Romain)**

**Boss fight (Florian)**

**Conclusion (Romain)**