

Oral plan

AIM²

Monday, 20th June, 2016

Introduction (Romain)

Multiplayer

Player customization (Théo)

World making (Théo)

Chat (Florian)

Fighting system (Julien)

Survival

Interaction with the environment (Julien)

Inventory (Romain)

Consumables (Théo)

Items laying (Théo)

Story

Succes system (Julien)

Scenario and Cristal (Romain)

Boss fight (Florian)

Conclusion (Romain)