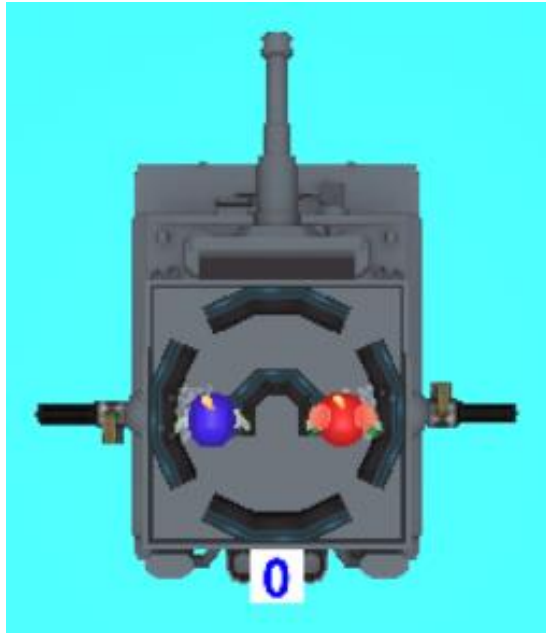


INFERNO INTERACTIVE



Week 12 – Final

Redesigned Since Prototype

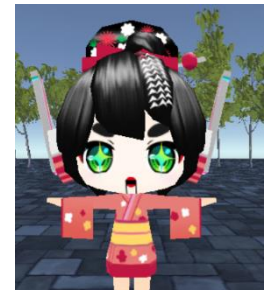
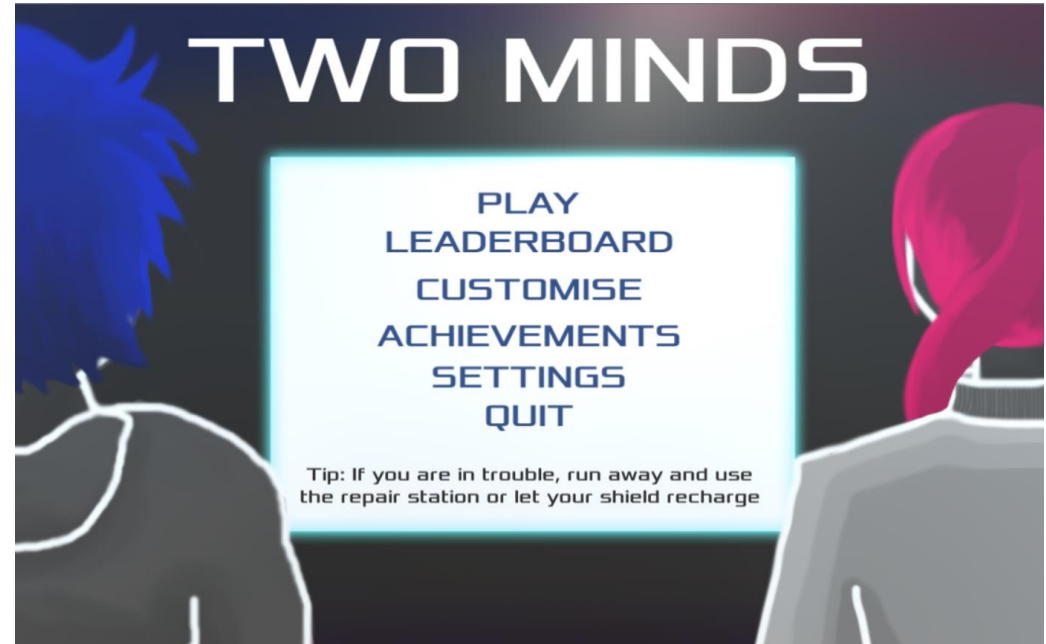


Tank Design

Menu Design

Game UI Design

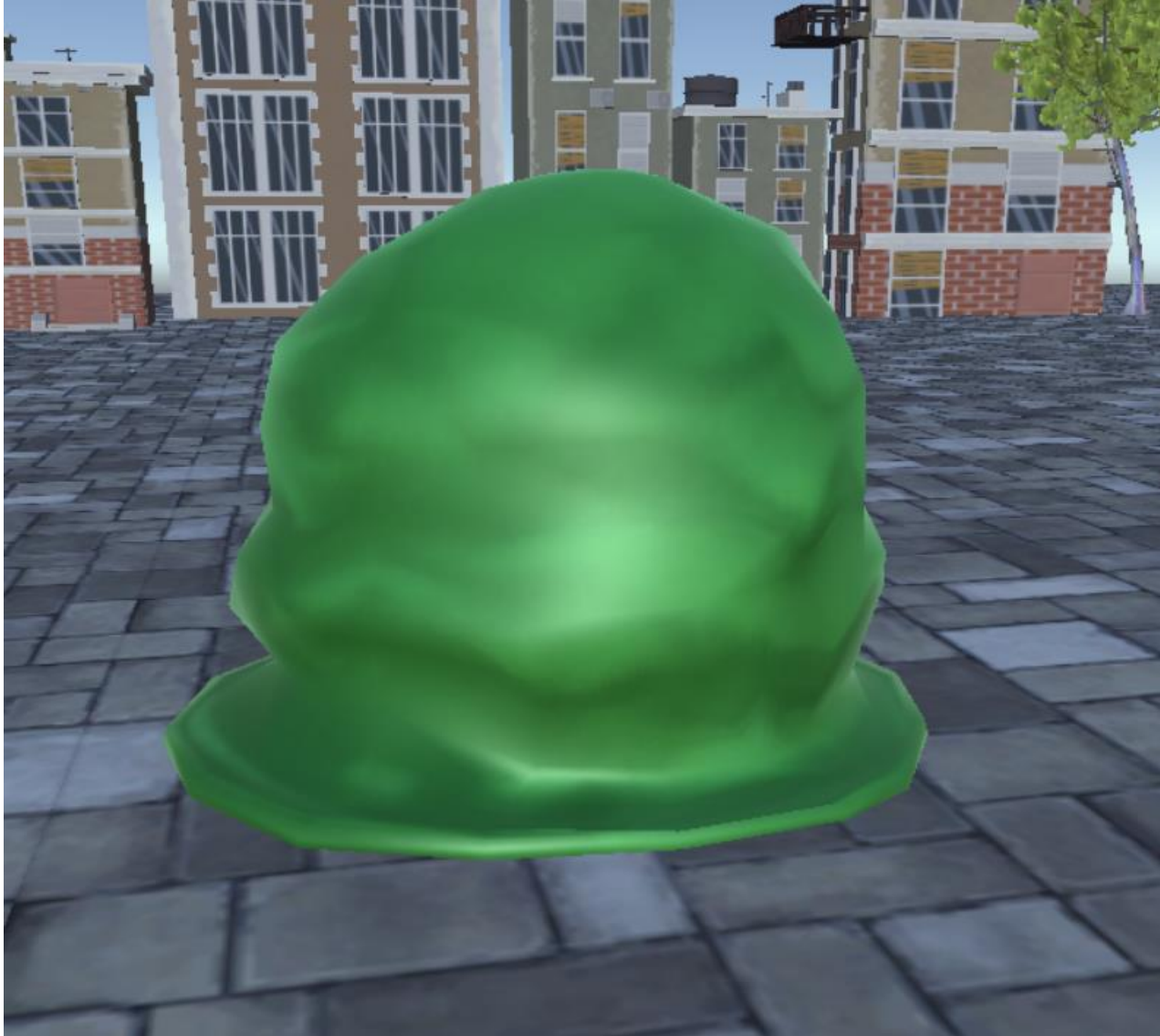
Replaced Placeholders



Level 1



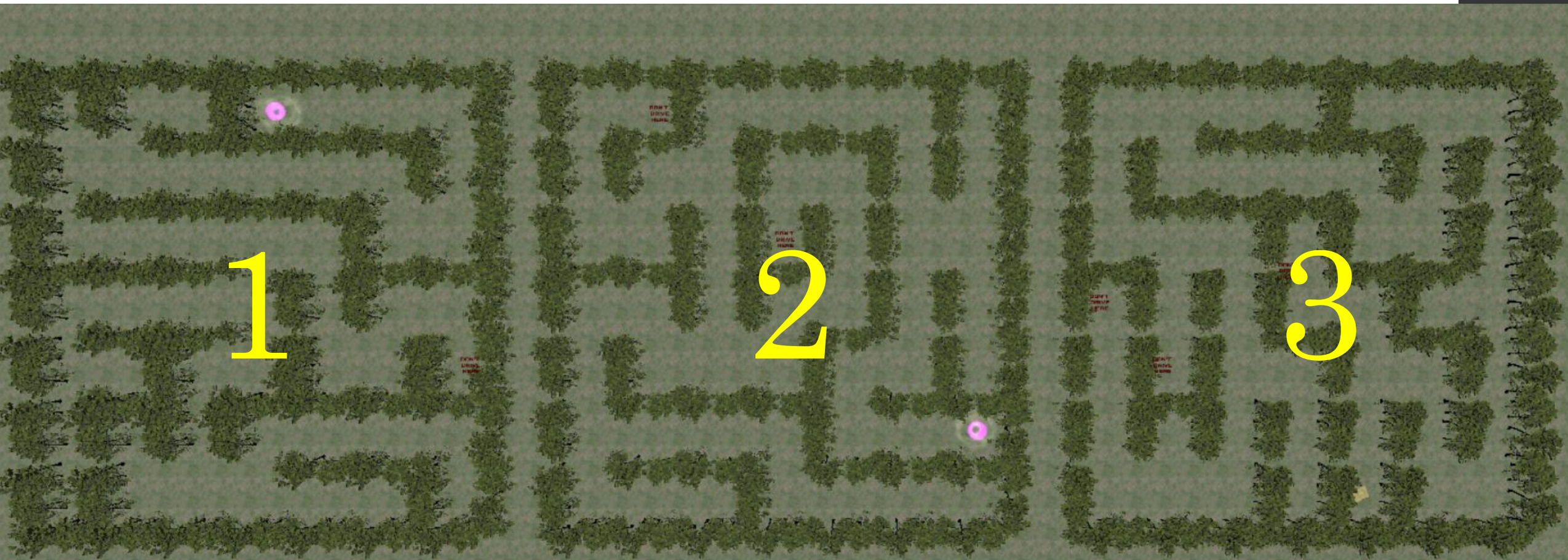
Level 1 Boss – King Slime



Splits into
smaller slimes
when hit

Attacks by
charging to
player

Level 2 - Maze



Level 2 - Maze

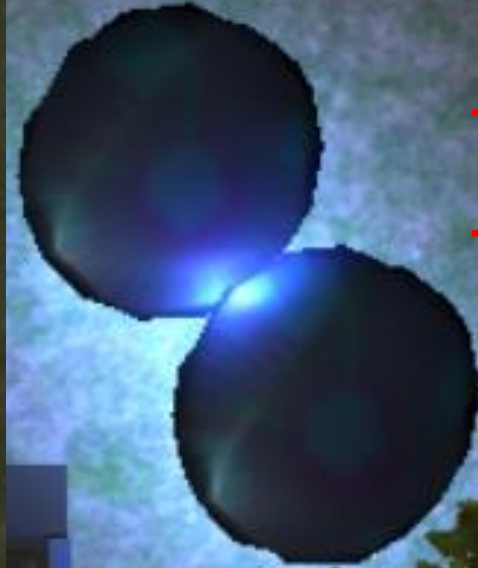


Level 2 - Maze

Bomb



Minion



Mushroom

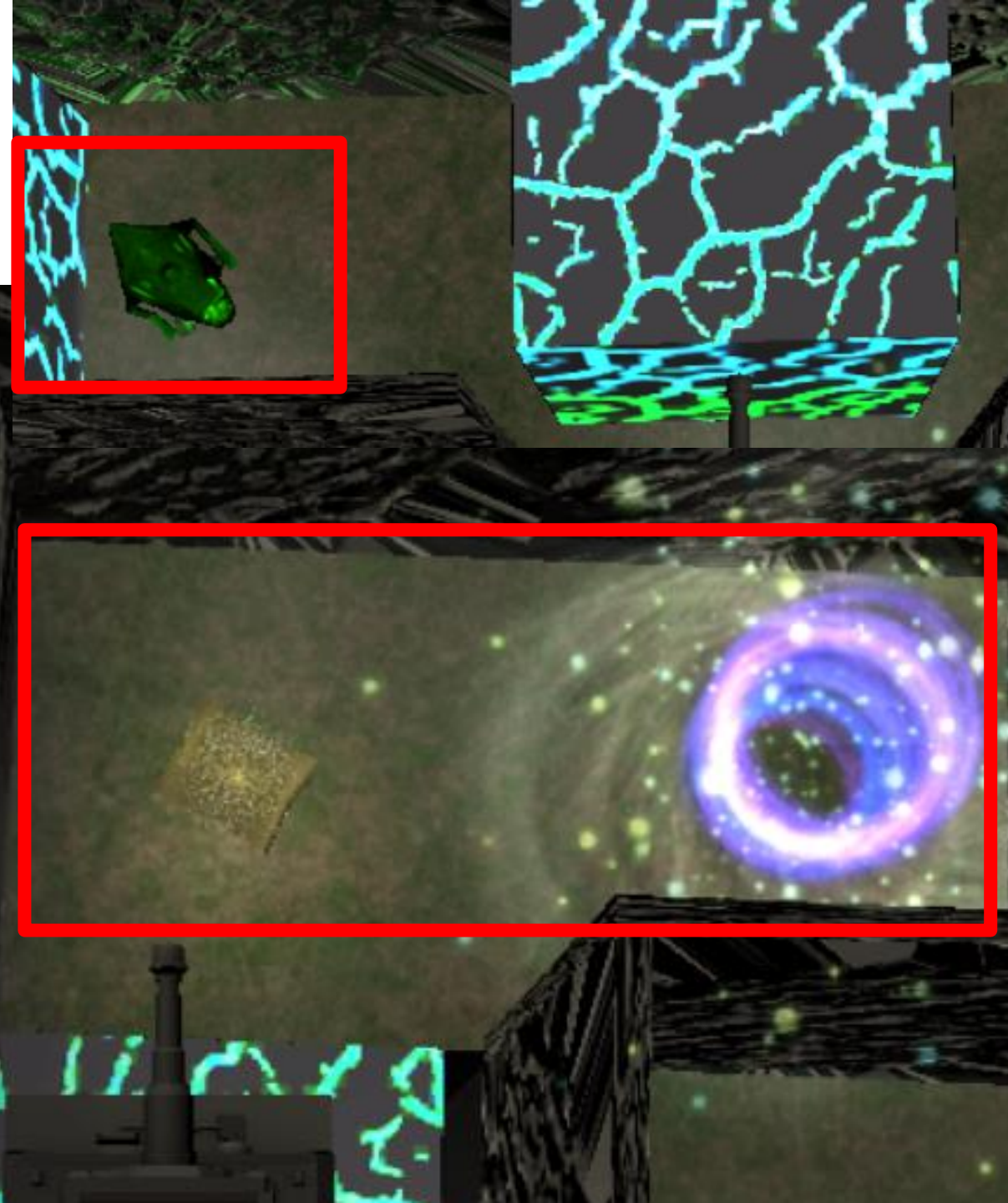
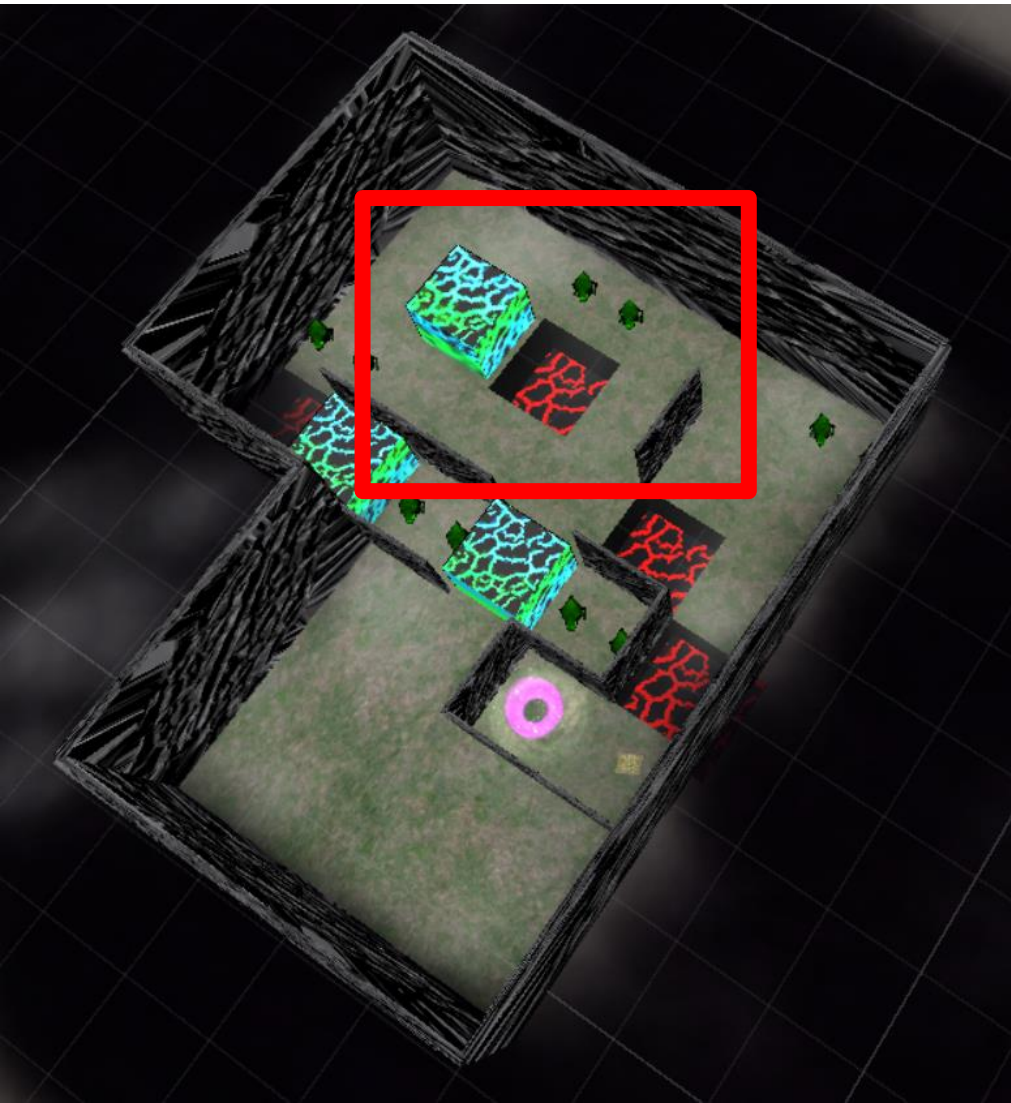


DON'T
DRIVE
HERE

Death



Level 2 – Puzzle Room



Level 2 – DDR Room

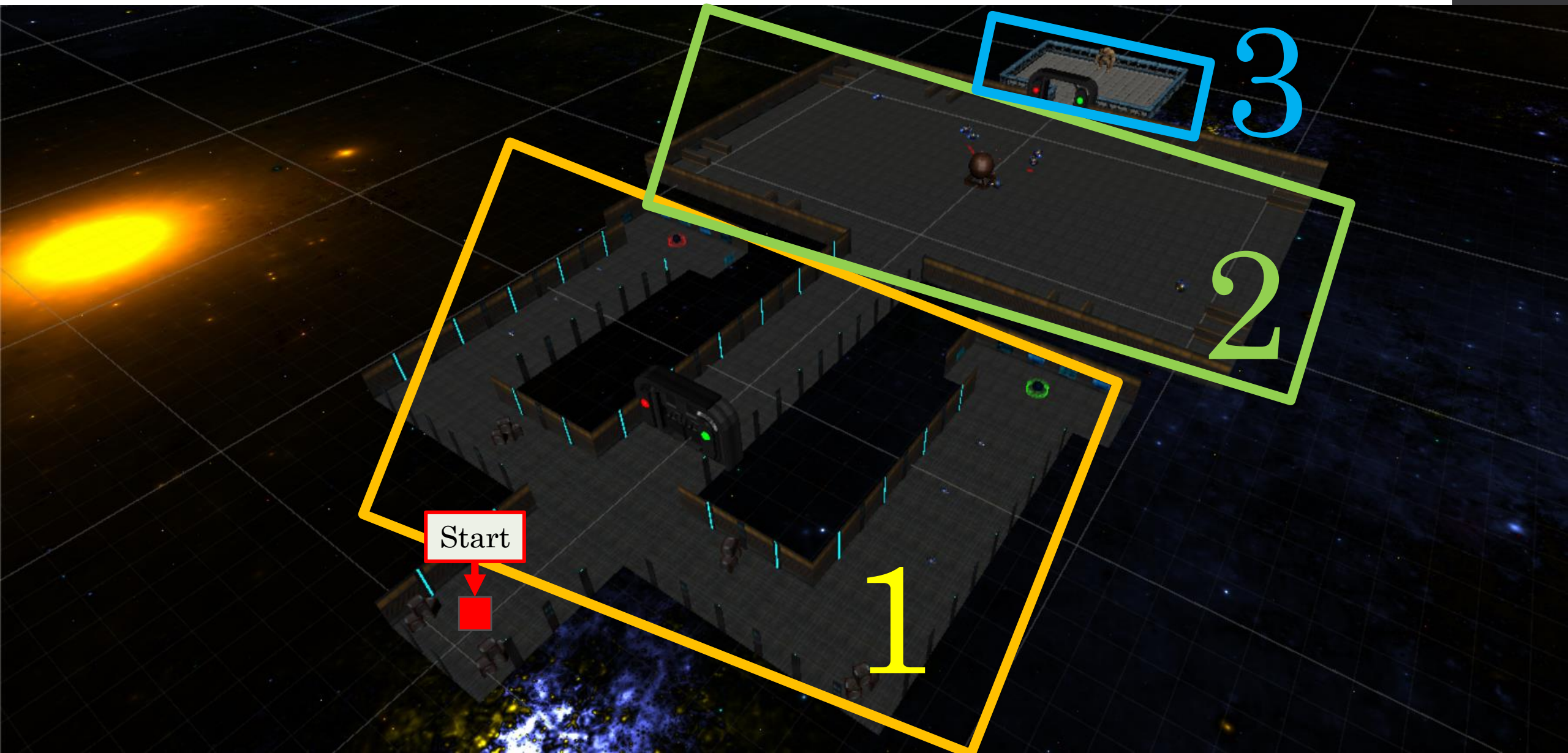
Floor
Plan

Enemies

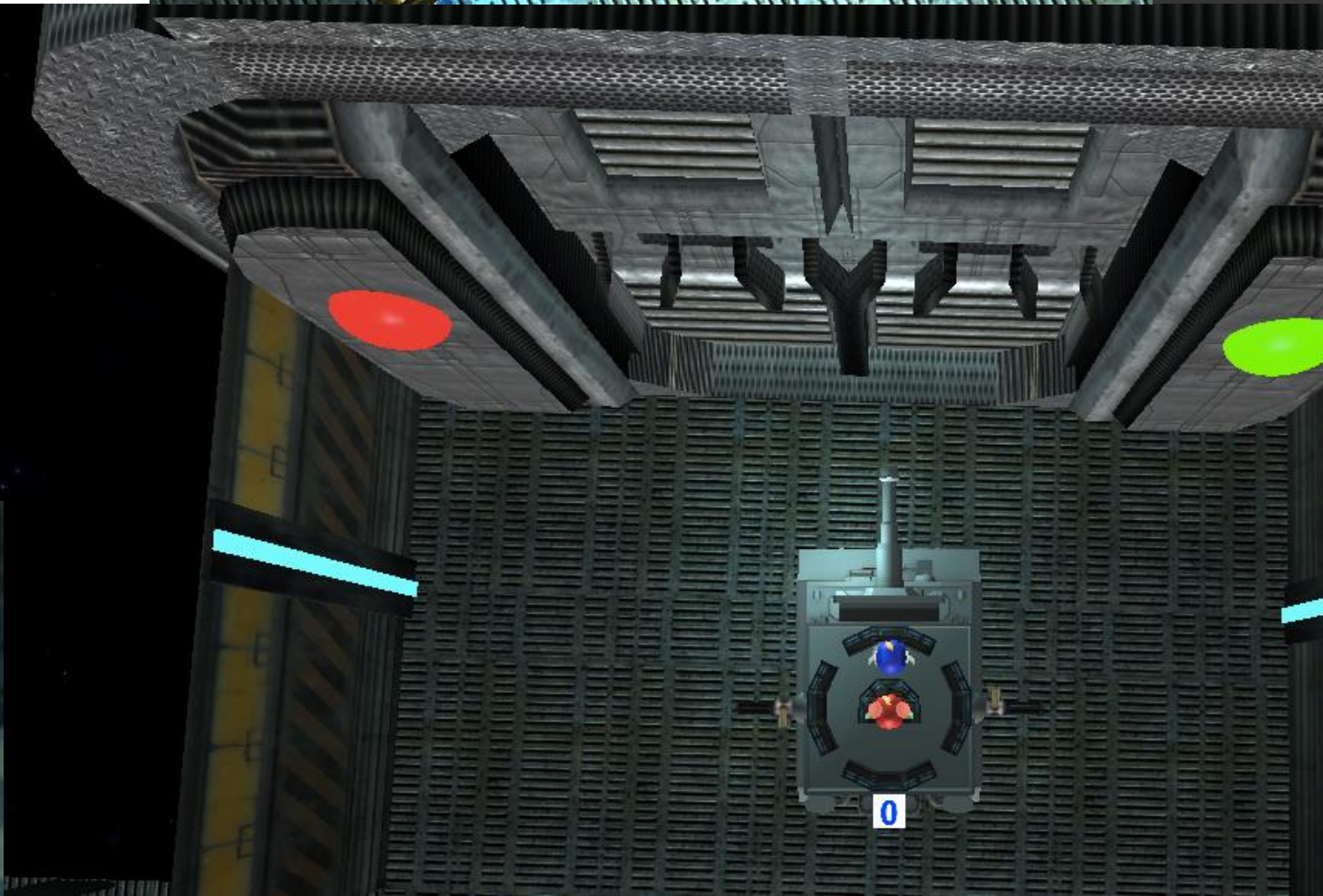
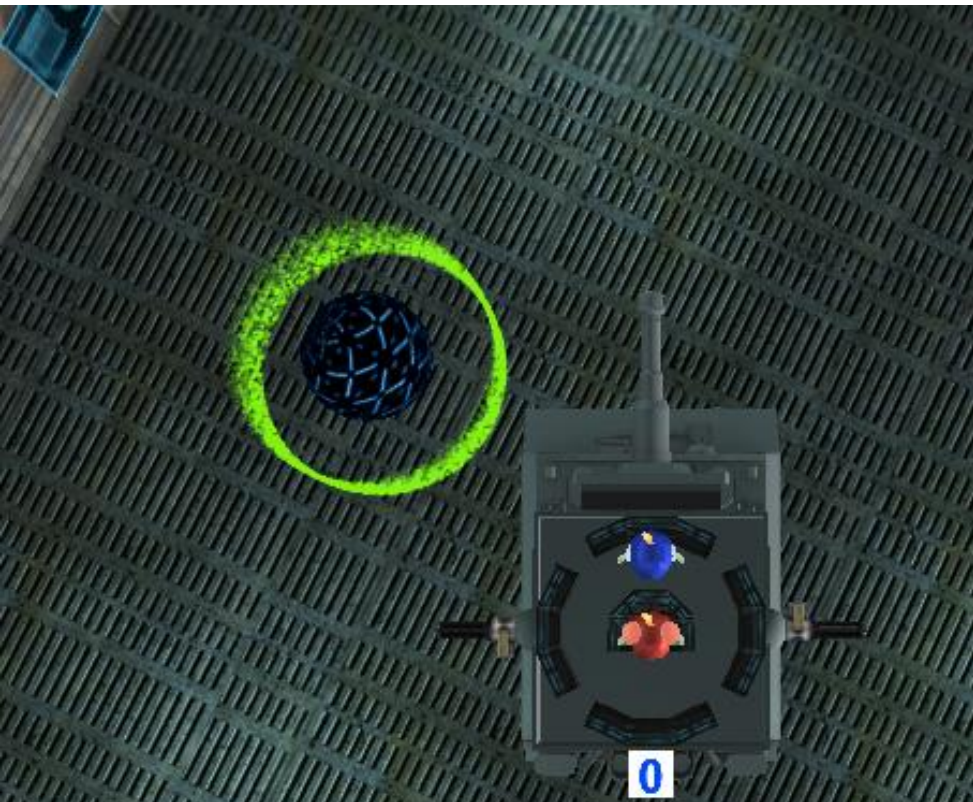
Game
Play

100%

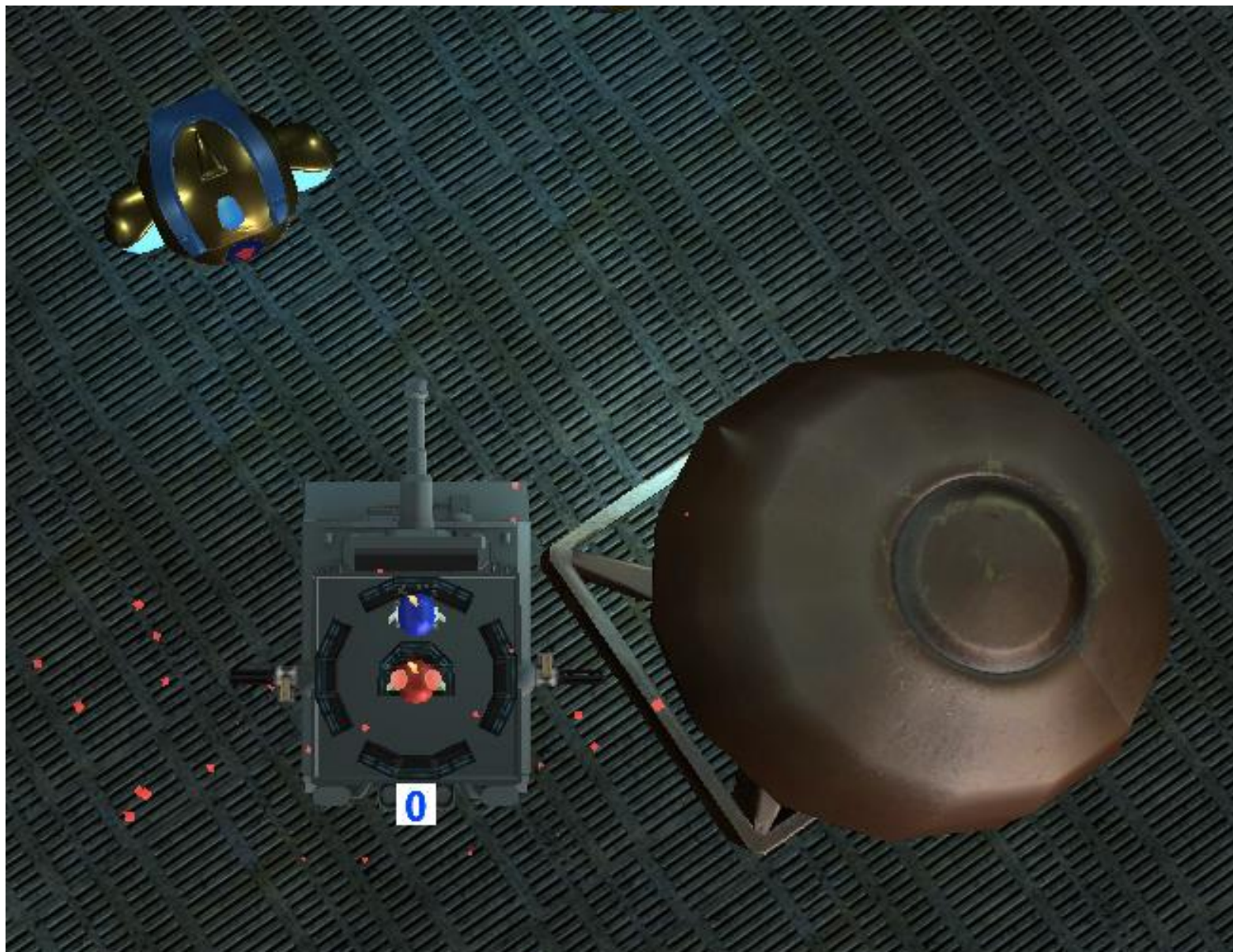
Level 3



Level 3 – Stage 1



Level 3 – Stage 2



Level 3 – Stage 3

