

Leonie Toulzat

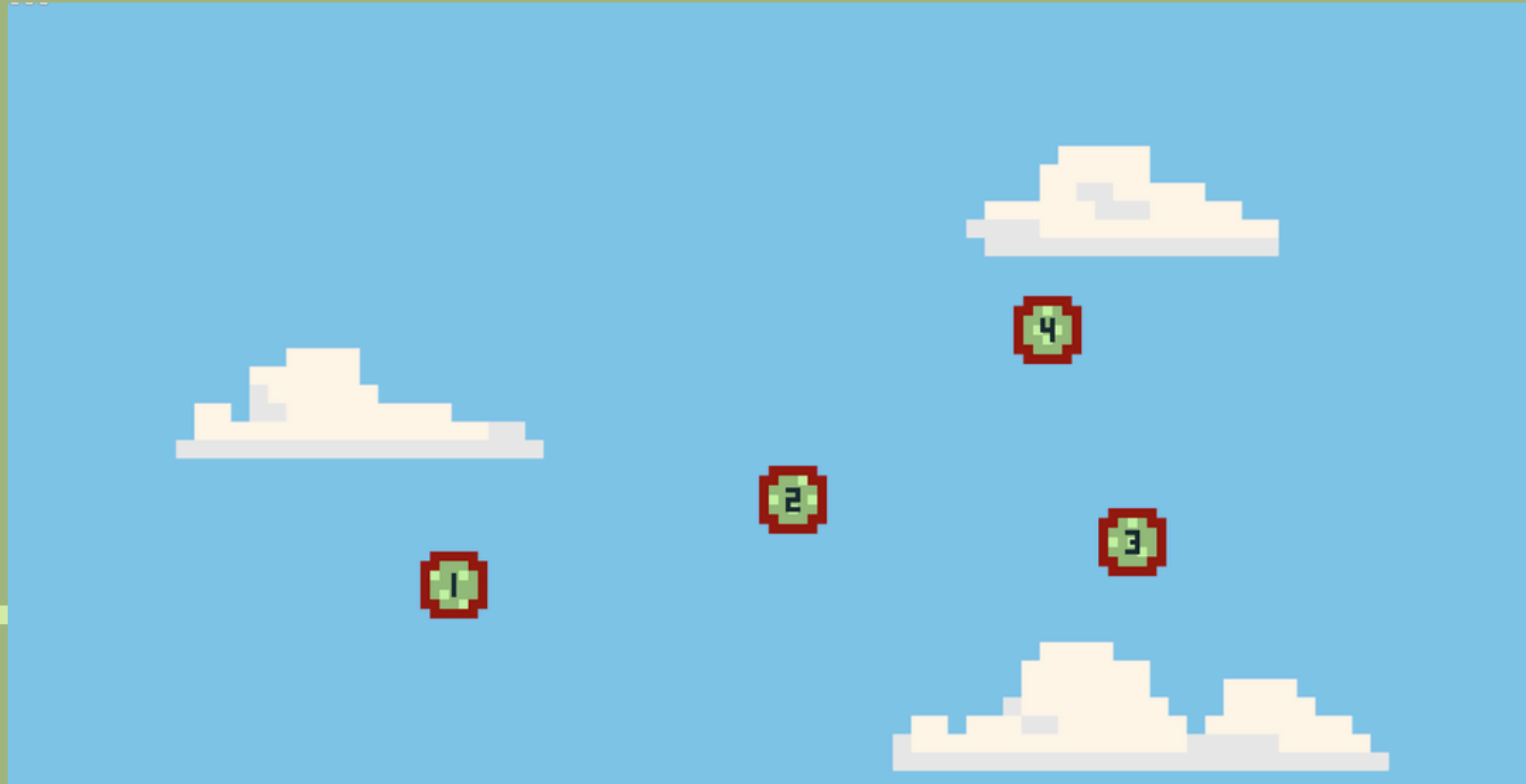


# MINIGAMES



# Reminder of the concept

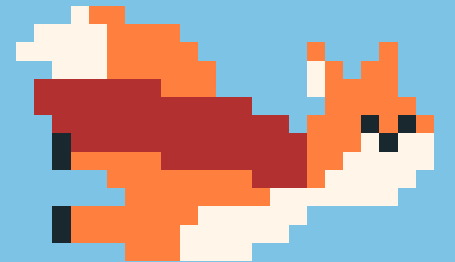
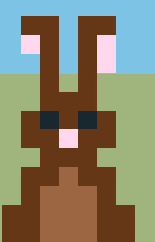
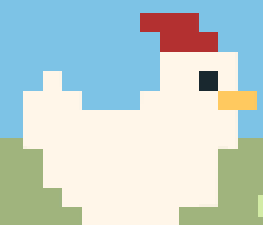
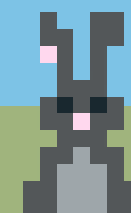
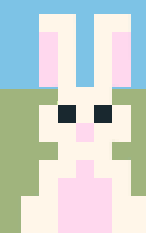
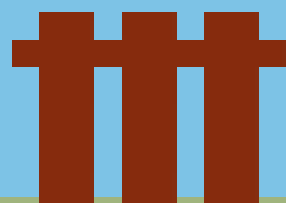
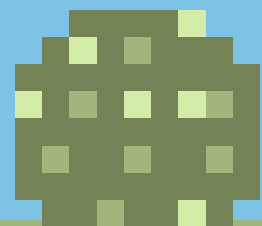
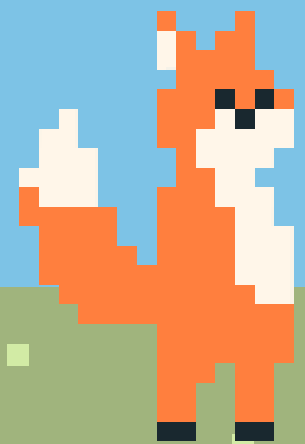
A series of arcade-style games (classic games that everyone knows), each game unlocked when the previous one is completed.



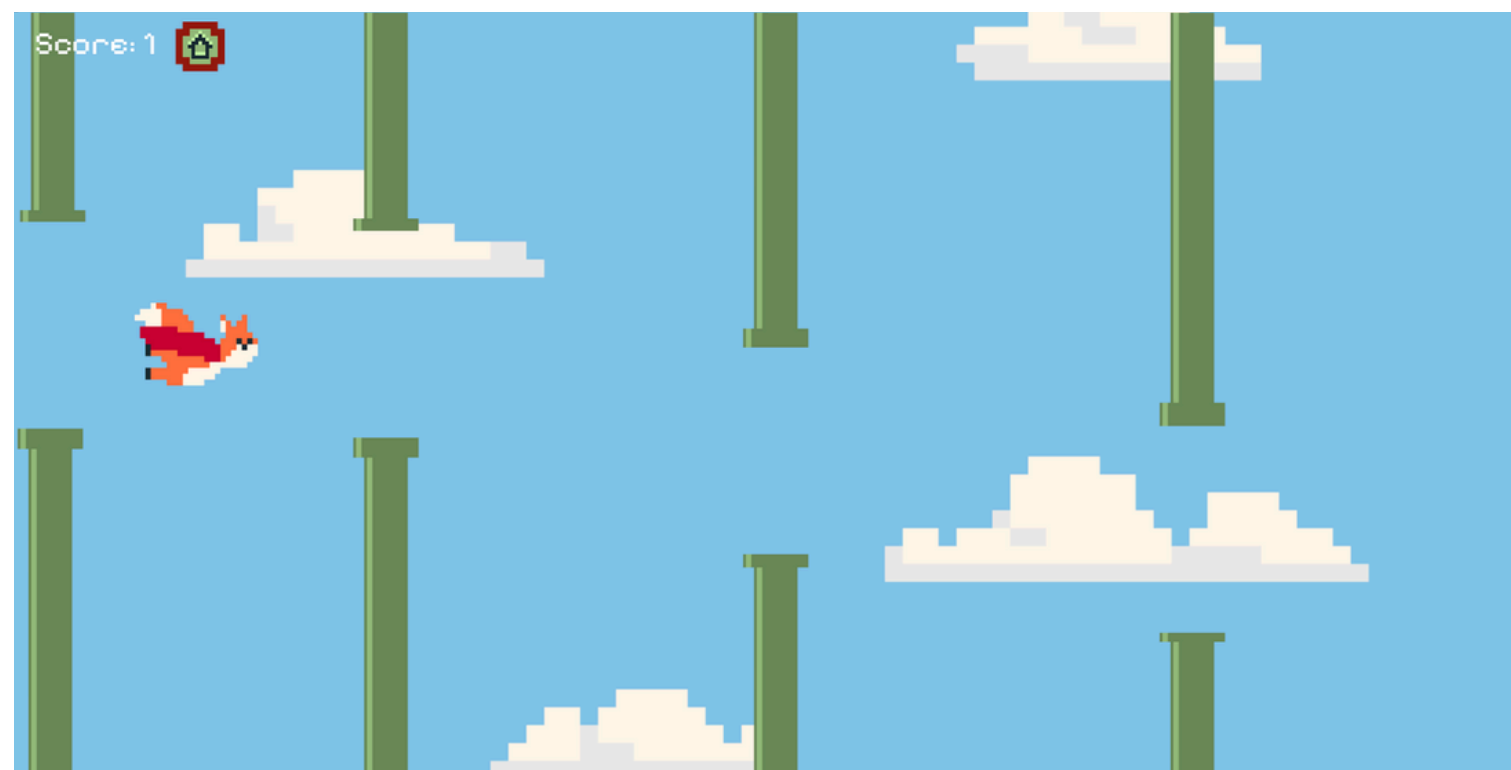
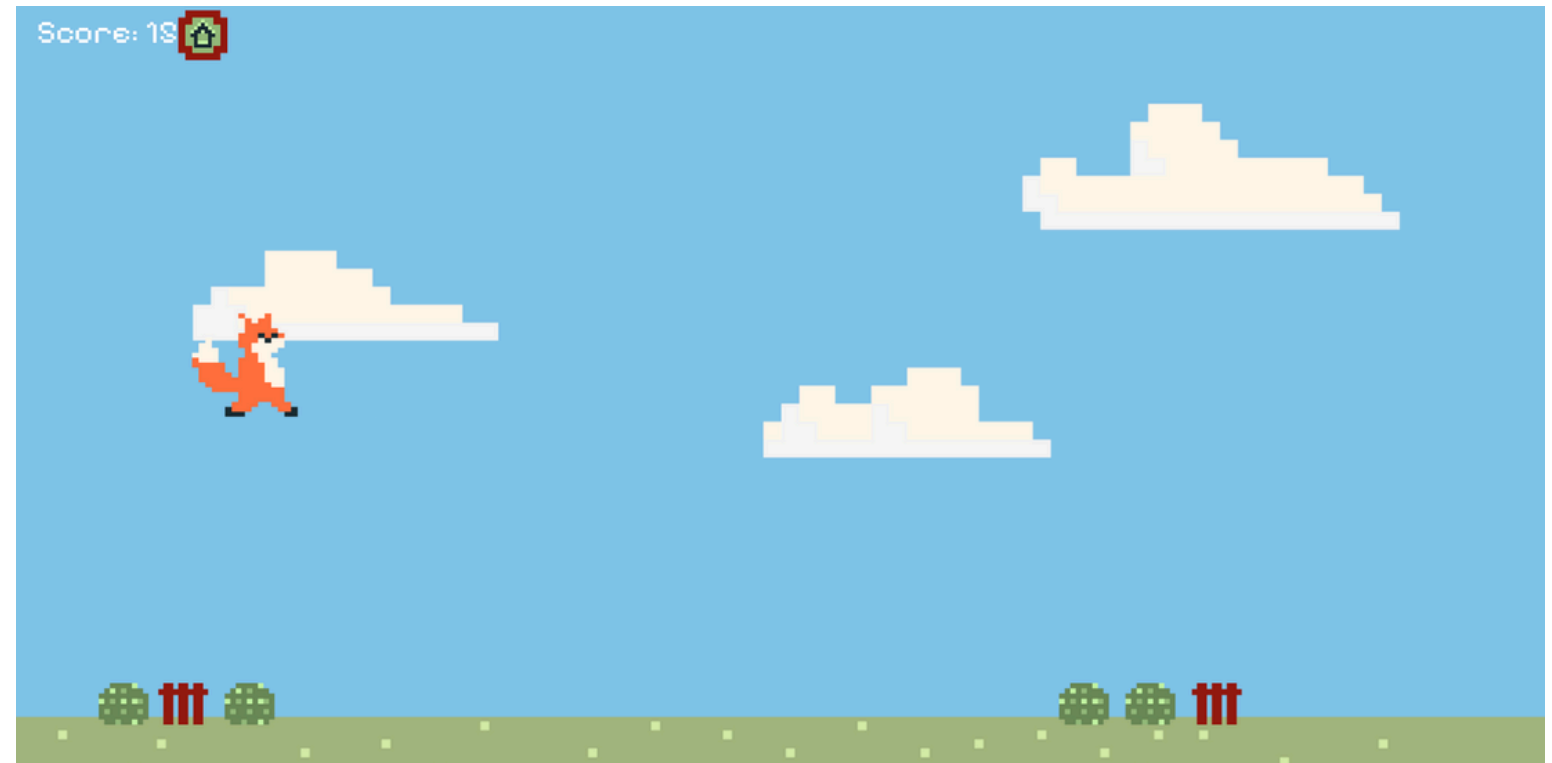
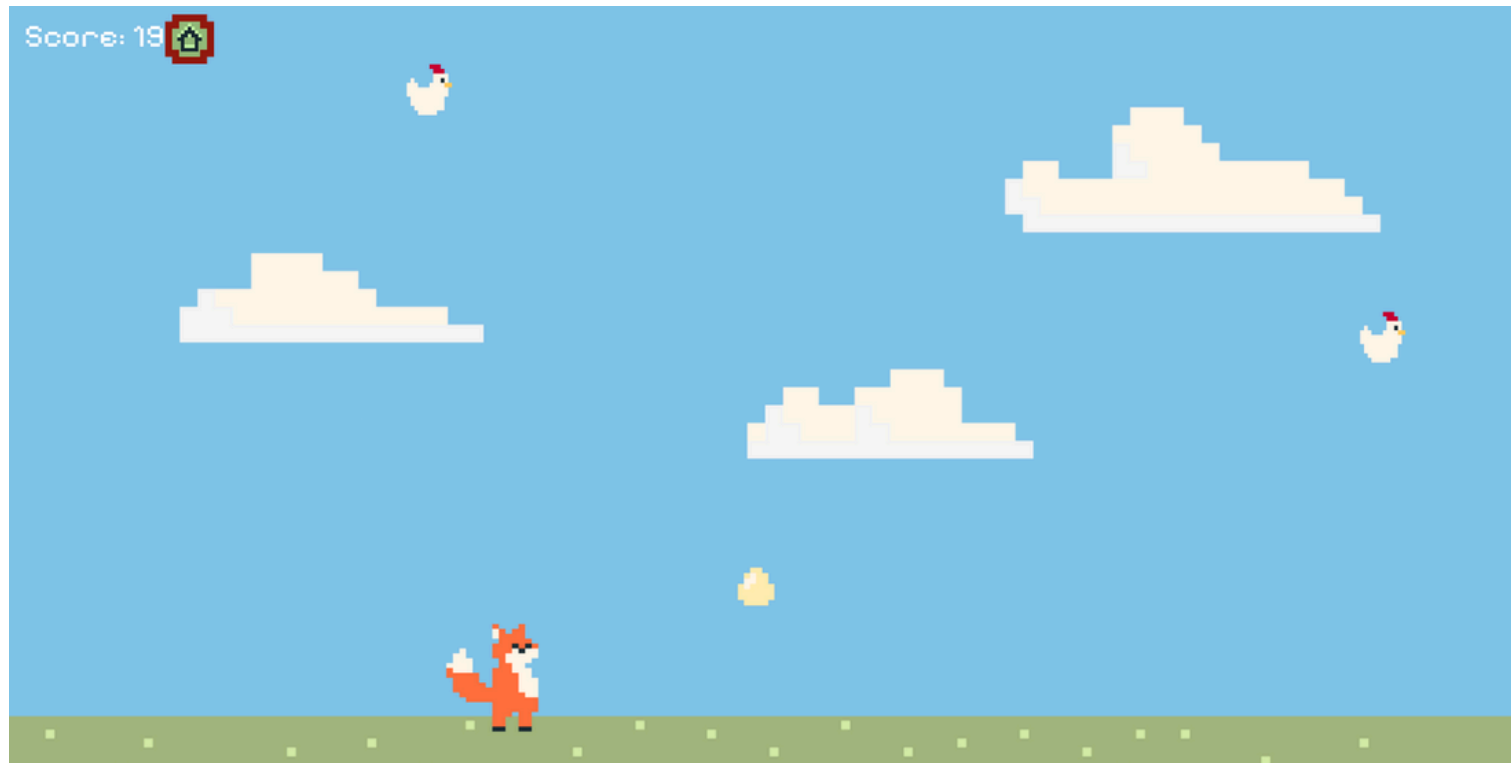
This is what the welcome page looks like for now. I still need to add more games. On this page will also be the display of the scores.

# Advancement

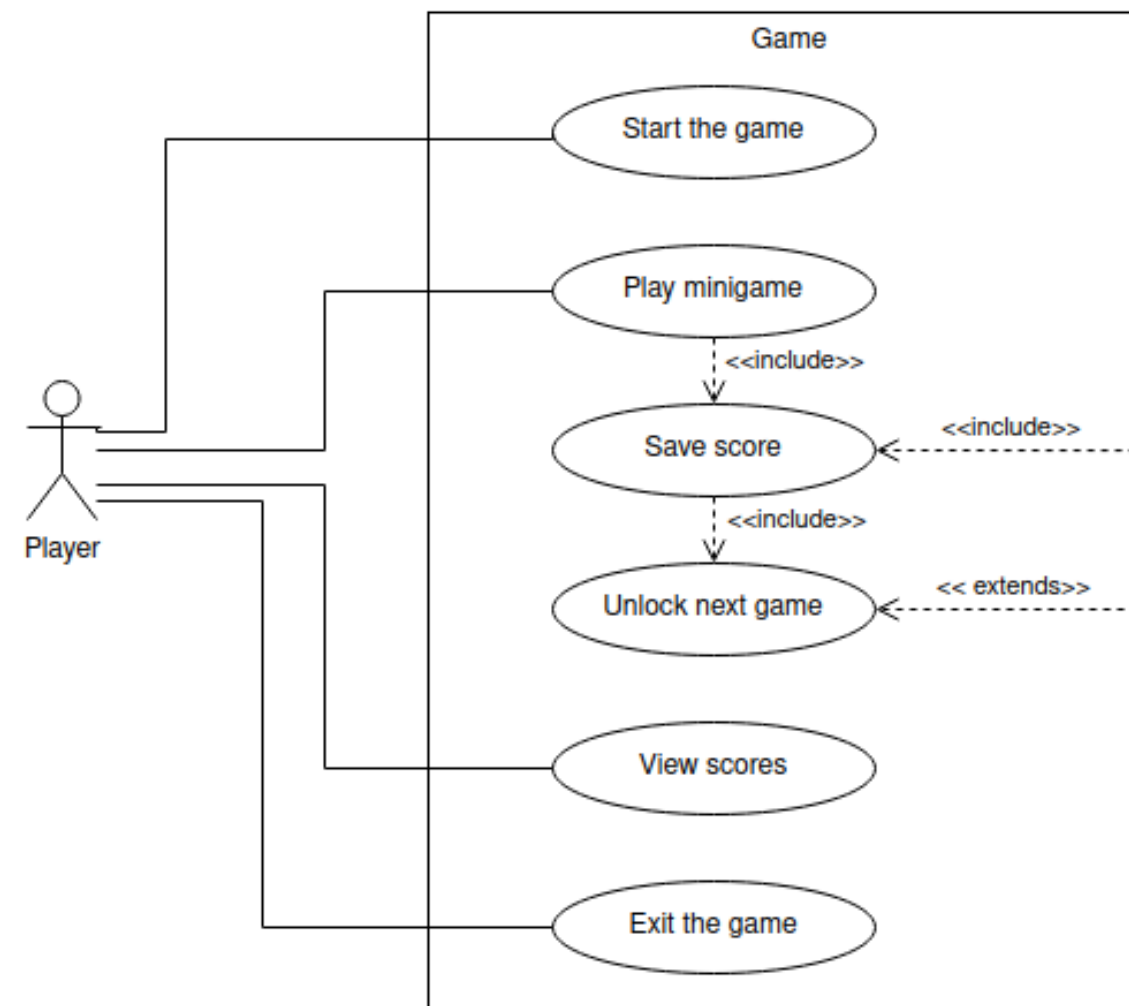
I wanted to use a character that would be the main actor of each game. I chose a fox because it is the symbol of my home university, so I decided to build the whole game around that fox. I created the backgrounds and other characters and objects to be used in the games, as well as different positions for the fox depending on what it needs to do.



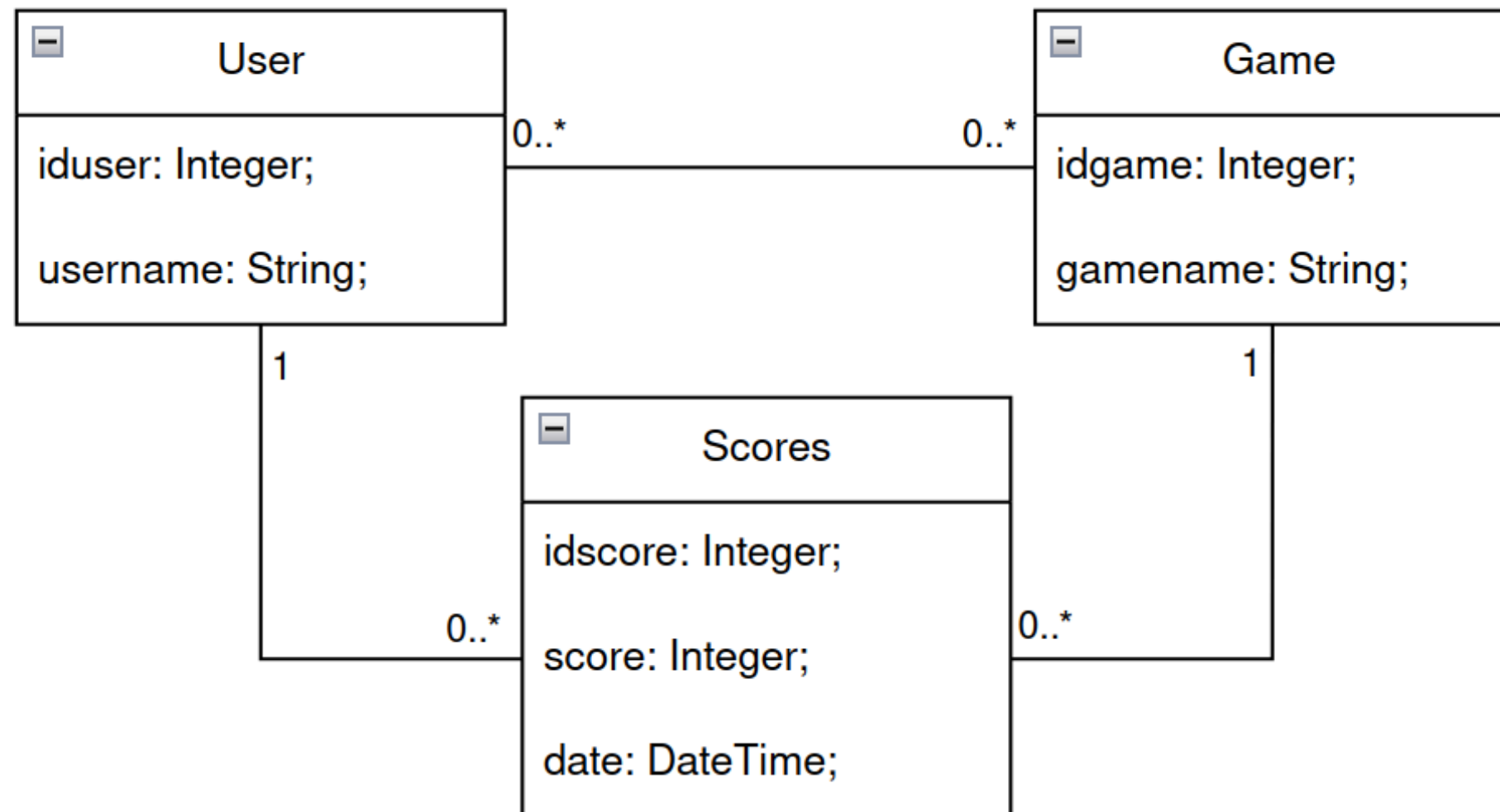
# Screenshots of the 4 games finished



# Use case diagram



# Database diagram



# Deployment diagram

