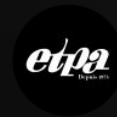


# Hell in other Words

# SOMMAIRE



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- **Éléments utilisés**
- **Gameplay**
- **Tétrade**
- **Level Design**
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# Synopsis et Game Concept

Âme

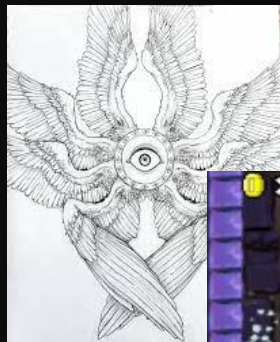
5 Étapes du Deuil

Saut | Double saut

Niveaux verticaux

Chaque niveau a un élément propre (Level Design)

# Recherches Graphiques



# Éléments utilisés



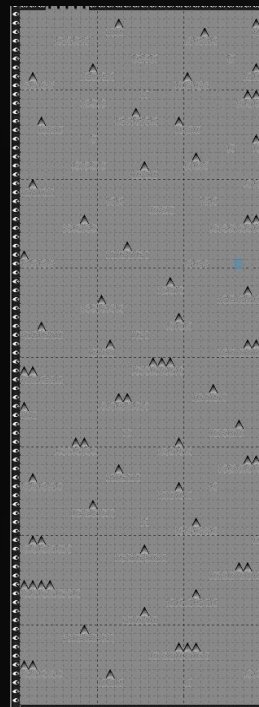
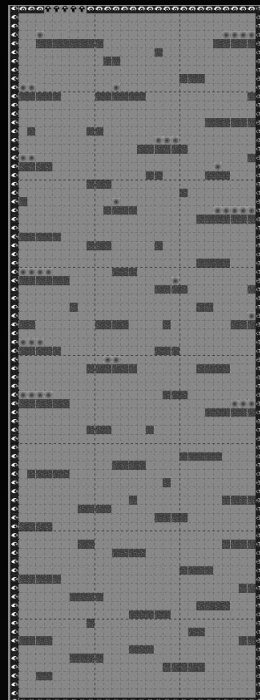
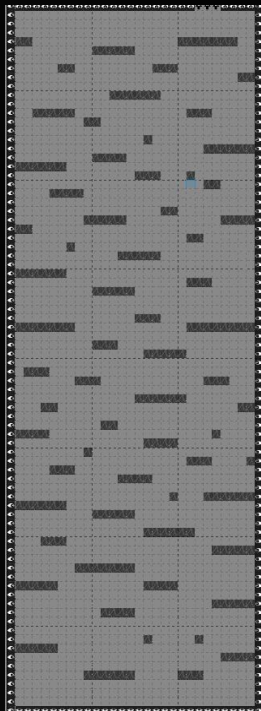
# Gameplay

- Saut
- Double saut
- Déplacement latéraux
- Fast-Fall

# Tétrade

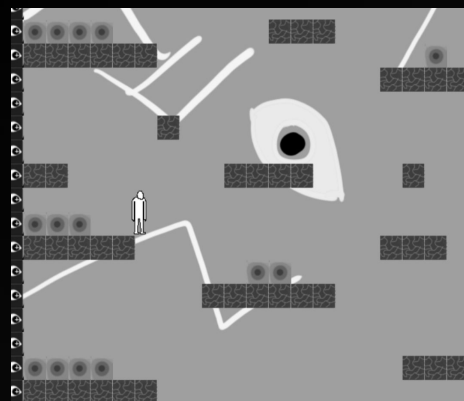
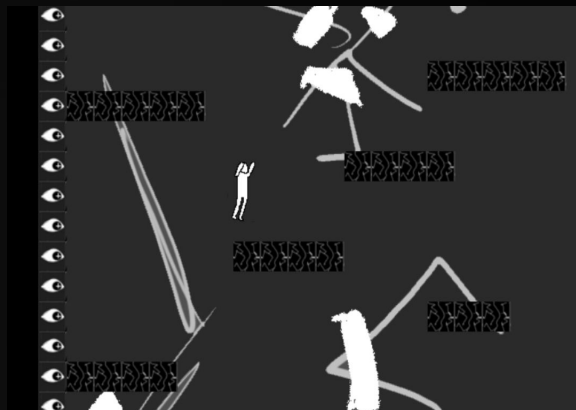
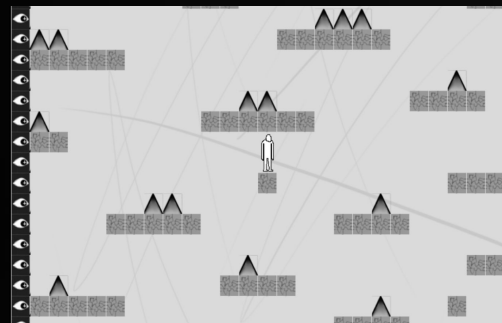
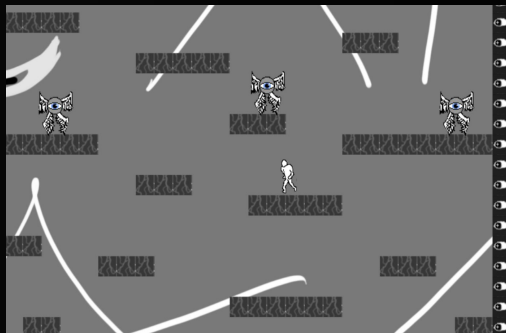
- Technologie : Ordinateur – Clavier
- Mécaniques : Saut – Double saut
- Storytelling : Âme – Dieux – Deuil
- Esthétique : Sombre – N&B

# Level Design





# Captures d'Écran



**Merci de votre  
écoute**