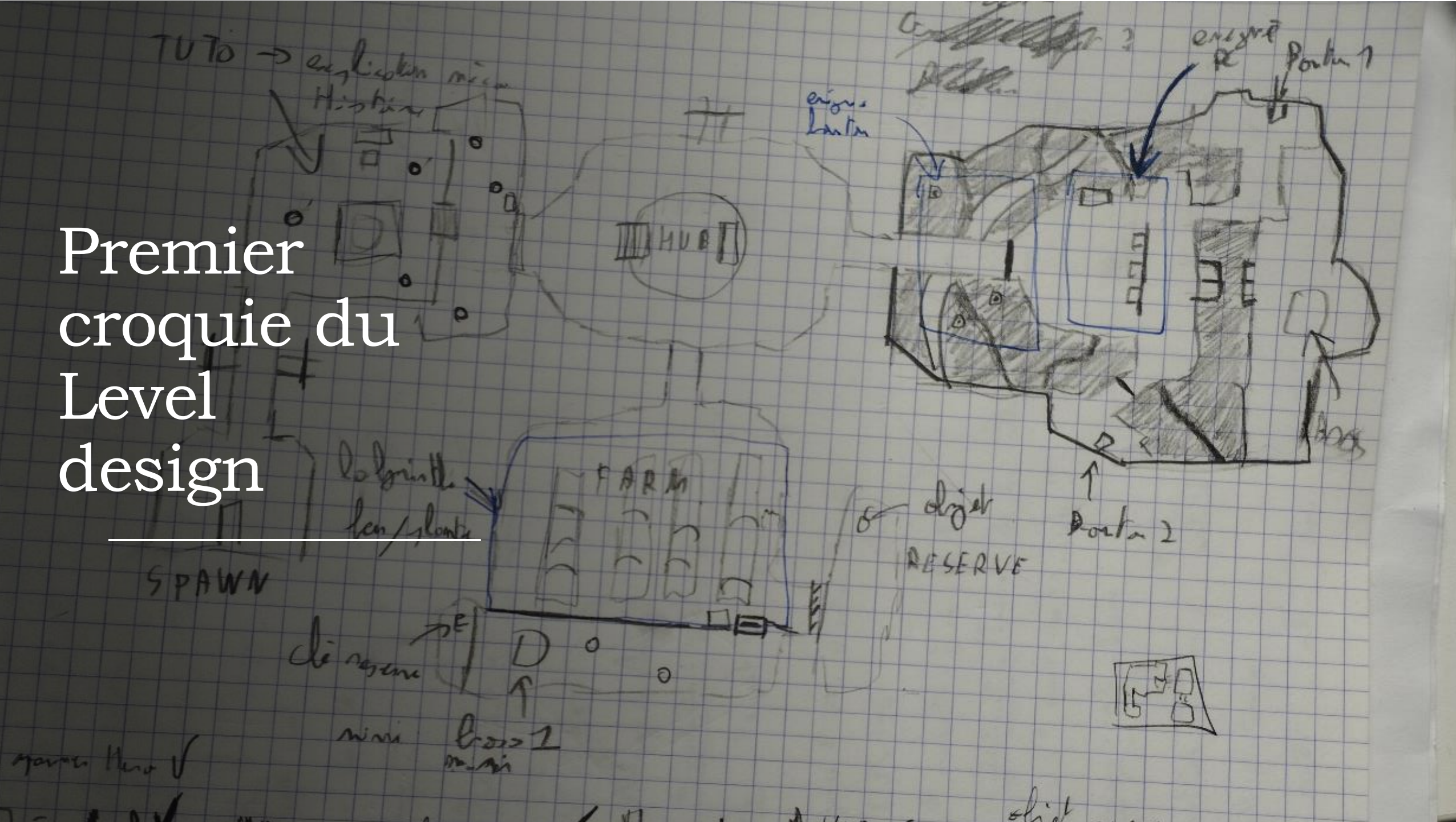


# STATION INVASION

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# Premier croquis du Level design



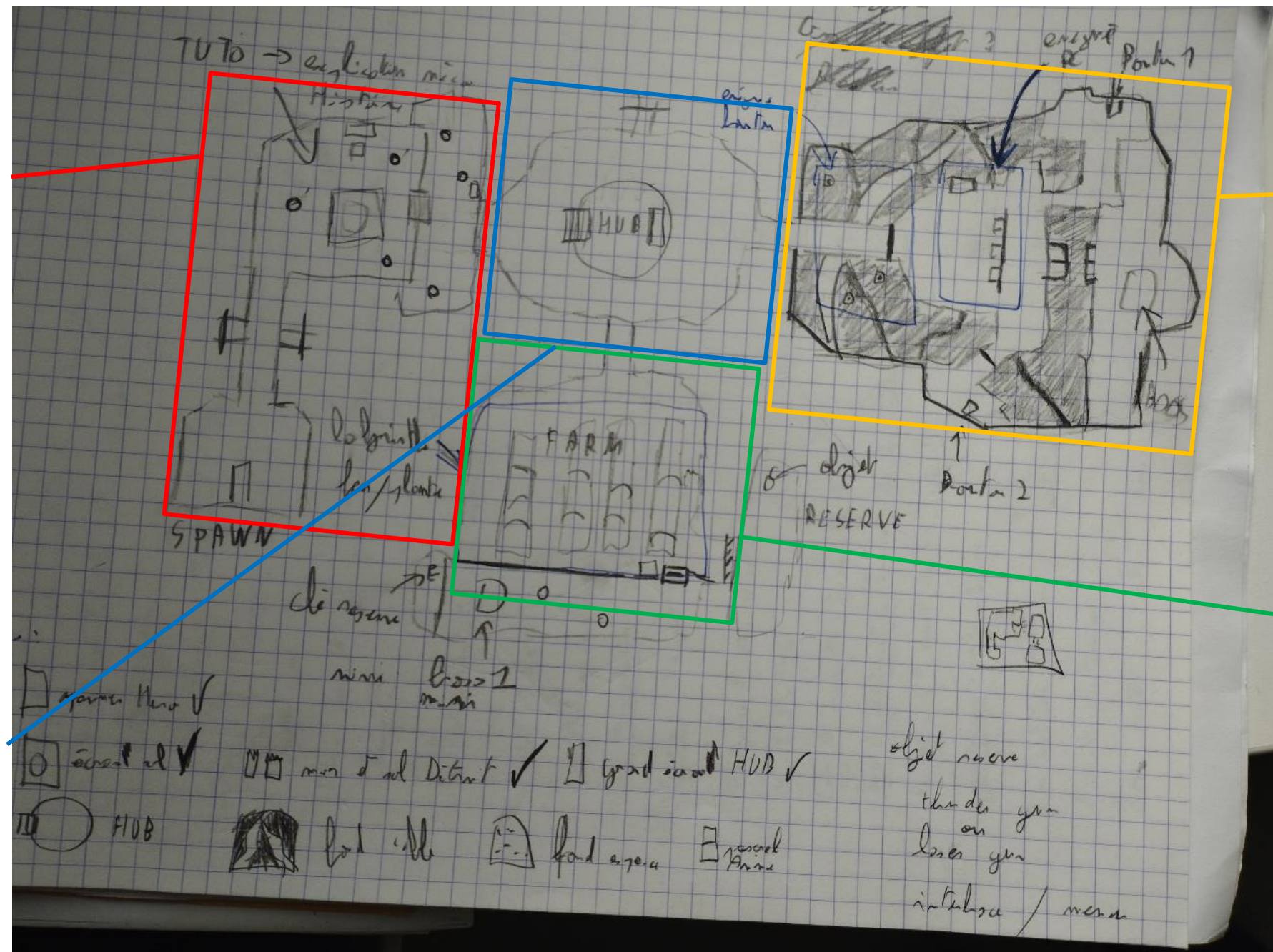


Zone 1 : spawn  
+ zone  
de découverte

Zone 3 :  
énigme + Boss

Zone 1 :  
labyrinthe +  
nouvelle  
mécanique

Hub









Zone 1 :  
exploration

HUB

Zone finale

Zone 2 :  
labyrinthe

Lien in game

