Support plan

UNUNUNIUM
"Homes for lost souls"

15 juin 2024

1 Project presentation - 2min

— Accuracy of subject - Célia Bocage
— Introducing the members and their roles - Valentin Brault

2 Presentation of individual tasks - 10min

— Gameplay - Lucas Bernardeau
— Game design - Guillaume Julia
— Graphics - Célia Bocage
— Menus - Célia Bocage
— Artificial Intelligence - Valentin Brault
— Multiplayer - Marius Vanhaesebroucke
— Network - Marius Vanhaesebroucke
— Music - Guillaume Julia
— Website - Lucas Bernardeau

3 Conclusion - 3min

— Project summary - Lucas Bernardeau & Marius Vanhaesebroucke
— Demonstration - All the team