

Integrated Project 1
Group 6



Nadine Hazel Parcon

Courtney Healy

Riccardo Testa

Adam Hood

Nestor Medina De Armas

Lauren Amanda Findlay

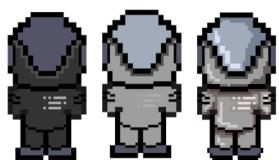
CHARACTERS

Main Character

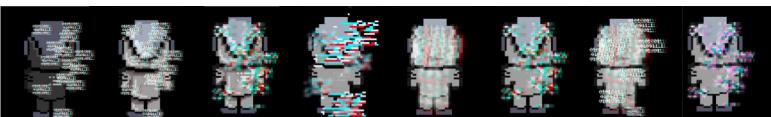
By Courtney Healy



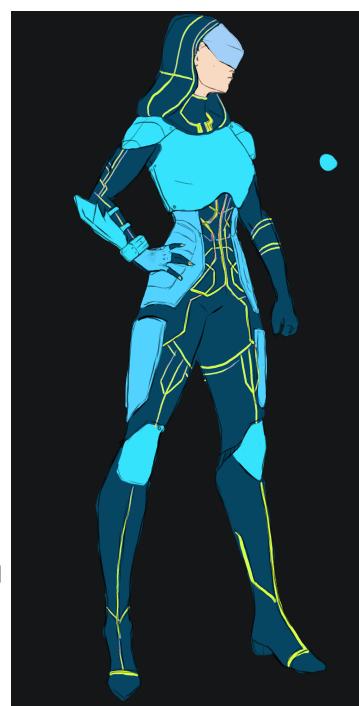
Proposed Character Designs



By Nadine Hazel Parcon



Character design for

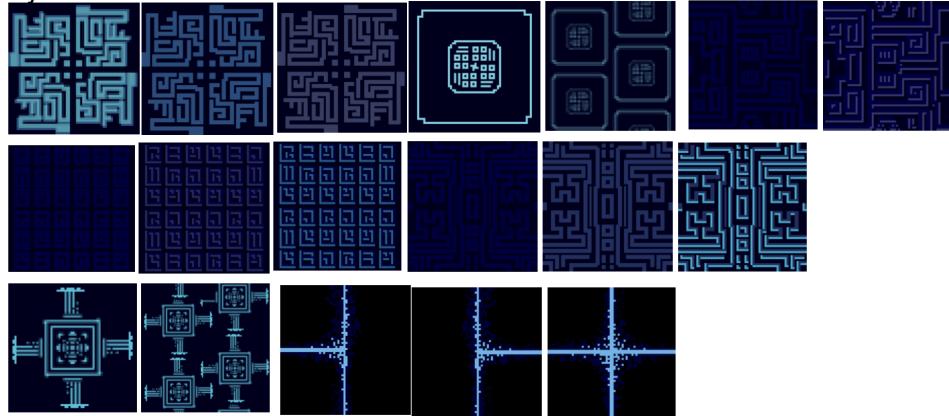


By Courtney Healy

BACKGROUND/TILES

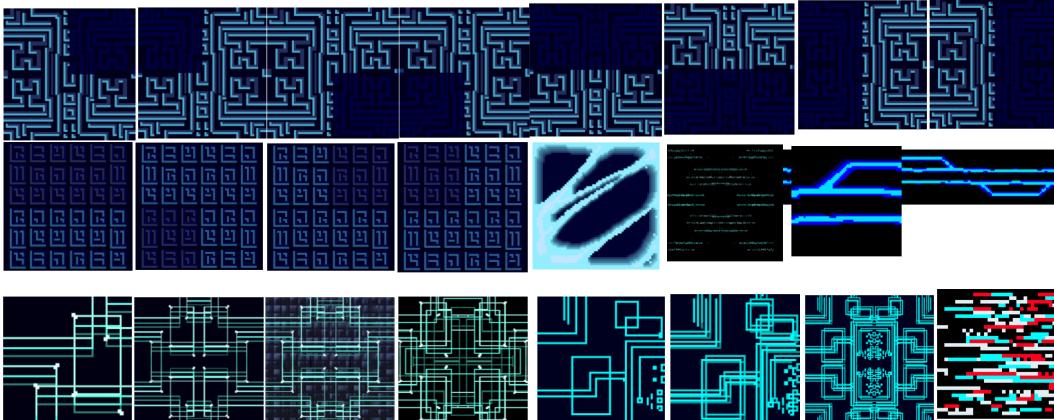
Tiles used in the final game

By Nadine Hazel Parcon

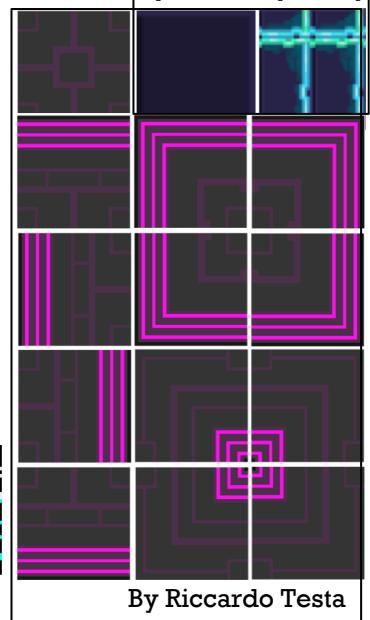


Other tile designs

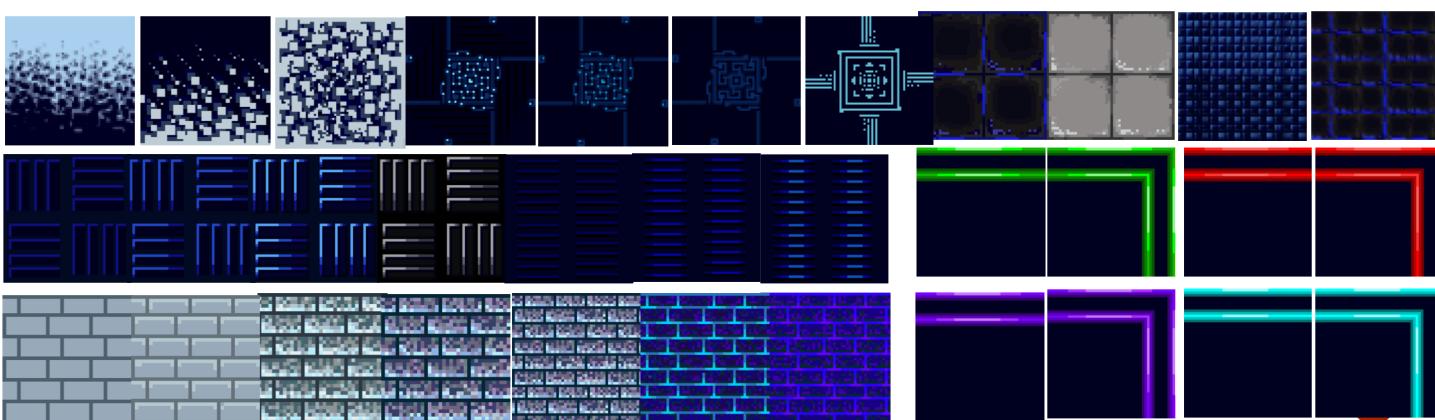
By Nadine Hazel Parcon



By Courtney Healy



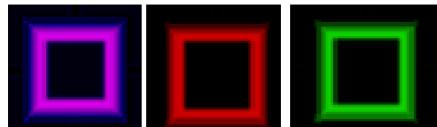
By Riccardo Testa



ITEMS

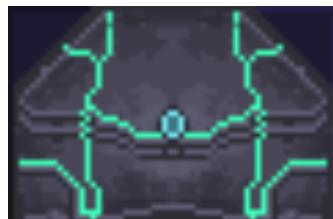
Doors/Portals

Chosen door designs

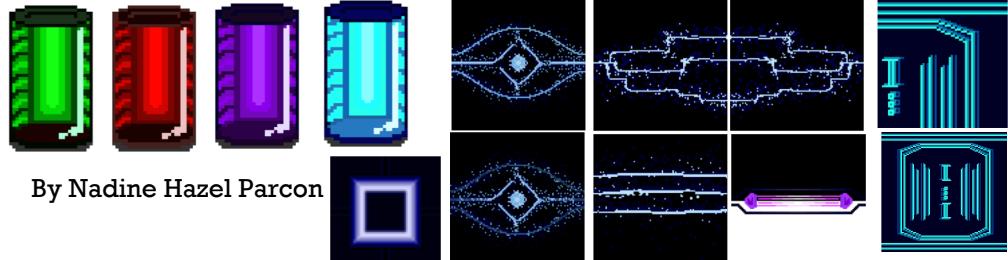


By Nadine Hazel Parcon

Other door designs



By Courtney Healy



By Nadine Hazel Parcon

Projectiles

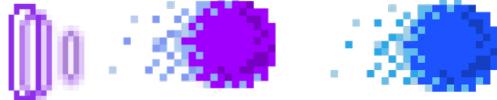
Chosen design for projectiles

By Courtney Healy



Initial designs for projectiles

By Nadine Hazel Parcon

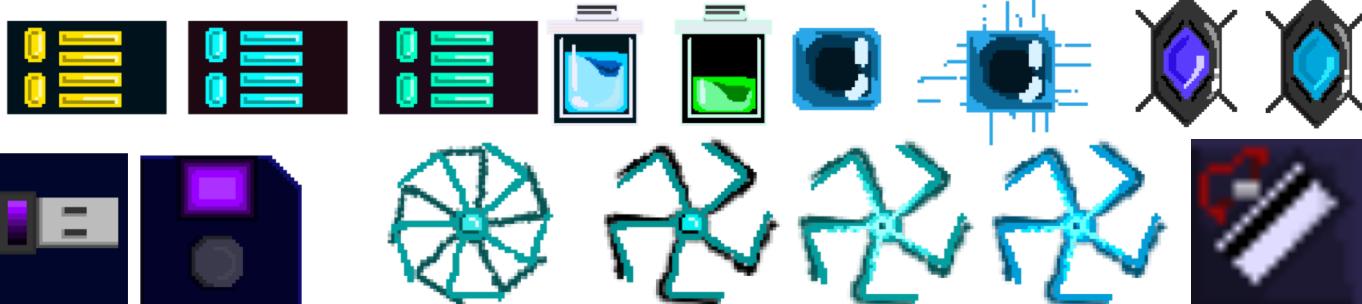


By Courtney Healy



Designs for Collectables

By Nadine Hazel Parcon



By Courtney Healy

ENEMIES

Chosen Enemy Designs

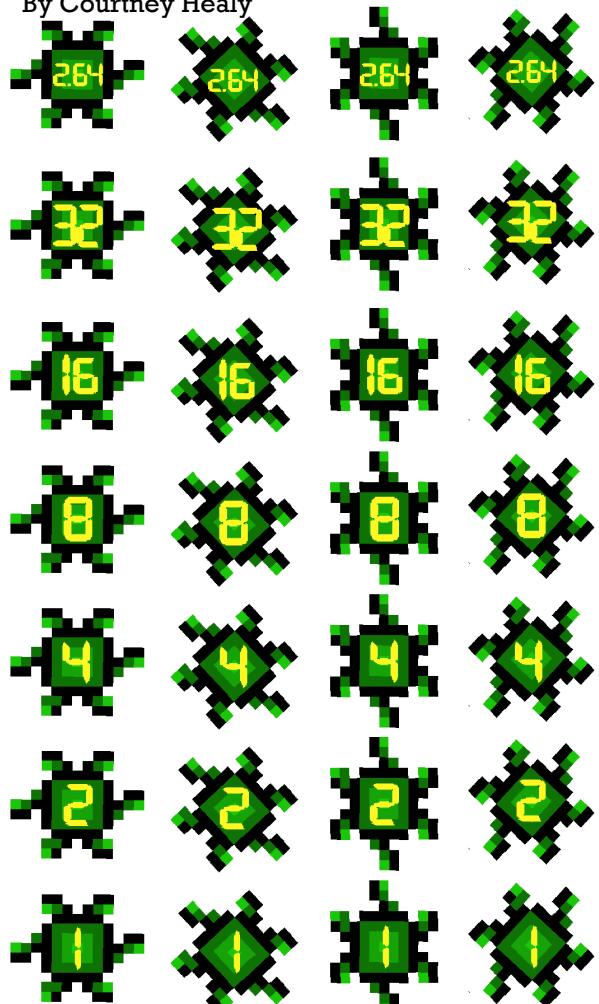
The Chaser

By Riccardo Testa



The Splitter

By Courtney Healy



Other enemy designs

By Riccardo Testa



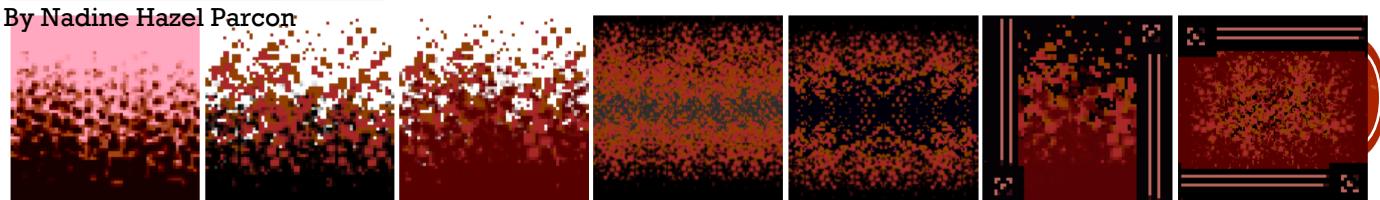
Firewall Designs

Enemy Spawner

By Courtney Healy



By Nadine Hazel Parcon



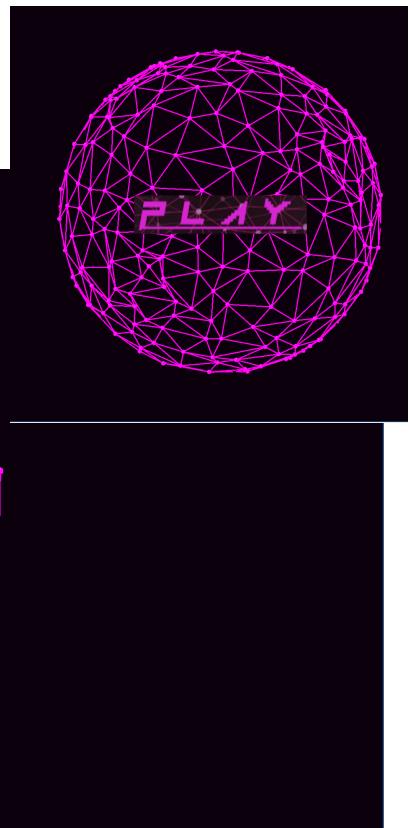
Fireballer character design



By Nadine Hazel Parcon

GUI

Moving Icosphere design made by Riccardo Testa



Initial Design for User Interface

By Nadine Hazel Parcon



W - UP
A - LEFT
S - DOWN
D - RIGHT
 - SHOOT

W - UP
A - LEFT
S - DOWN
D - RIGHT
 - SHOOT

PAUSE
RESUME
OPTIONS
QUIT



SCREENSHOTS

