

Projet
Sidescroller
2D-prog -

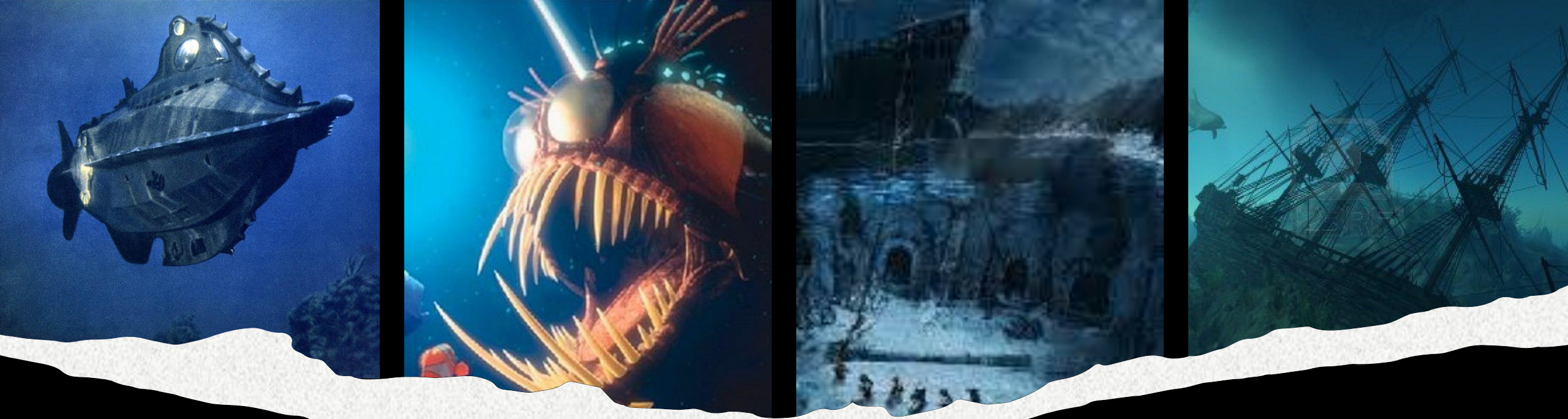
Beyond The Seas

SALMON Sébastien
JV1B



The background is a vertical composition. The top half shows a realistic underwater scene with blue water and light rays filtering down from the surface. A horizontal black line separates this from the bottom half, which is a dark, stylized illustration of a rocky seabed with a small light source. A vertical, torn-paper-like white line runs down the center, separating the illustrations from a solid black area on the right.

Thème des Abysses

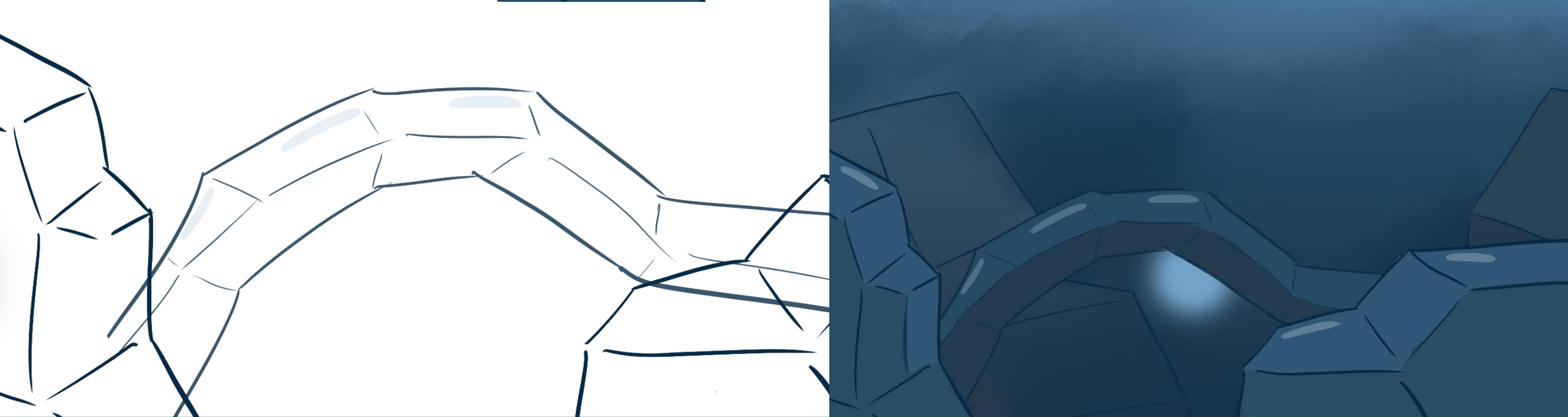
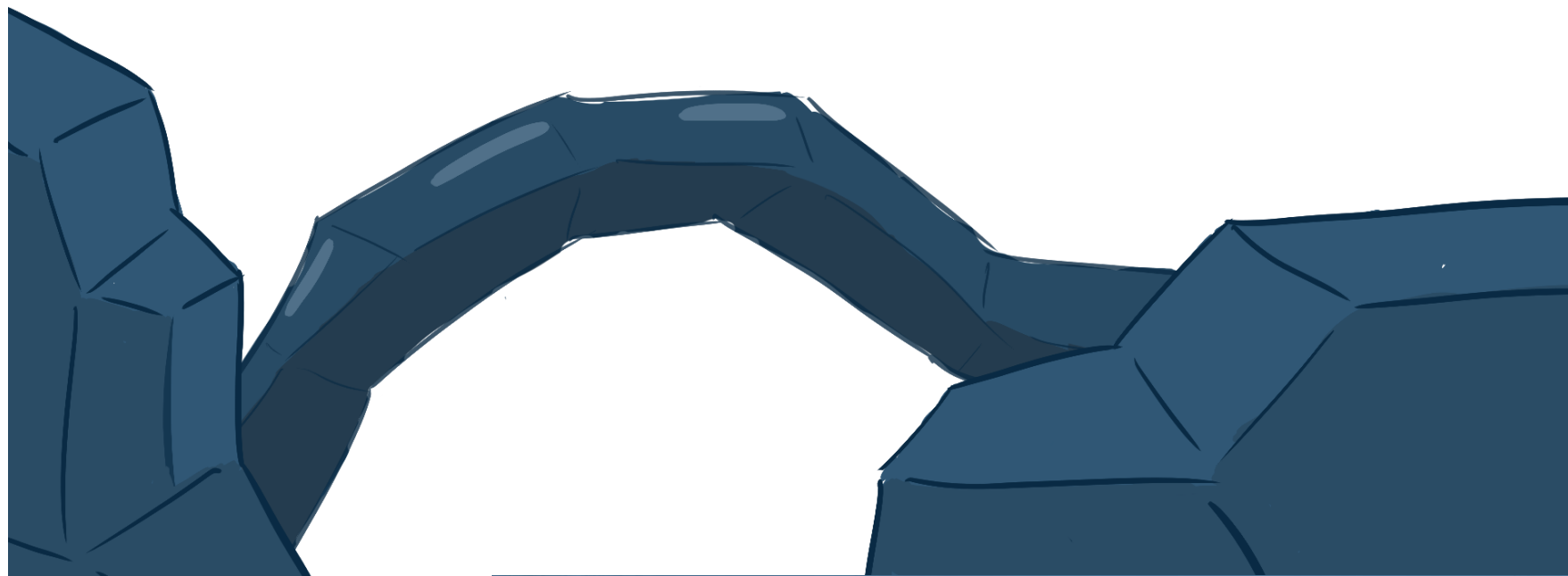


Moodboard

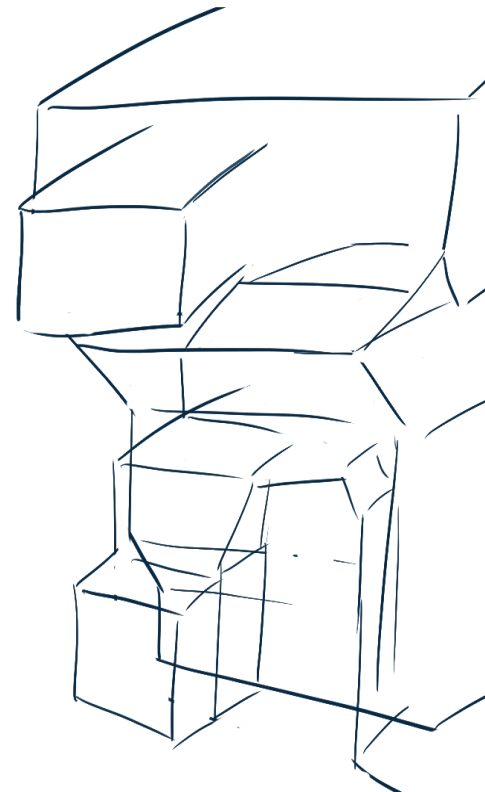
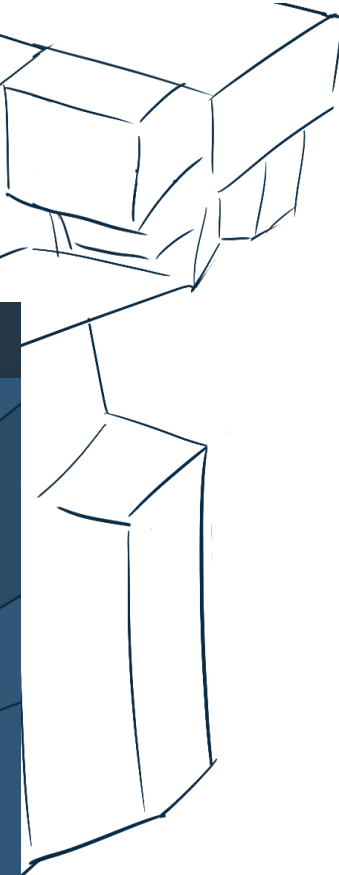
Parmi mes différentes inspirations :

- Pirate des Caraïbes
- 20 Mille lieues sous les mers
- Le Monde de Némó

Backgrounds

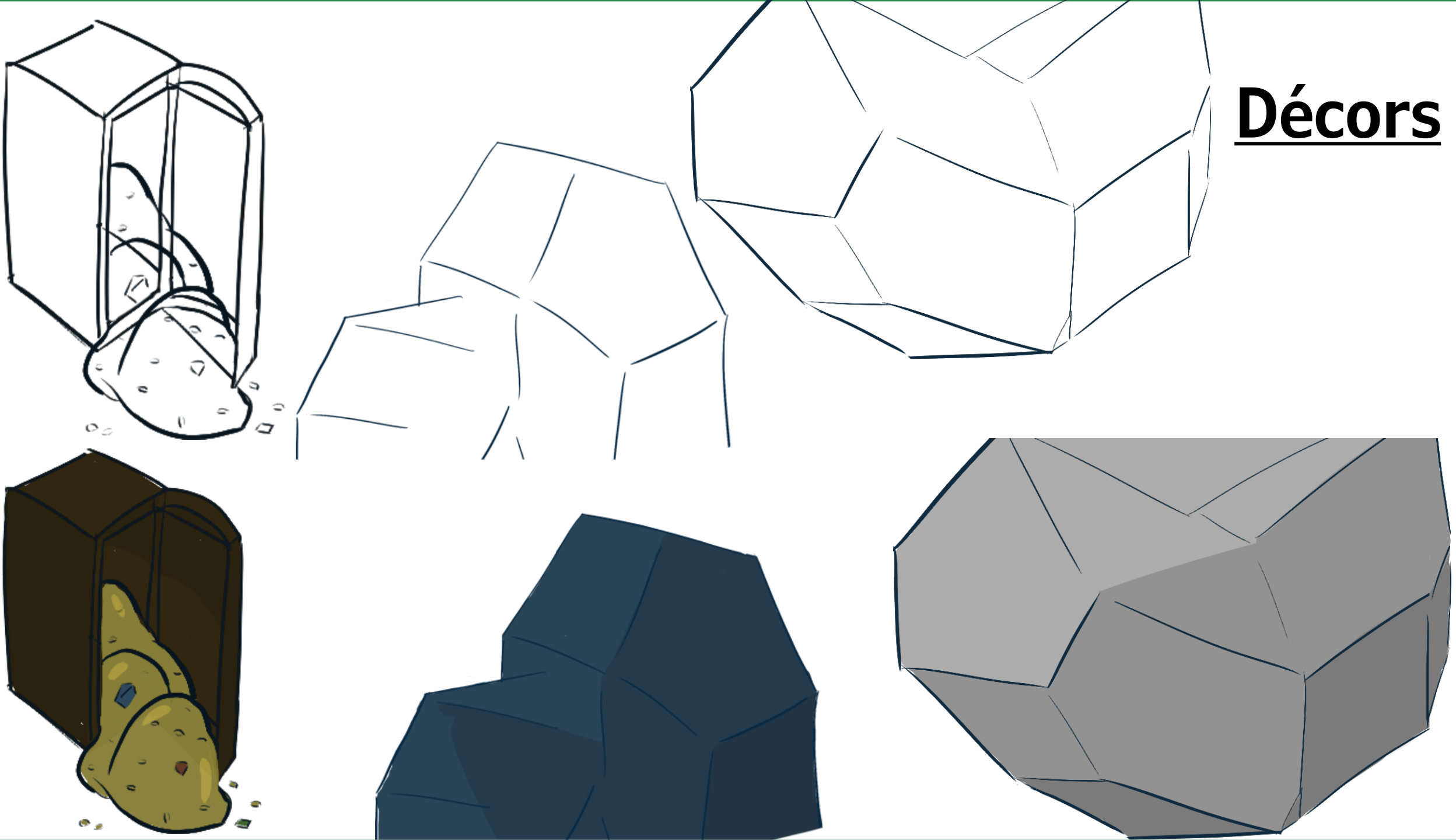


Backgrounds

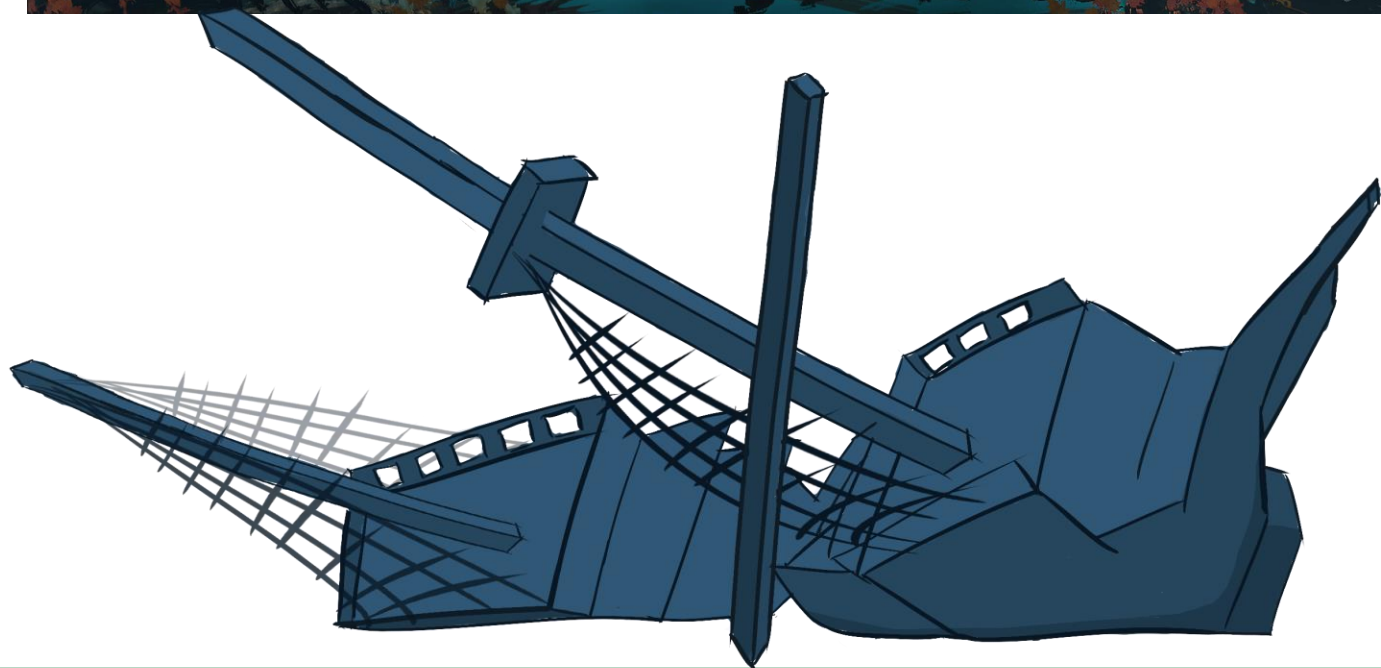
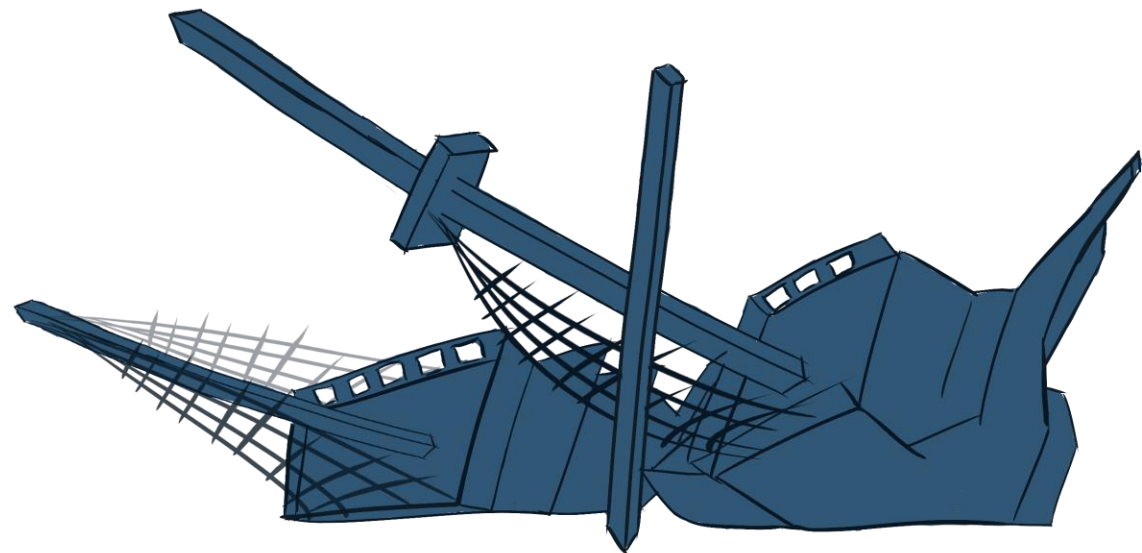
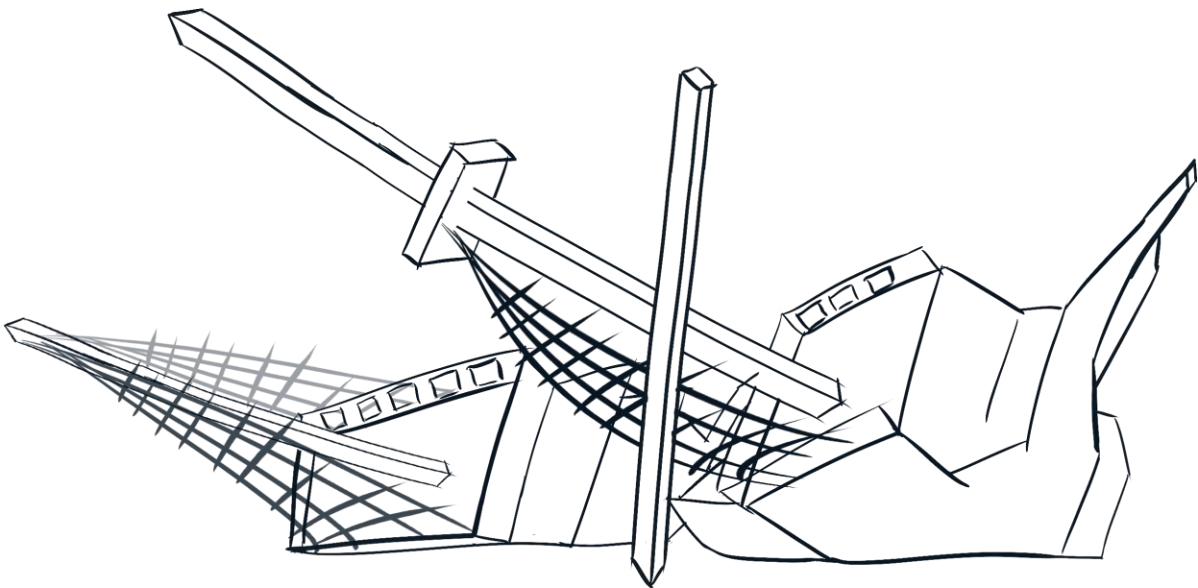


**Line temporaire du 3ème background,
modifié par le 2ème plus tard**

Décors



Décors - Caravelle



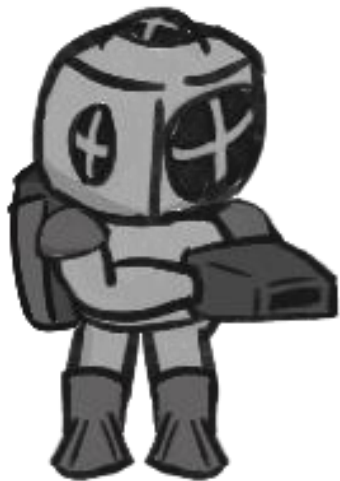
Références :



Base :



Personnage
Jouable



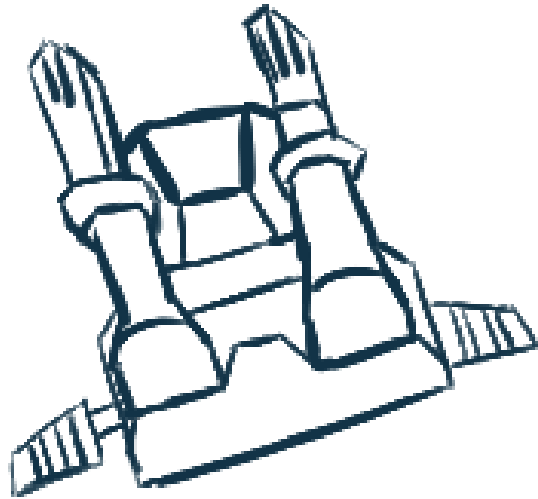
Animations
'idle':



'swimming':



Personnage Arme



Référence :



Torpedo gun (Turok 2)



Animation 360° du Canon à Photons T3 :



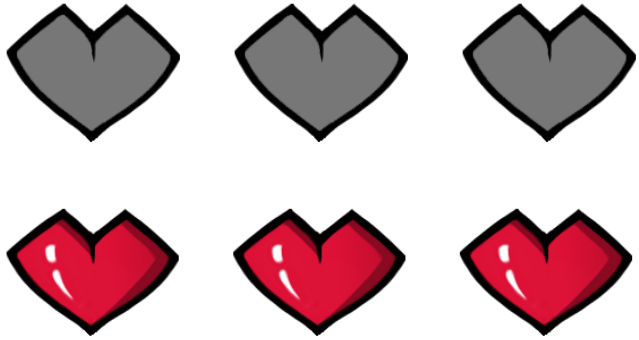
Ennemi :



Animation :



Cœurs de vie :

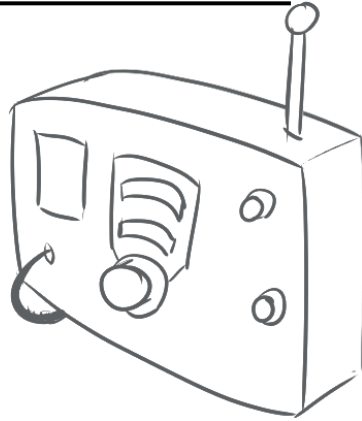


Commandes :

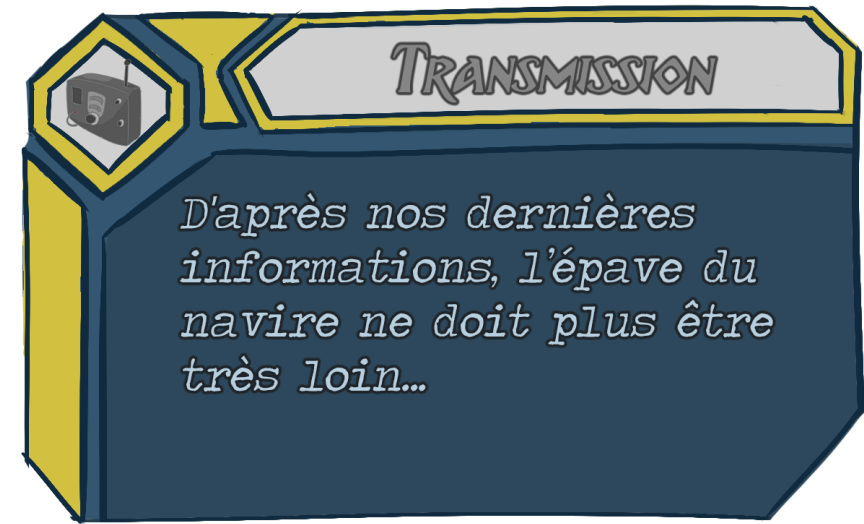
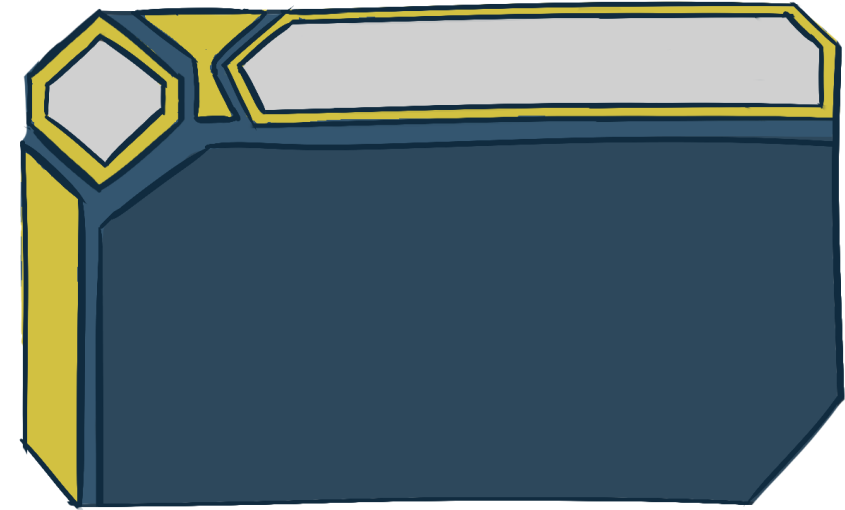


Interface :

Radio :



Information joueur.se :



The background is a dark blue, stylized illustration of an underwater environment. In the lower-left, a diver in a white and grey suit with a cross on the helmet is swimming. To the right, a large, dark, angular structure resembling a sunken ship or a cave entrance is visible. The scene is filled with small white bubbles and some green seaweed-like plants. The title 'Beyond The Seas' is written in a large, blue, serif font with a white outline and a slight shadow, positioned in the upper-middle part of the image.

Beyond The Seas

Écran d'accueil :

Screenshots :

