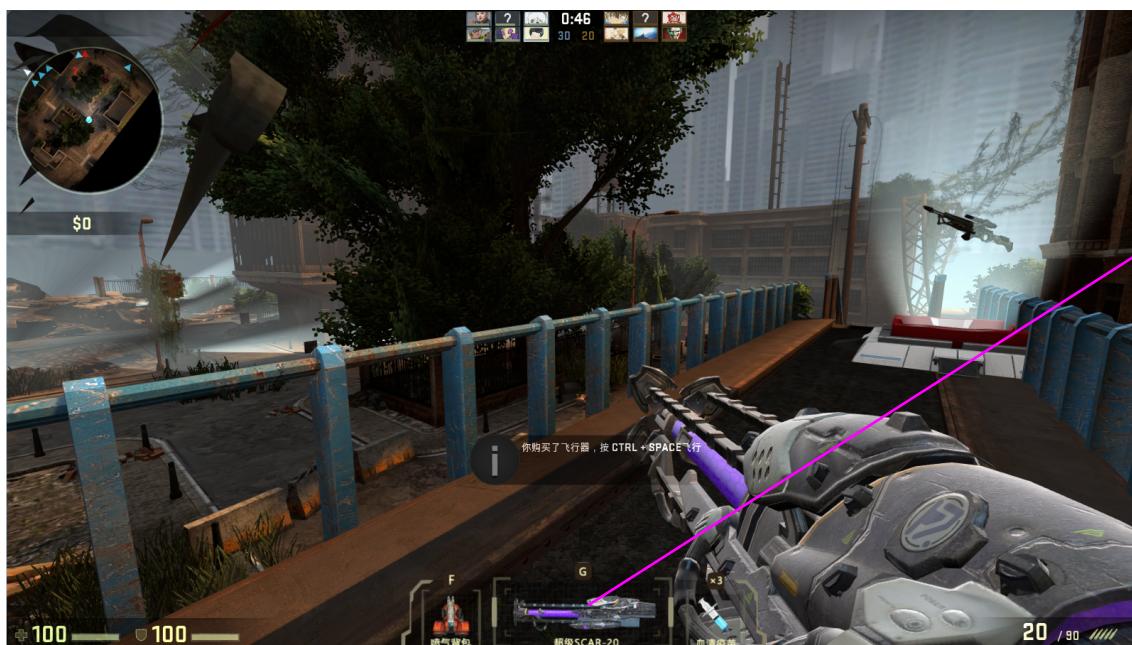


YUCHU MA

PORTFOLIO

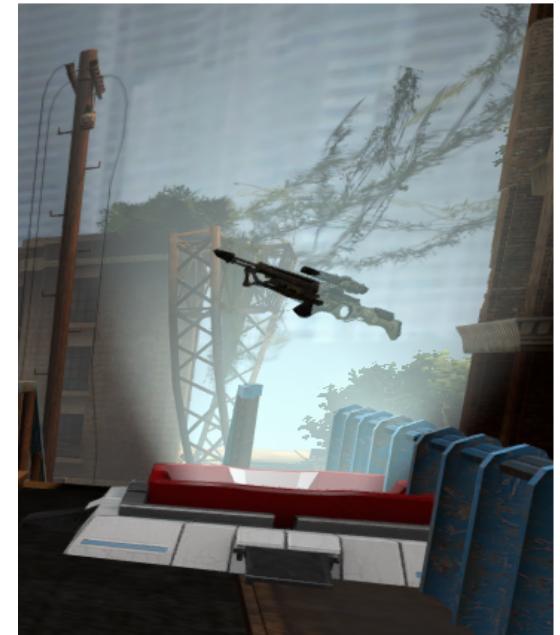
CHANGE WEAPONS



Added property panel to show acquired props and keys to use props.

Changed original weapon to customized weapons.

PROPS SPAWNED



Made props spawned randomly at the begining of game.

Added light source and foundation below props.

light source and foundation will disappear after prop has been picked up.

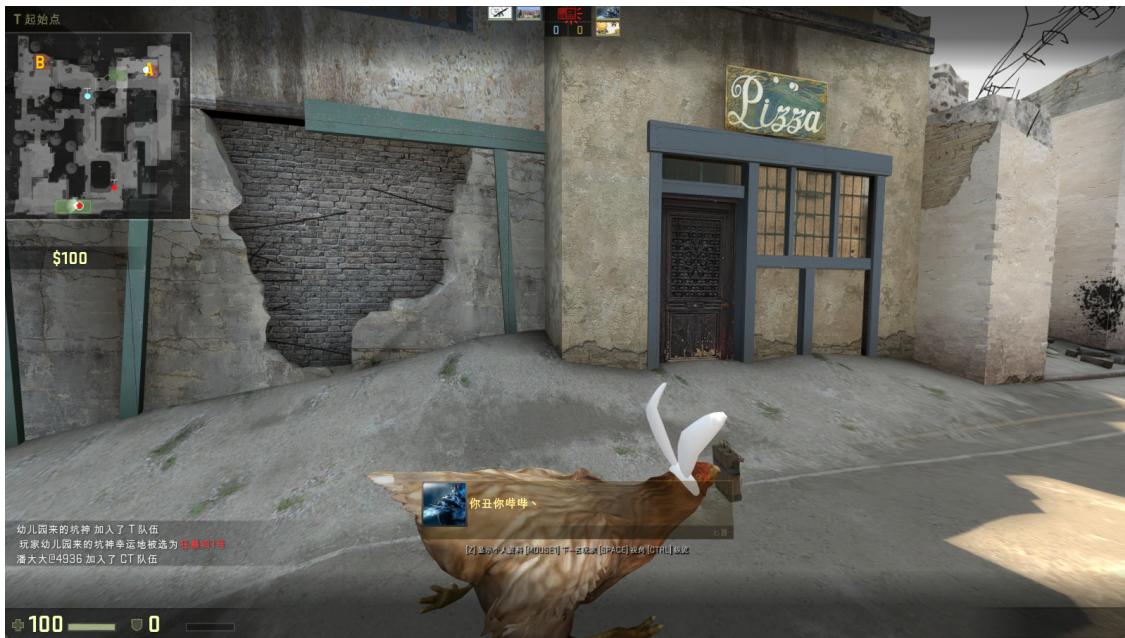
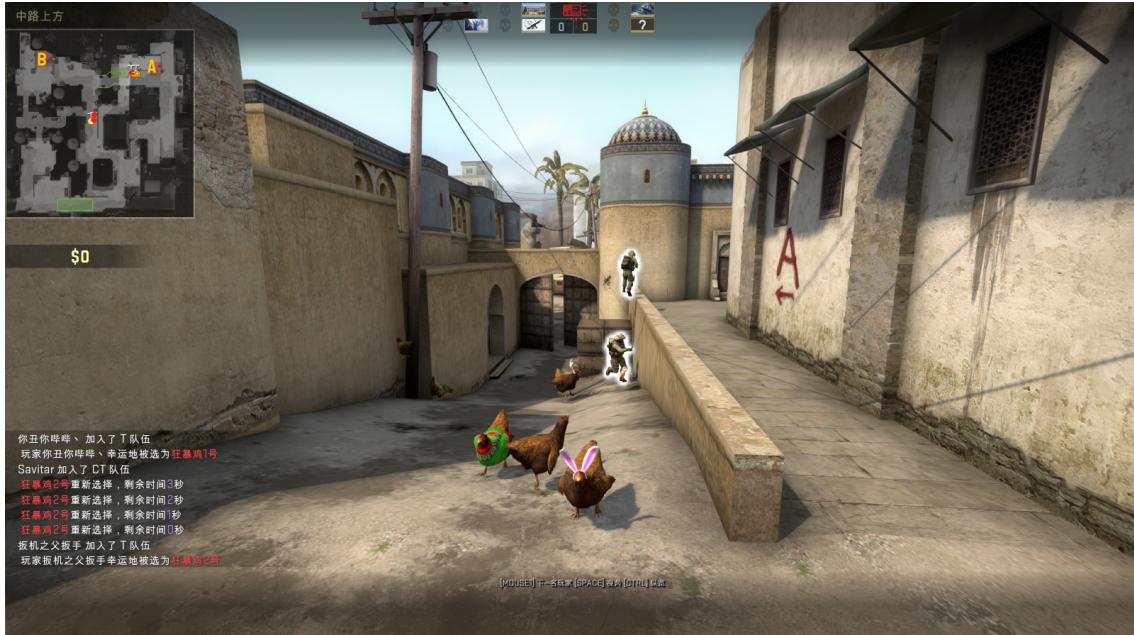
GLOW EFFECT



Made human models glow.

Zombies can see human models from a far distance and through smoke.

CHICKENS WITH THE C4



Switched player models to chickens.

Placed bomb on chickens.

HIDE AND SEEK



All counter terrorists look at the ground before game starts.
Terrorists models are changed to barrels and trees etc.

MORE FUN PICS...



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