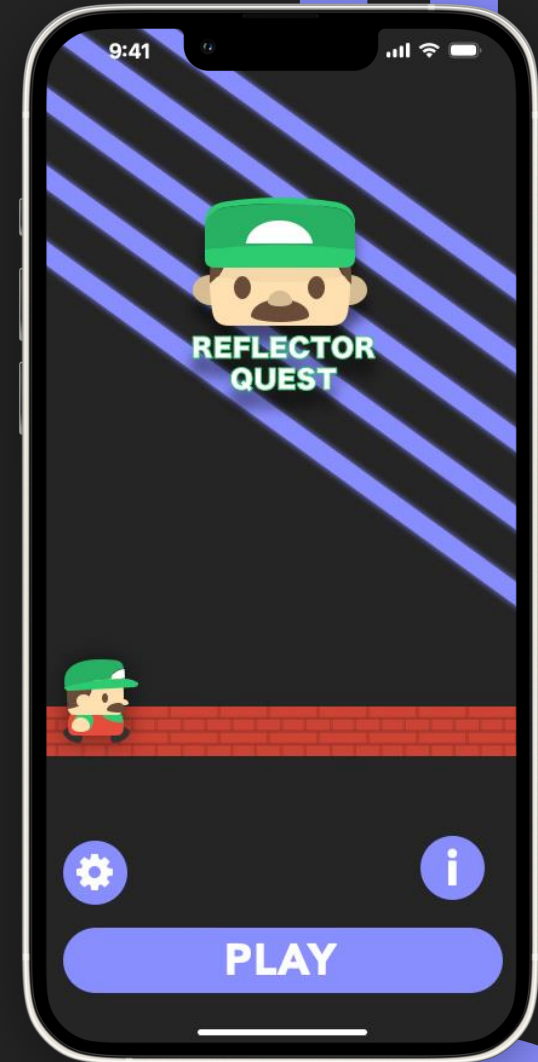


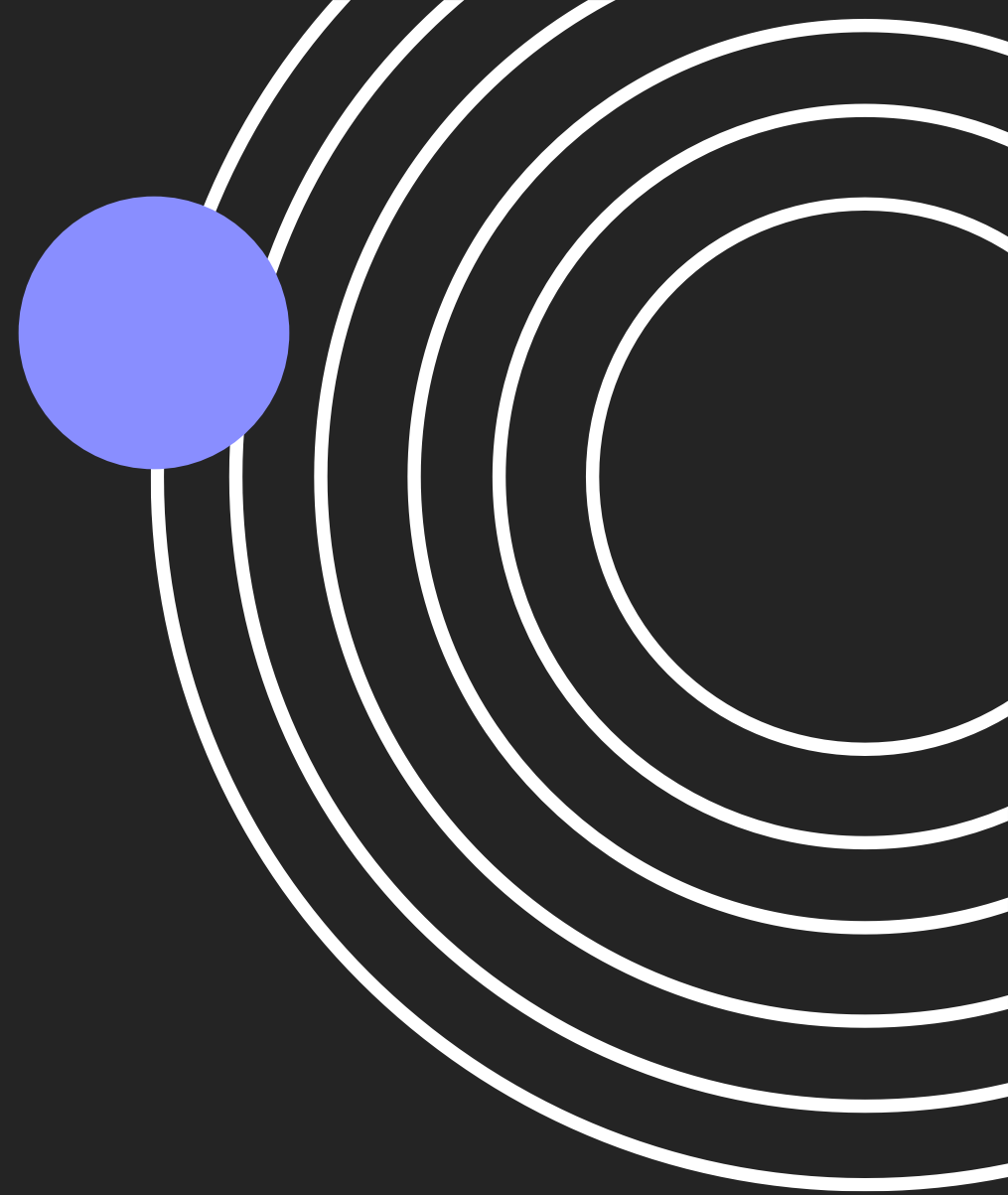
Reflector Quest

Emon Dhar, Louis, Clement



Introduction

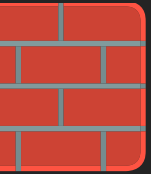
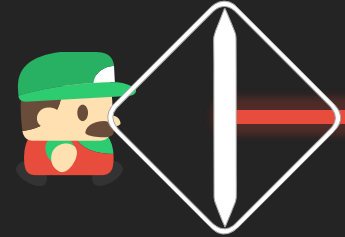
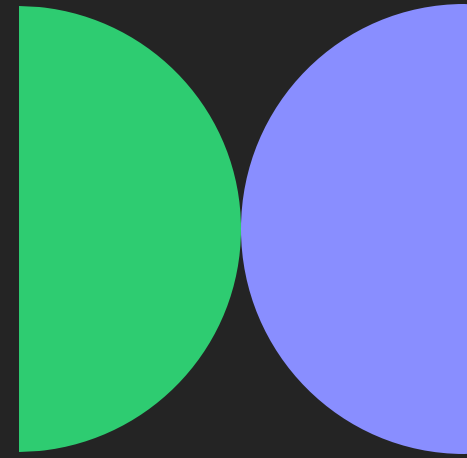
- ✓ Overall idea of our game and main features
- ✓ UI sketches
- ✓ UML model and code structure



Game idea

- **Puzzle game composed of levels**
- **Rotatable mirrors by the player**
- **Movable blocks and mirrors**

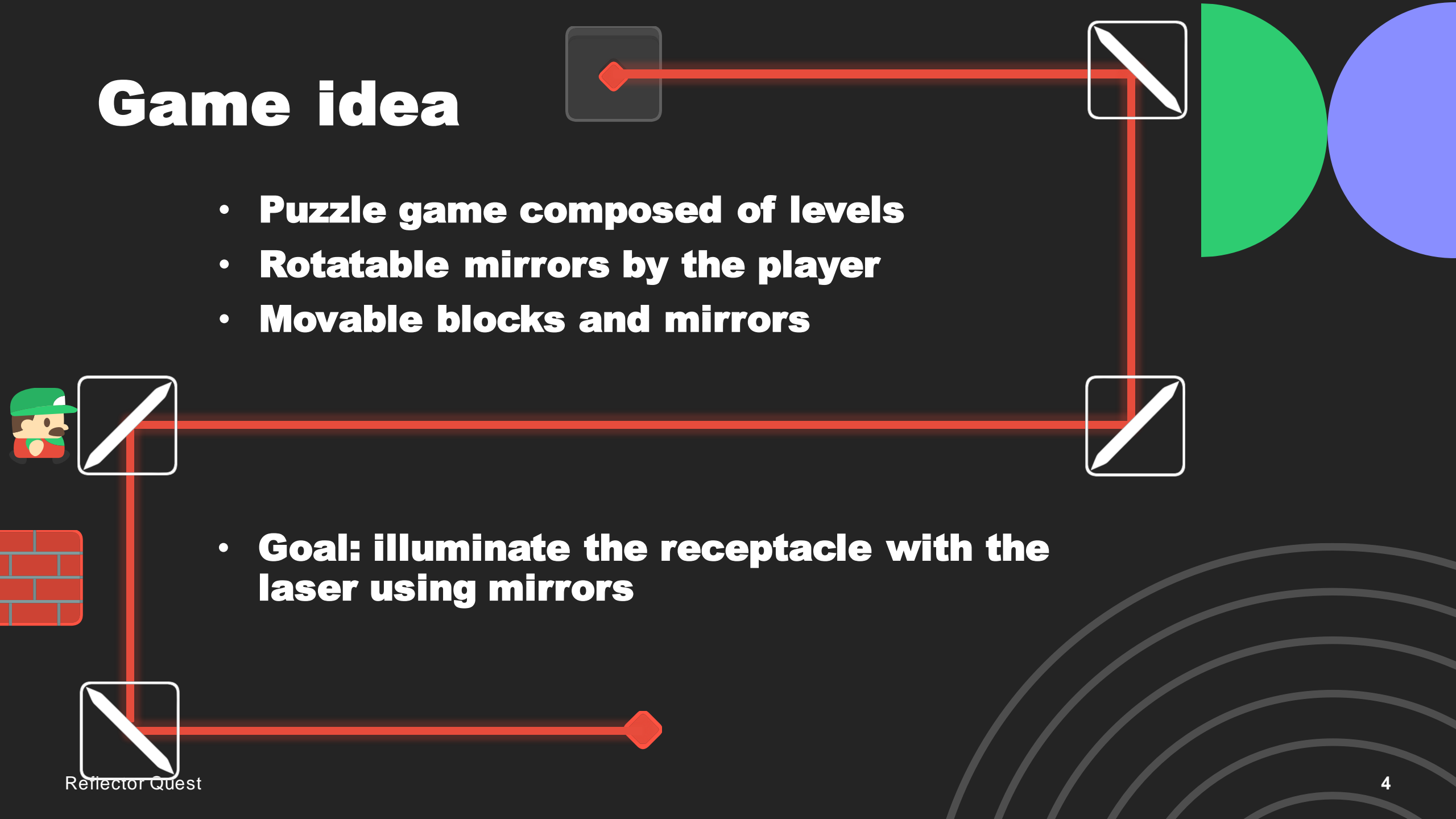
- **Goal: illuminate the receptacle with the laser using mirrors**



Game idea

- **Puzzle game composed of levels**
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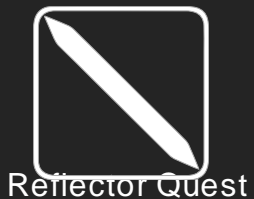
- **Goal: illuminate the receptacle with the laser using mirrors**



Features

- Increasing difficulty and size for each level
- Sound effect and music

- Level generator
- Level editor



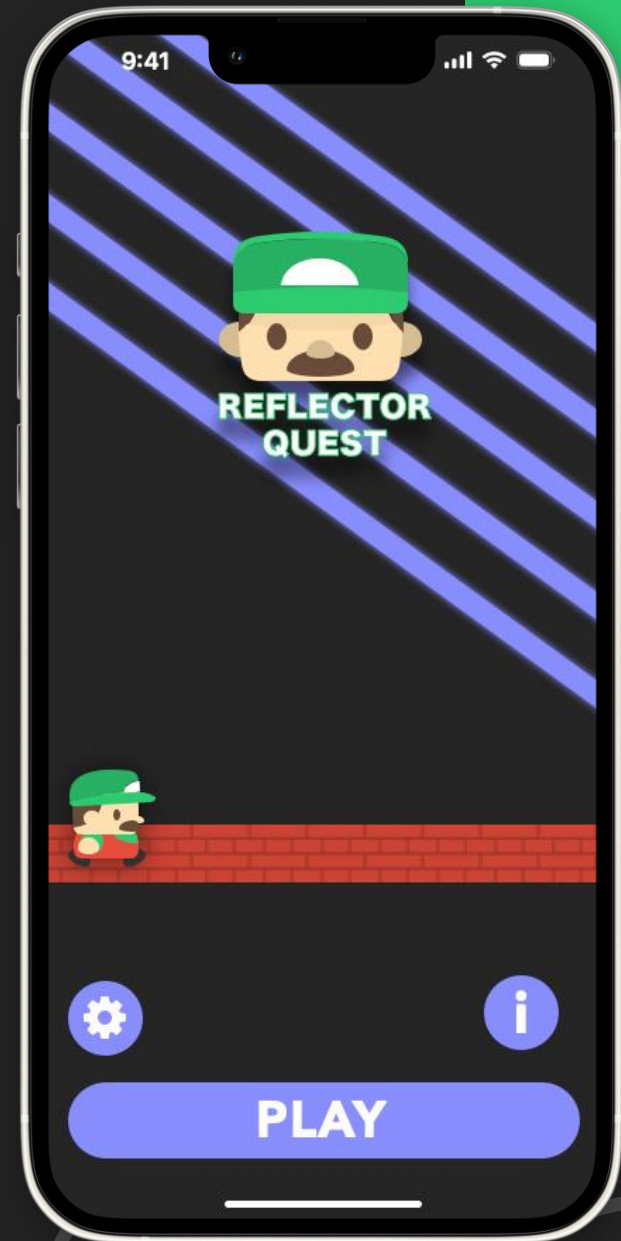
UI sketches

Home

Level

Settings

Game play

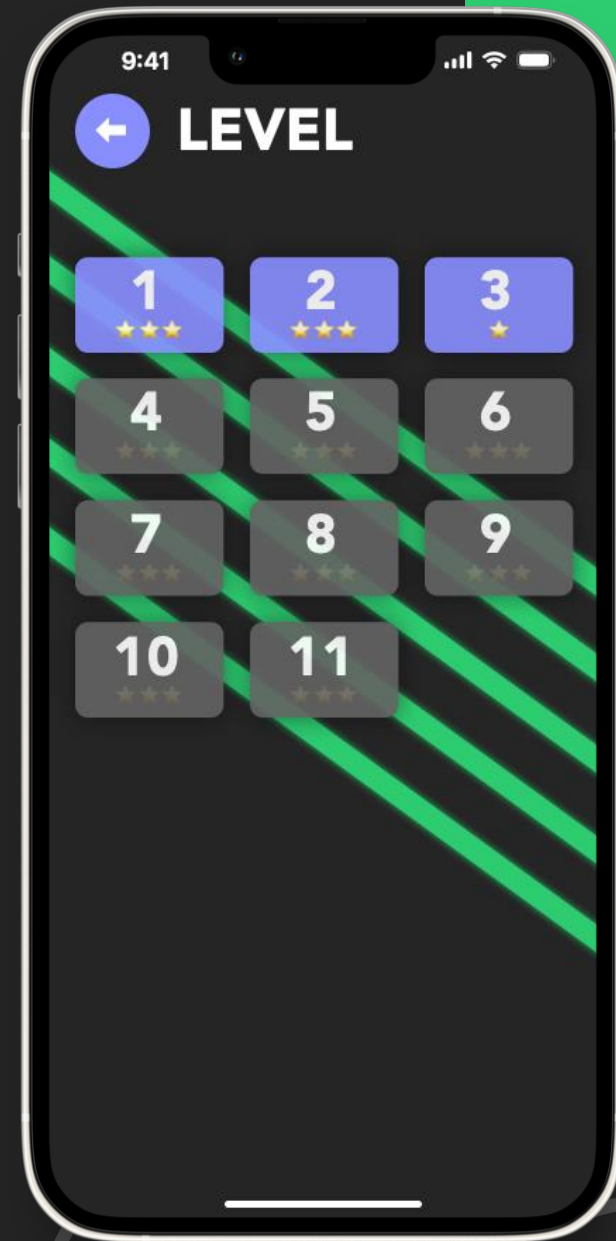


UI sketches

Home
Level

Settings

Game play

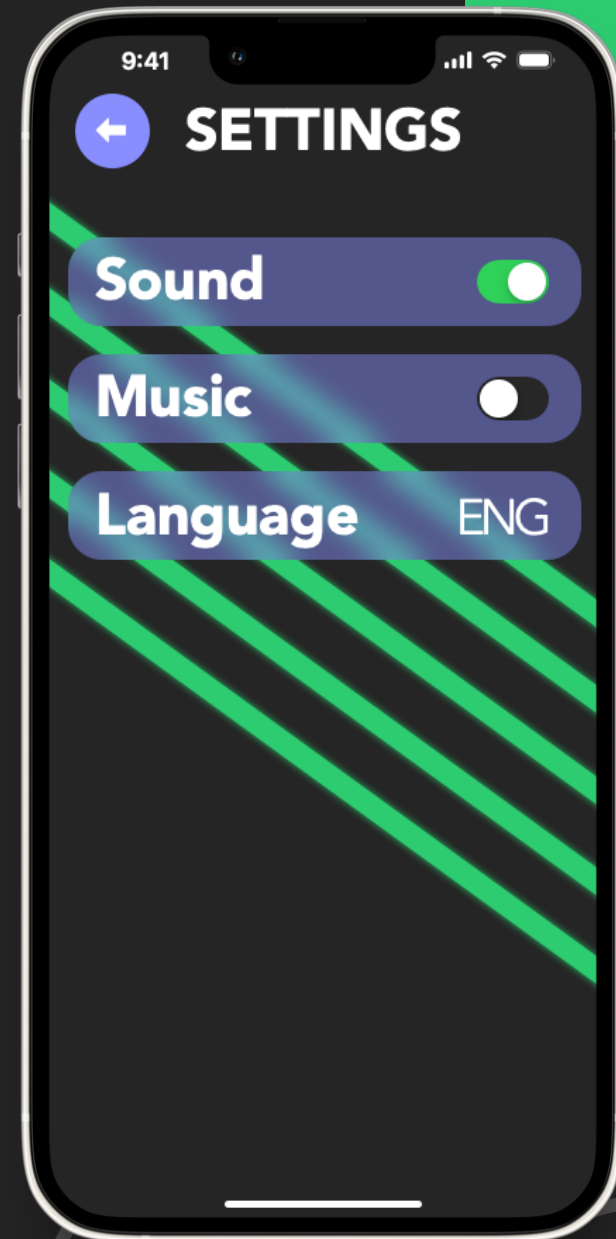


UI sketches

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Game play



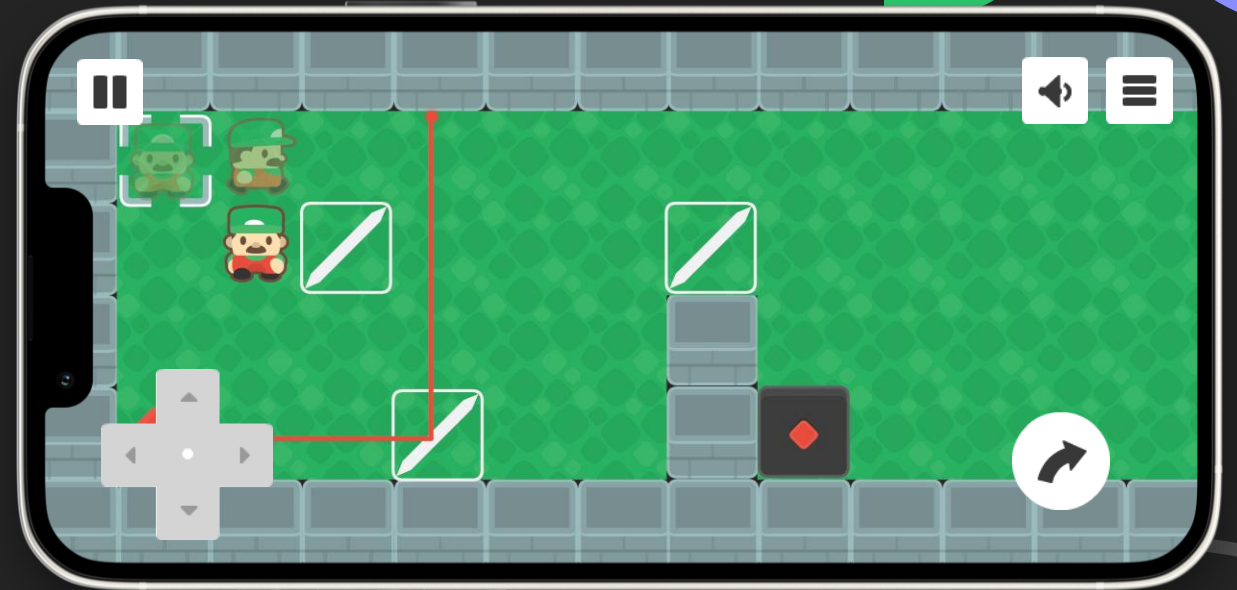
UI sketches

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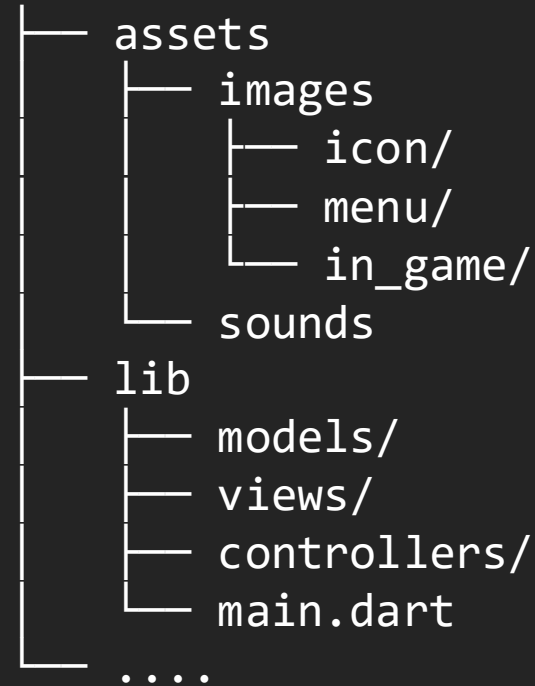
Game play



UML Model and Code Structure

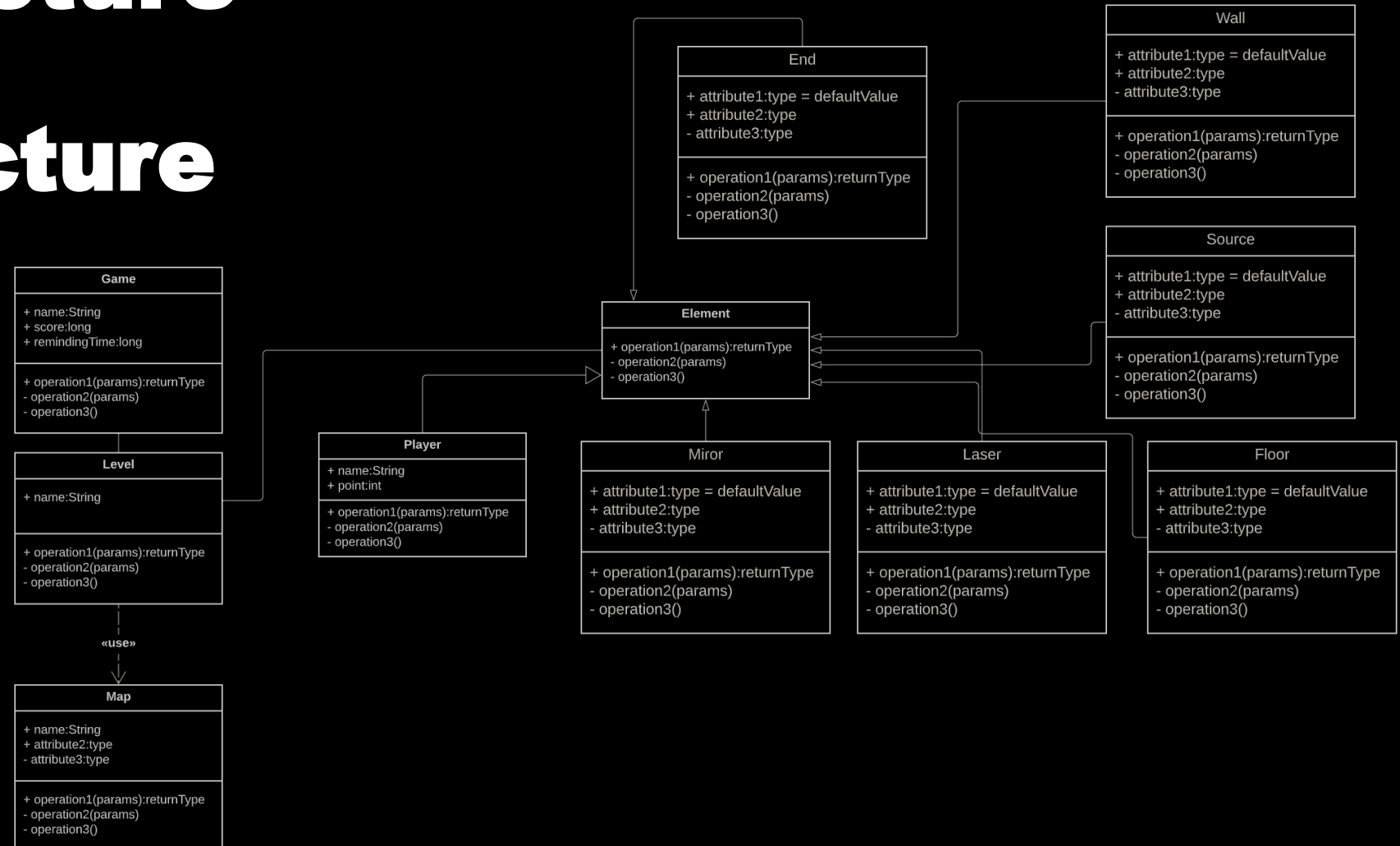
Code Structure UML

- MVC architecture



UML Model and Code Structure

Code Structure UML



Thank you

