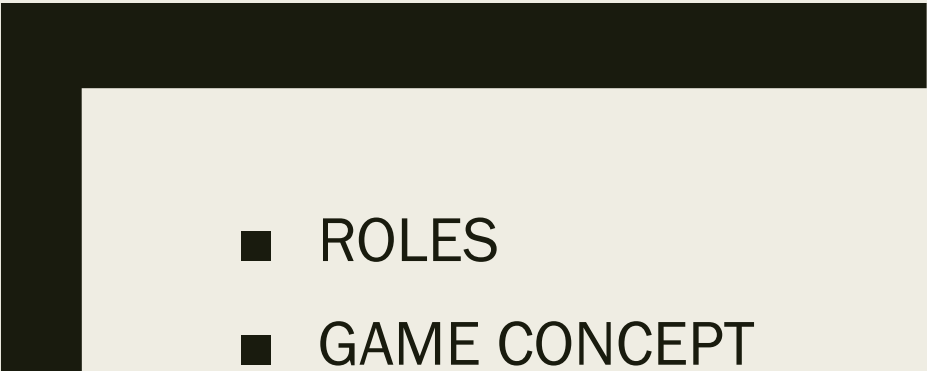



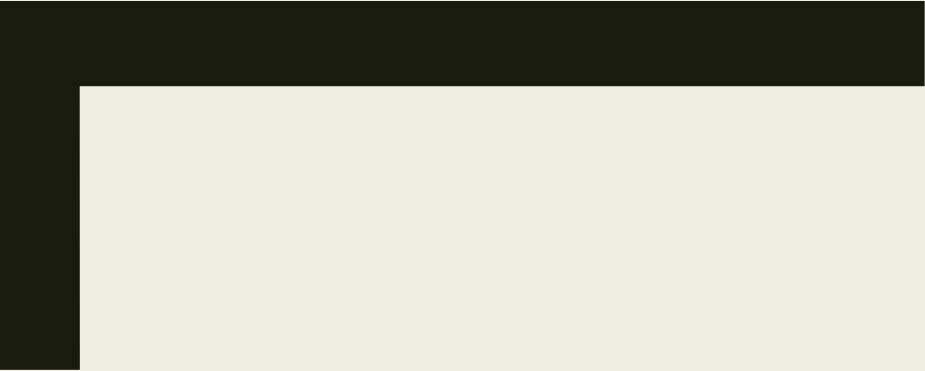
FORTFIGHT



- 
- ROLES
 - GAME CONCEPT
 - GAMEPLAY
 - ART
 - SOUNDS
- 

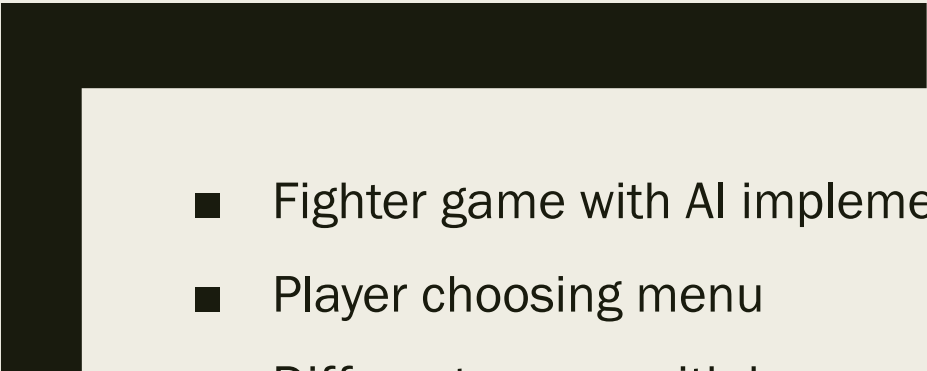
INTRODUCTION



- 
- Thomas – Lead Designer
 - Philip – Project Manager
 - Trevor – Lead Developer

ROLES



- 
- Fighter game with AI implementation
 - Player choosing menu
 - Different moves with keypresses
 - Animations that involve different combos



GAME CONCEPT



- 
- Art designed in Krita
 - Unique sounds made by voice recordings



ART AND SOUND





QUESTIONS?

