

Albergaria-a-Velha, 21 de março de 2022

# PROVA DE APTIDÃO PROFISSIONAL

Cofinanciado por:



UNIÃO EUROPEIA  
Fundo Social Europeu



SELO DE  
CONFORMIDADE  
EQAVET

Prova de Aptidão Profissional (PAP)

# Oddmar Land

Pedro Freixinho n.º 16 | Tiago Domingos n.º 20

3.º F - Curso Profissional TGPSI

**Professores Orientadores:** Raquel Saraiva e Rogério Silva

**Ano Letivo:** 2021/2022



01

PROJETO

02

JOGO



03

SITE

04

DEMONSTRAÇÃO

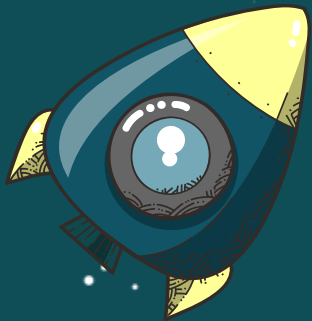
05

HOSPEDAGEM

06

CONCLUSÃO





# 01

PROJETO

# IDEIA

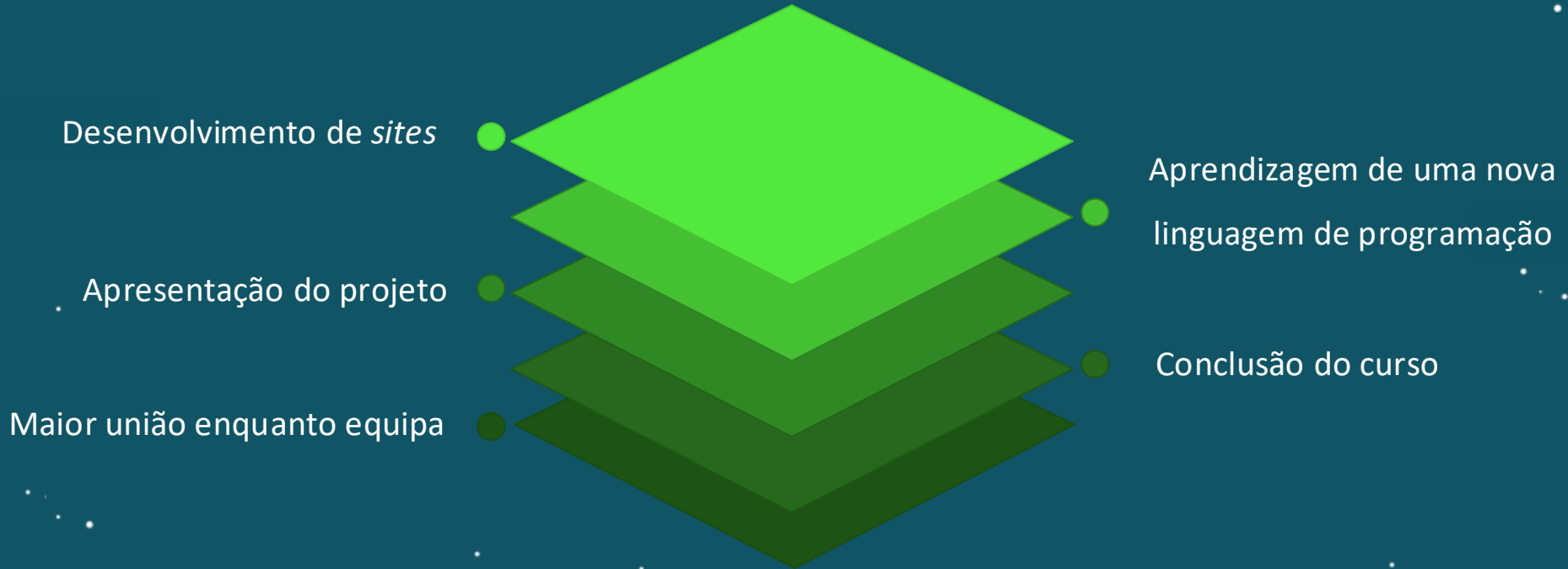
## JOGO



## *SITE*



# OBJETIVOS



# CRONOLOGIA



# ESBOÇO E VISUALIZAÇÃO



*Paint*



*XAMPP*

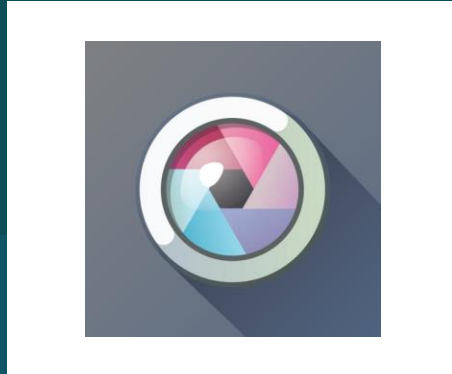


# LOGÓTIPO



**ODDMAR  
LAND**

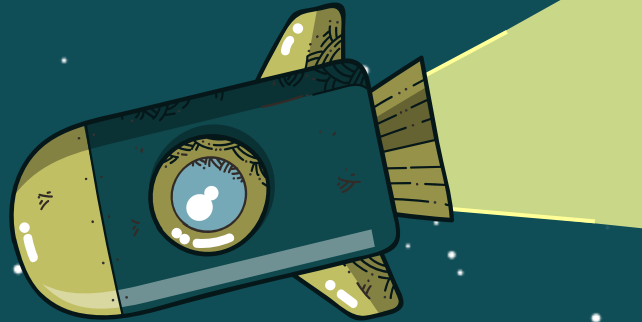
# LOGÓTIPO



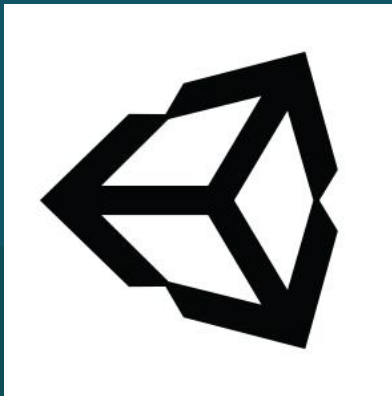
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02

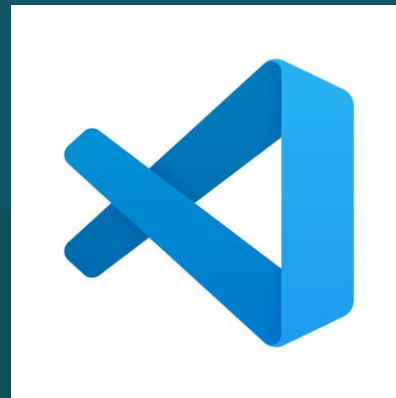
JOGO



# PLATAFORMAS



*Unity*



*Visual Studio*

# LINGUAGENS



*C#*



*SQL*

# Oddmar

Personagem Principal

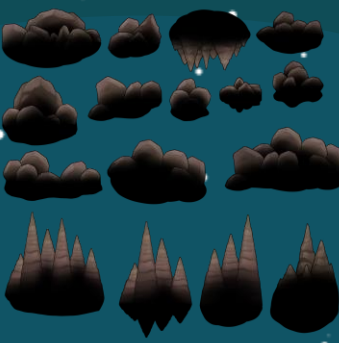
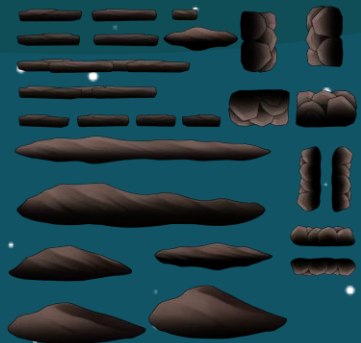
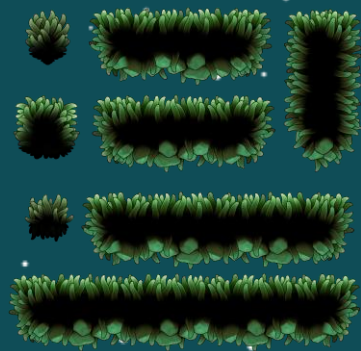


# Oddmar

Site Utilizado



Craftpix



# Cenário

Cenário Utilizado

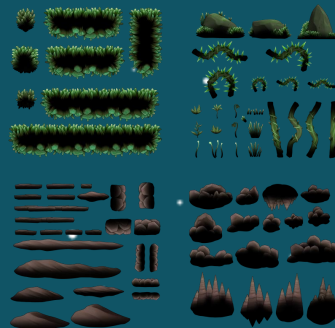




*Itch.io*

# Cenário

Site Utilizado



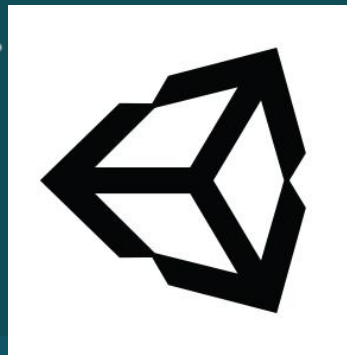
# Inimigos

Inimigos Utilizados



# Inimigos

Site Utilizado



Unity Store



EnvatoMarket



# ARMADILHAS

Cenário Utilizado





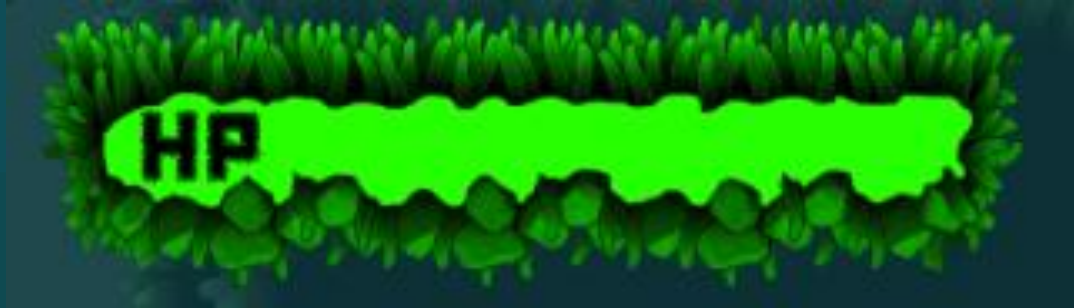
*Itch.io*

# ARMADILHAS

Site Utilizado



# BARRA DE VIDA



# BARRA DE VIDA



# BARRA DE VIDA





# SONS



*YouTube*



*Epidemic Sound*



*FreeSound*

03

SITE



# PLATAFORMAS



*Visual Studio*



*phpMyAdmin*

# LINGUAGENS

**HTML**



*HTML*



*PHP*

**CSS**



*CSS*

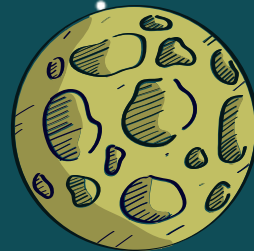


*SQL*

# VÍDEO



*FilmForth*



04

DEMONSTRAÇÃO



# DEMONSTRAÇÃO



FINAL DO JOGO





HP



Screen

**WARNING**

Recording

05

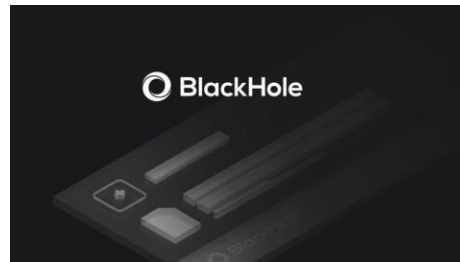
HOSPEDAGEM



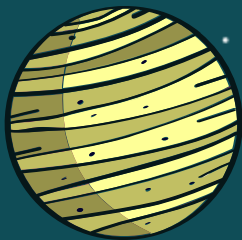
# HOSPEDAGEM



*InfinityFree*



*BlackHole*



06

CONCLUSÃO

# DESAFIOS

Aprendizagem de uma nova  
linguagem



*Slide* referente aos controles

Página de *login* e registo



Inimigos



OBRIGADO!

