

Le point sur le travail réalisé :

I modeled all main weapons of the game and the default character. I created the mockups for the main menu and for the game area.

Les difficultés rencontrées :

There were not a lot of problems encountered during the creation of the graphics, except the use of the software (InkScape) , which I never used before this project.

La remédiation :

I saw some tutorials and videos on the internet that helped me to master the software.

Les objectifs à atteindre :

From now, I have to model the armors of the different playable character. I'm also learning how to integrate those graphics into the game, using SDL library, and how to integrate the grid (where the characters will move) and how to interact with it.

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