## **SAD GROUP: PROJECT**

SARAH • ARJUN • DAN

# **FIREFIGHTERS**

WEEK4

#### FIRE ASSET

# The second secon

#### **HOSE SPRAY**



#### **DOUSING EFFECT**



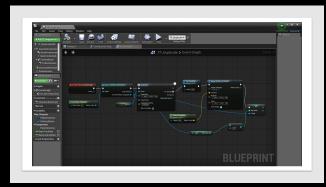
## **CHARACTER HIT**



**DAY-NIGHT CYCLE** 



## **BLUEPRINT RECORDS**



SAD GROUP ASSETS & ENVIRONMENTS

PLAYER	OBJECT	ENVIRONMENT	INTERACTION
GLOVE (HOLD)	HOSE & NOZZLE	MANSION	SPRAY
GLOVE (POINT)	TANK BUTTONS / UI ELEMENTS	FIRES X 3	PRESSING TANK BUTTONS
TANK (H2O)	PERSON / CHAIR / BARBECUE	CONVEYOR BELT	OBJECTS ON FIRE
TANK (CO2)	TV / ARCADE / ELECTRIC SUV	SATAN	FIRE COLOURS
TANK (POWDER)	PAINT CAN / GRAVESTONE / PETROL PUMP		OBJECT GROWS OR SHRINKS
PELLETS			SPRAY

SAD GROUP WORKFLOWS



SAD GROUP LIVE DEMOS