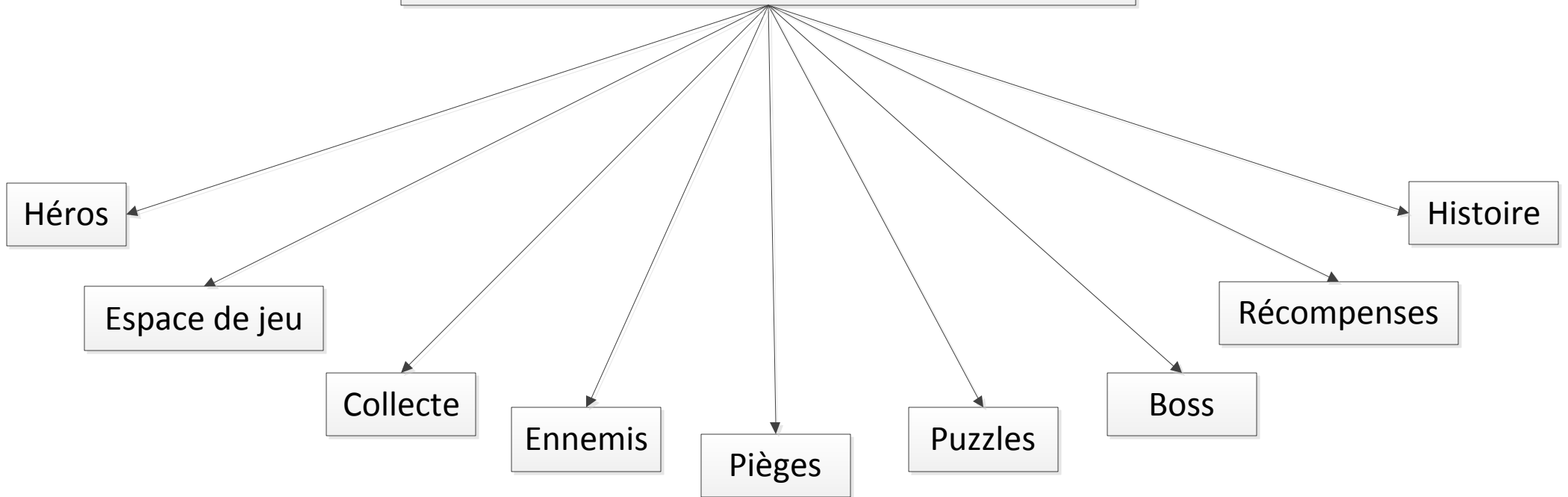


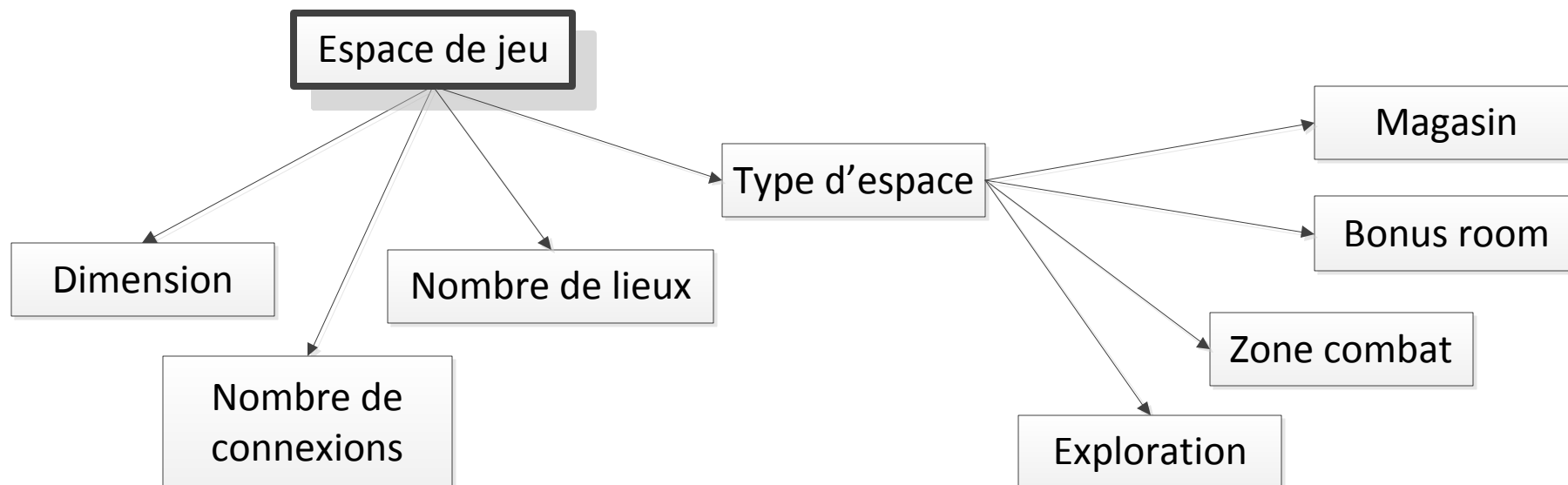
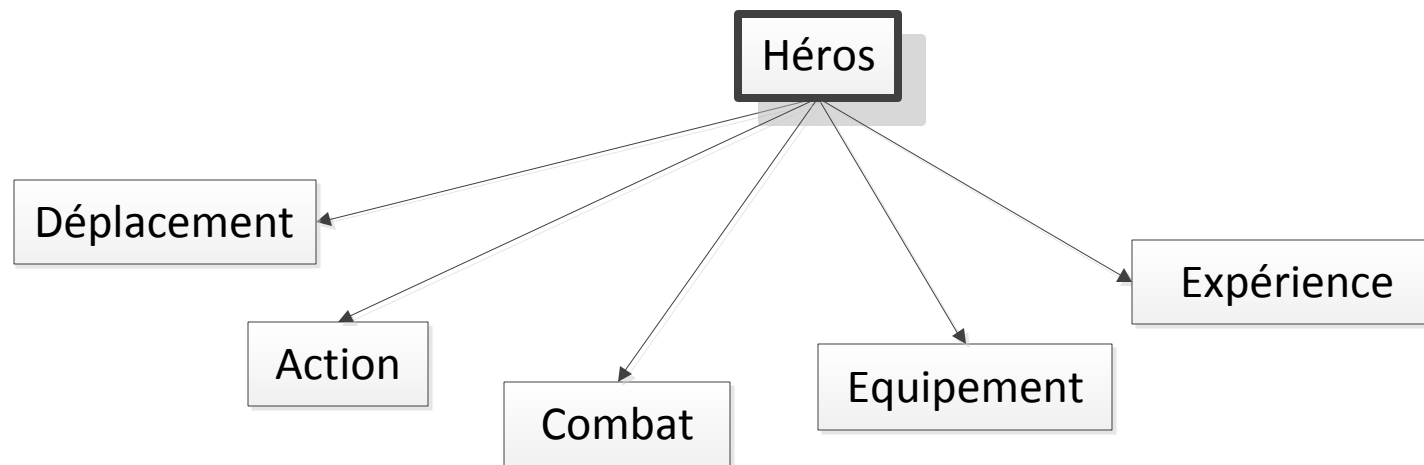
LEVEL DESIGN

Dungeon like

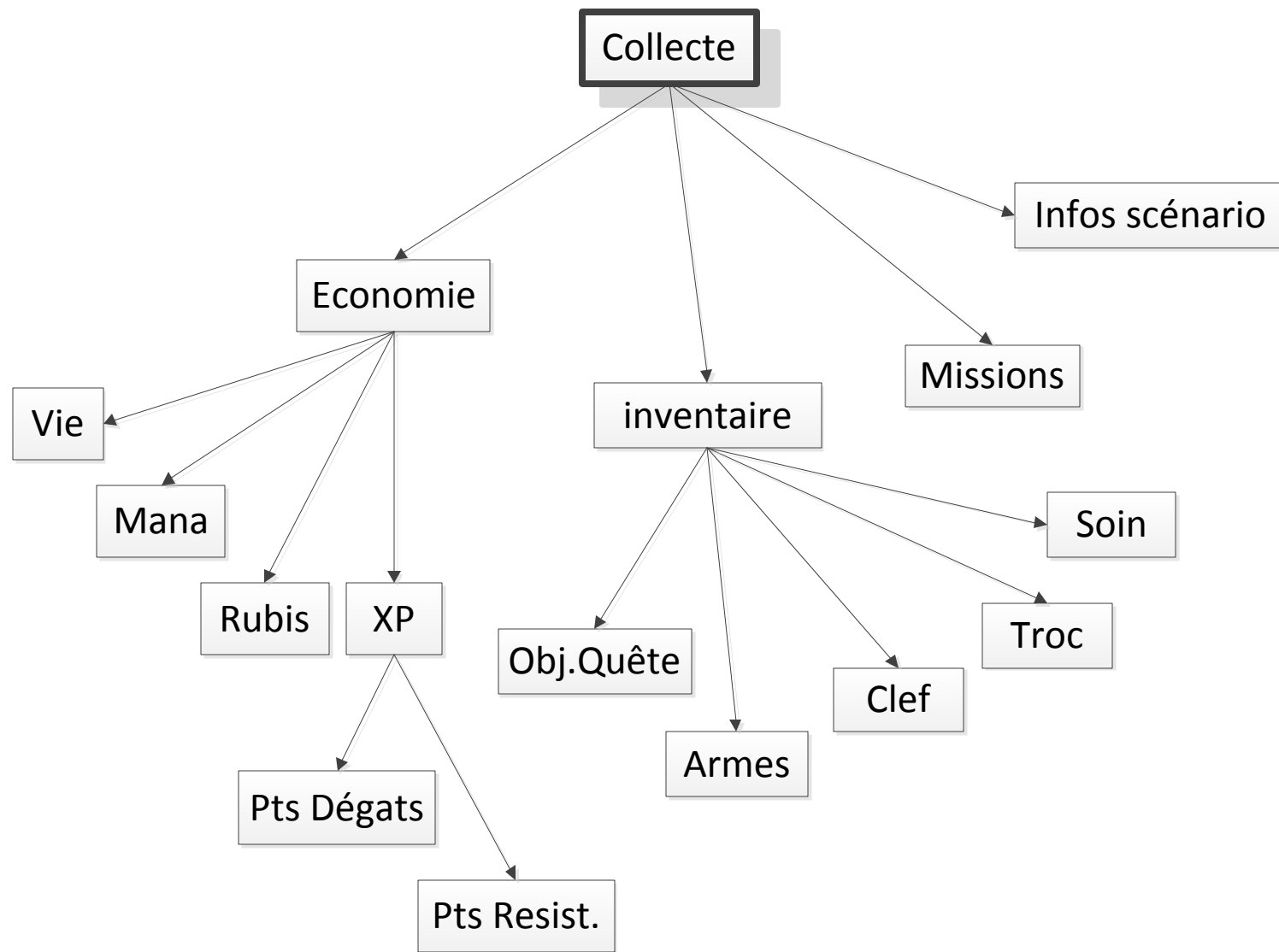
LE SENTIMENT DE PROGRESSER

Dans un RPG Action/Aventure

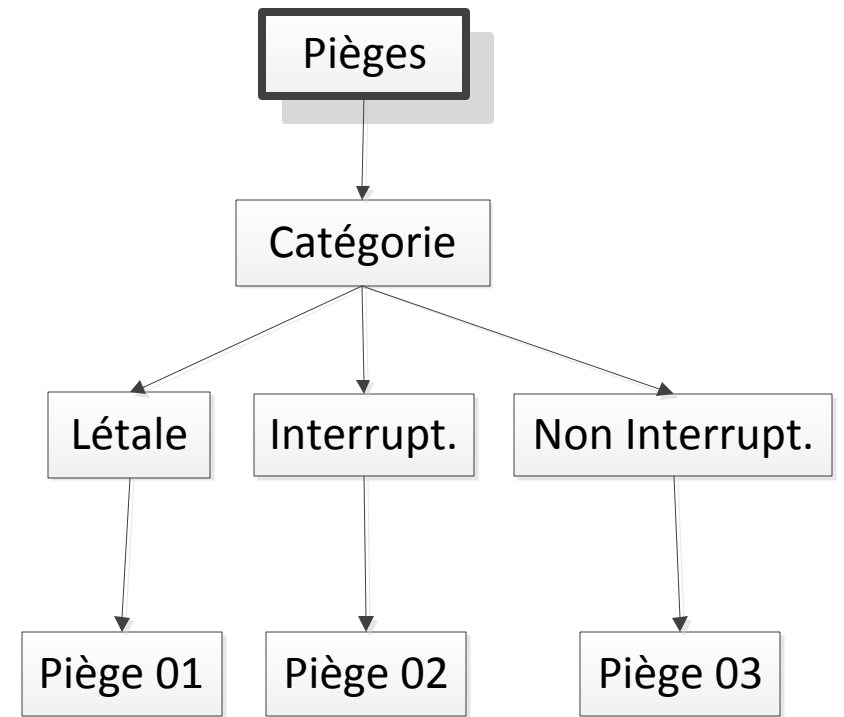
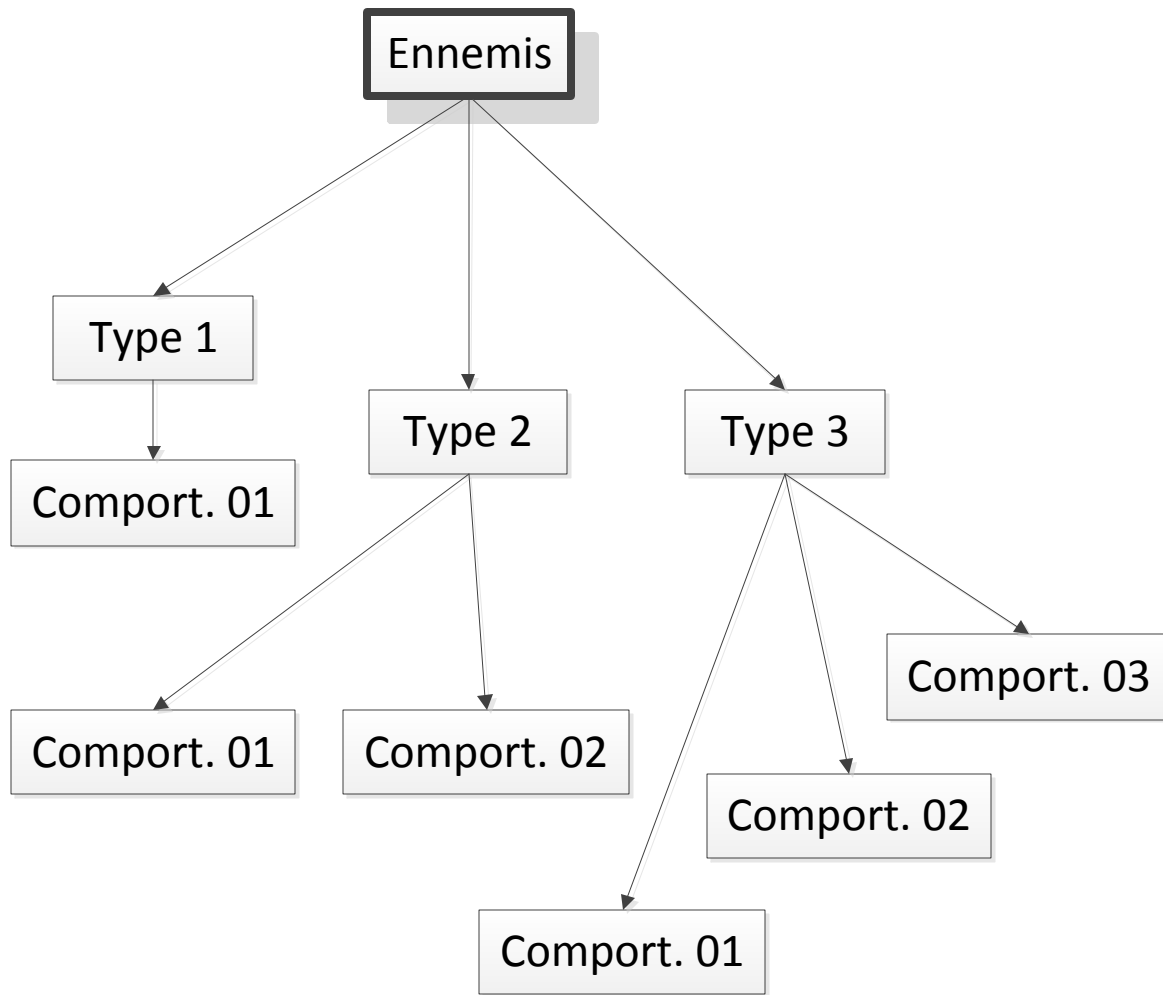




PROGRESSIONS



PROGRESSIONS



PROGRESSIONS

Actions récurrentes du joueur

DEPLACEMENT

MARCHE
SAUT
ECHELLE

ACTION

CASSER (Tonneau)
LEVIER (Actionner)
FORGER (Magasin)

COMBAT

ATTAQ.EPEE C.NIV.1
PARADE 1 (Statique)
PARADE 2 (marchant)
TIR A L'ARC

ECONOMIE

VIE
RUBIS
XP

ENNEMIS

CHAUVE-SOURIS
SOLDAT
ARCHER

LIEUX

ZONE 1
ZONE 2
ZONE 3
ZONE 4

TYPE D'ESPACE

EXPLORATION
ZONE COMBAT
BONUS ROOM
FORGE/MAGASIN



INVENTAIRE

BOUCLIER
CLEF
FIOLE SOIN
FLECHE

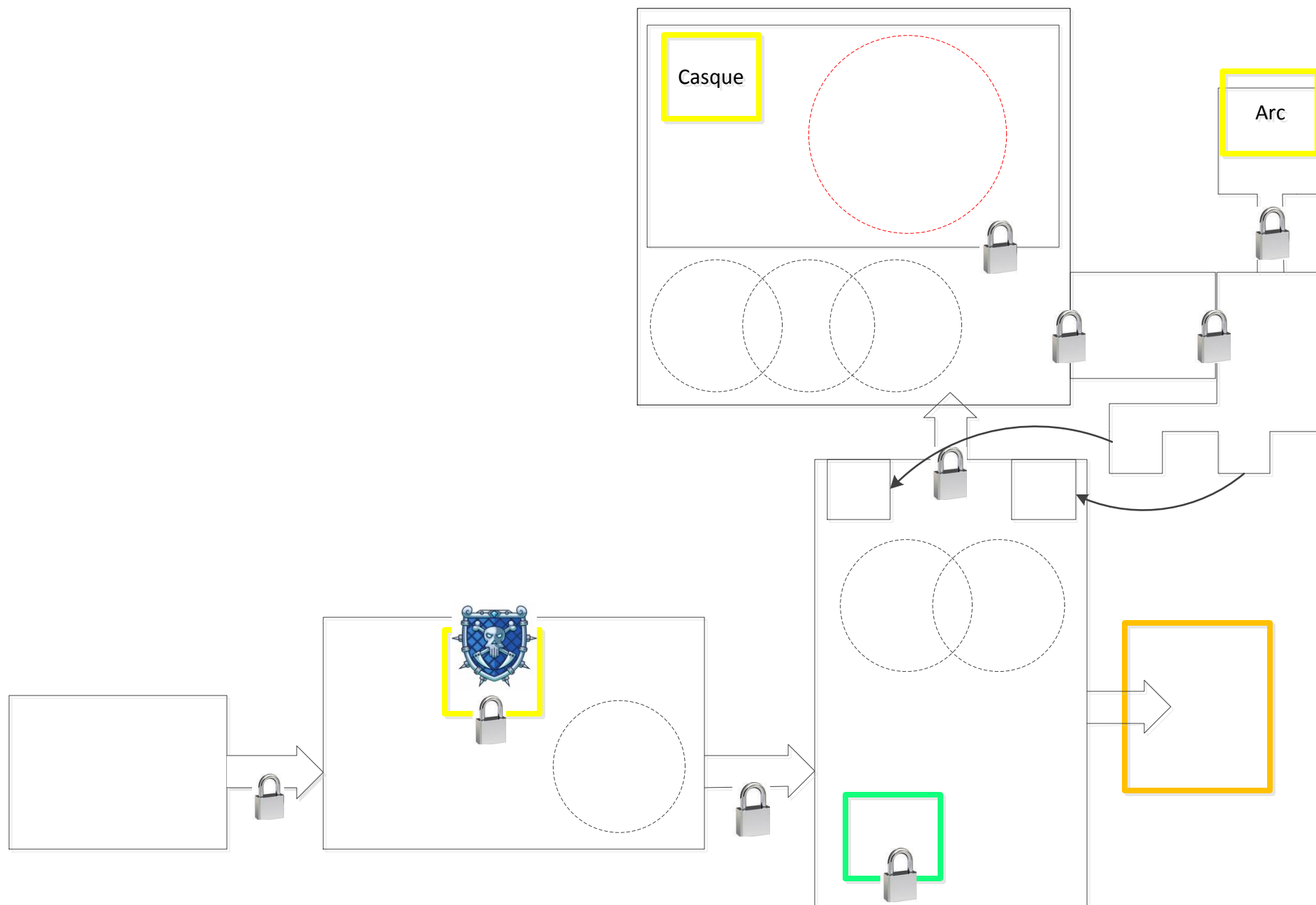


PIEGES

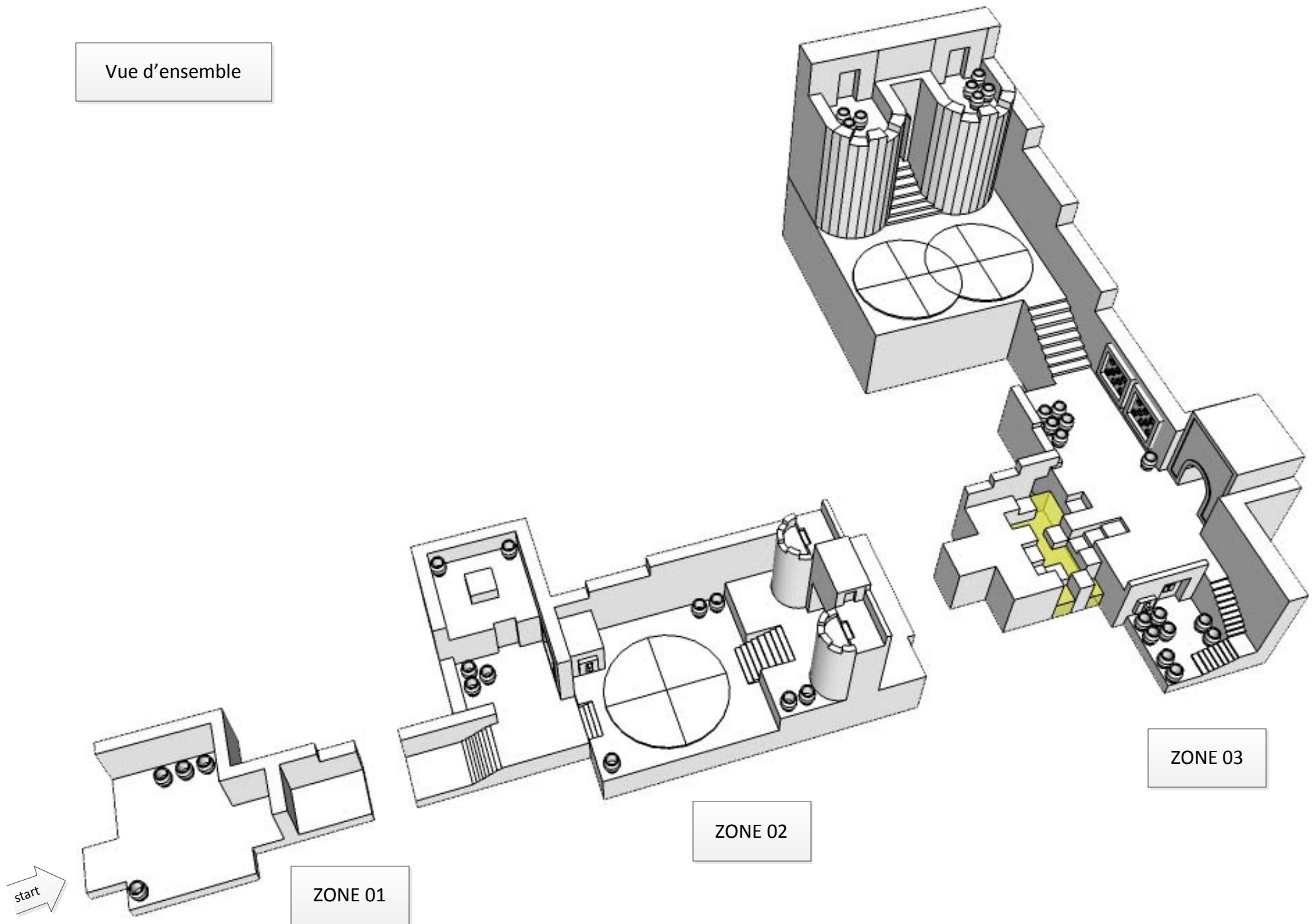
LAVE (LETALE)
FLECHES (INTERRUP.)

EQUIPEMENT

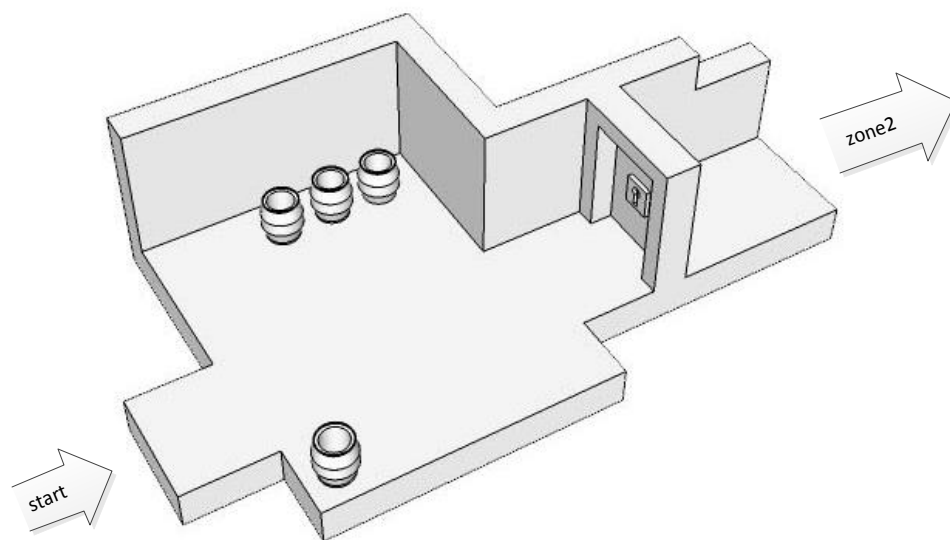
EPEE COURTE
BOUCLIER
ARC



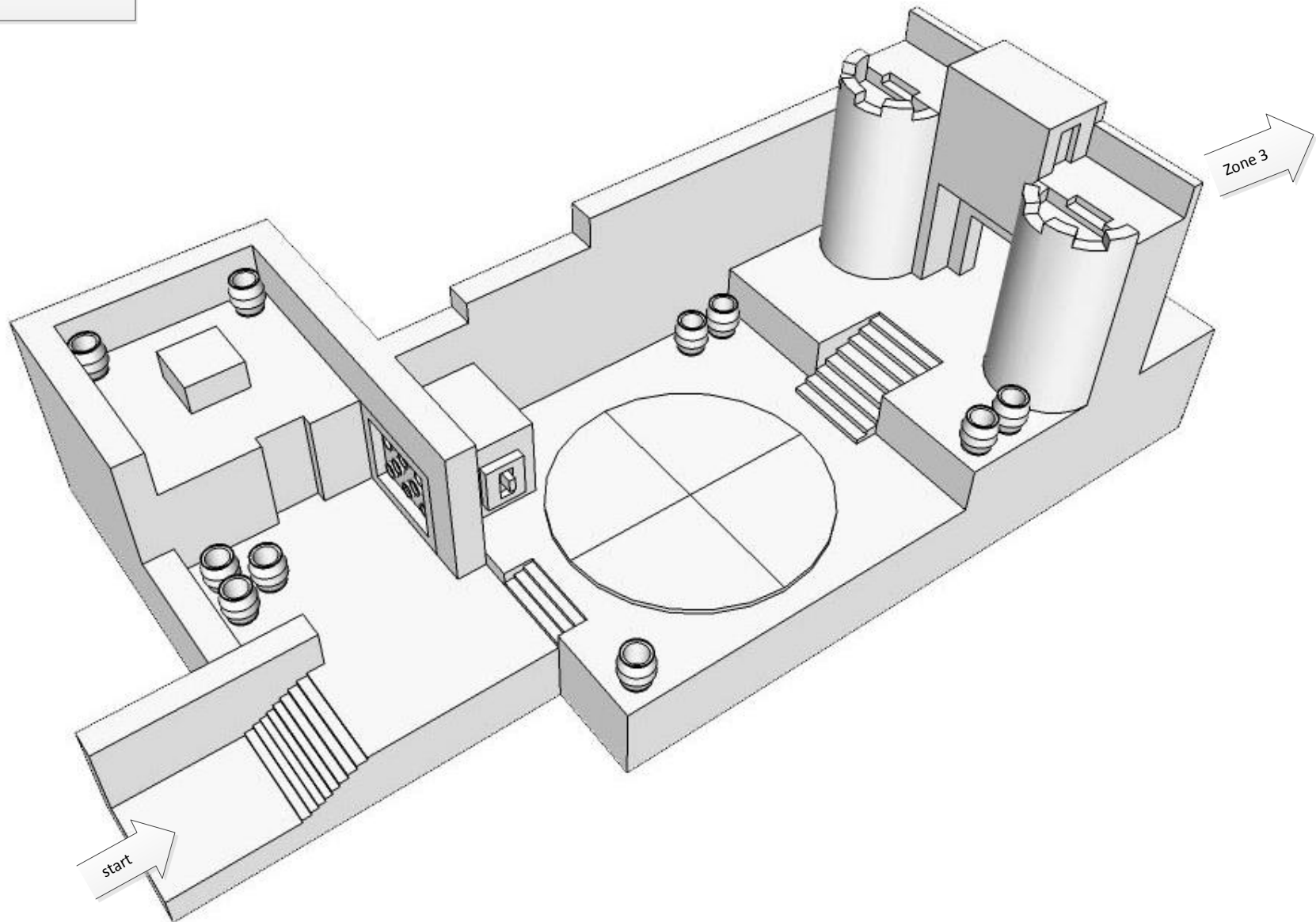
Vue d'ensemble



ZONE 01



ZONE 02



ZONE 03

