

Game idea :

a Tron-like game

Group :

Flynncade

Team :

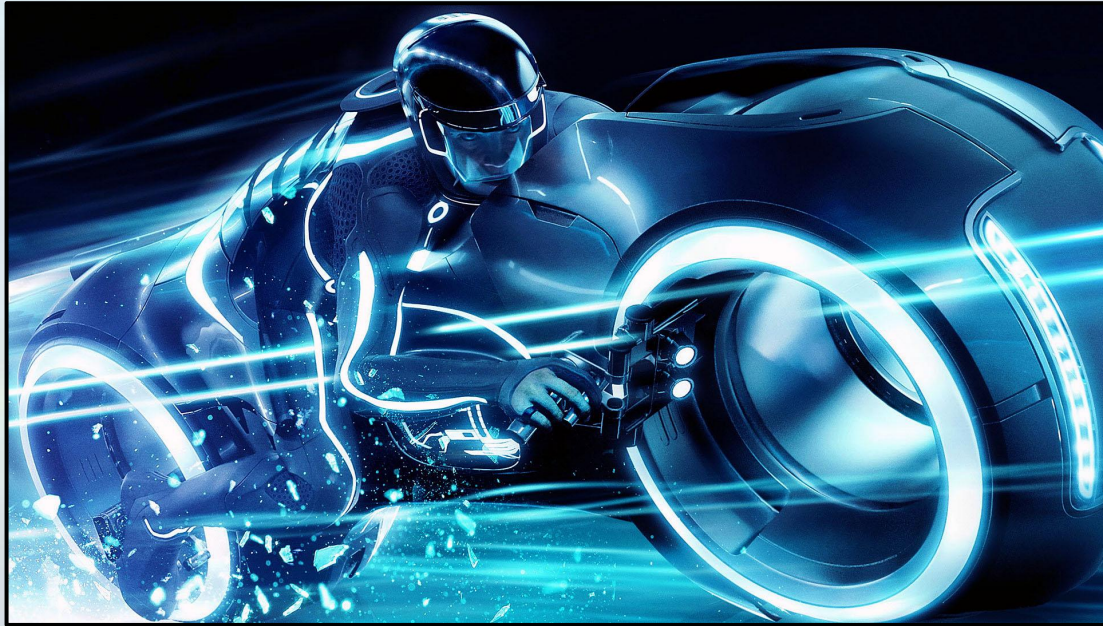
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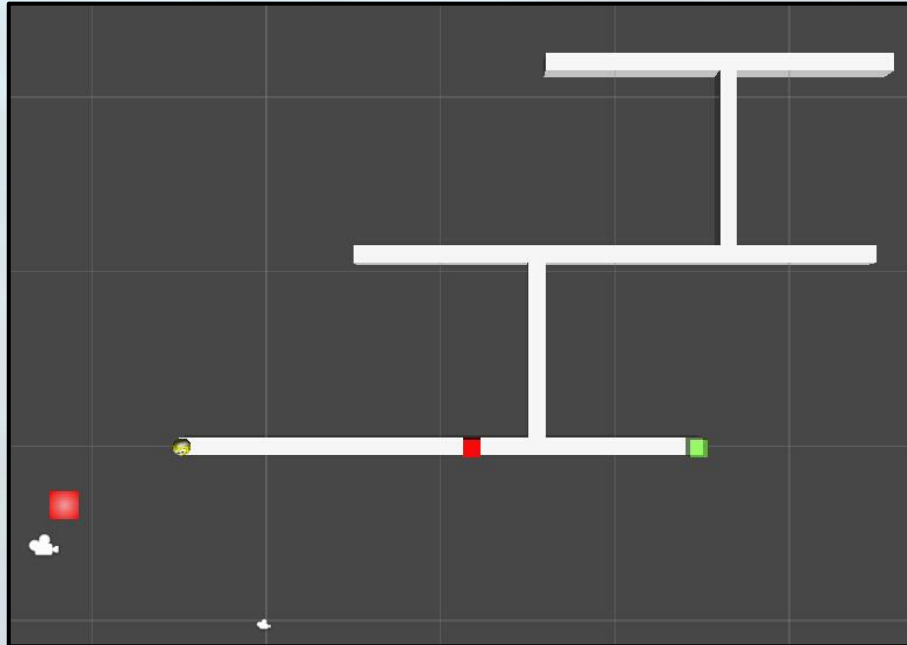
Design and Graphics Programming for Game Development

Theme : Tron



Player can switch between 2 views :

Top :



Player can switch between 2 views :

Side :



Player has to :

- **reach the goal** at the end of the level
- **solve puzzles** (either in the top view or in the side view)
→ some obstacles can be passed only in a specific view
- **kill enemies**
- **switch between two characters** (e.g. to solve puzzles)
- **collect objects**