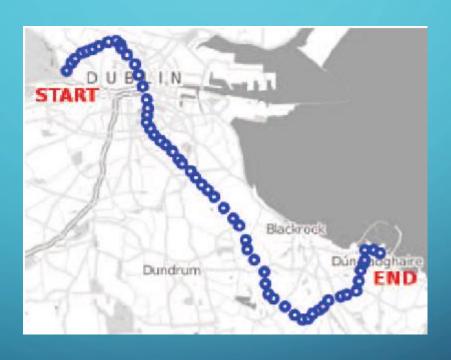
# 

# GAMEDESIGN - GAME







# GAMEDESIGN - MOUVEMENT





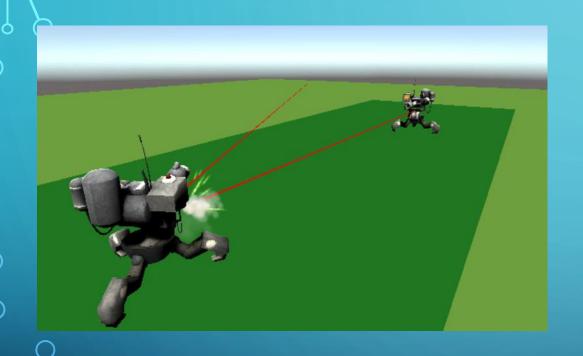








# GAMEDESIGN - ENEMY



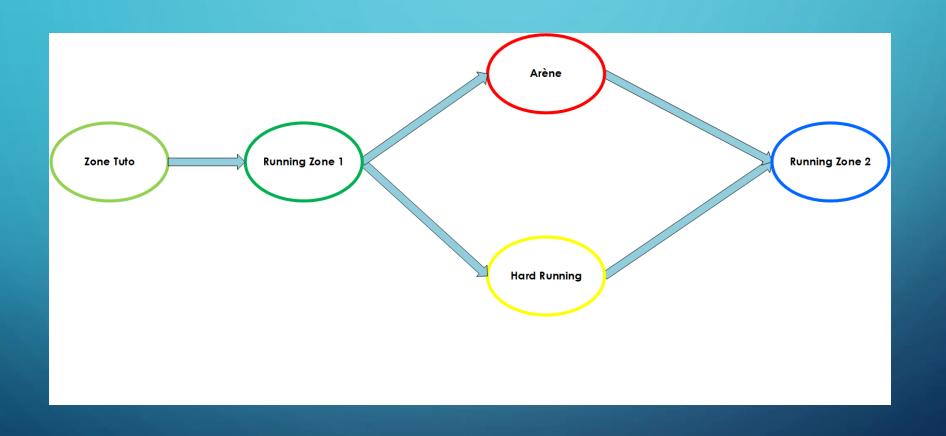


# LEVEL DESIGN - PHASES

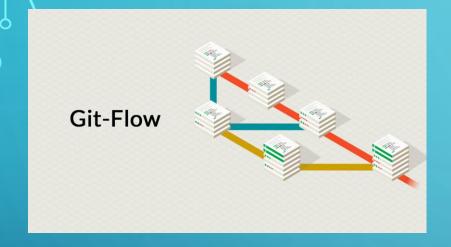
Running Hard Running

Arena

### LEVEL DESIGN — EXEMPLE



# WORKFLOW



Feature

Branch

Master



Script difficilement adaptable ou extensible

Réécriture partielle ou complète

# AMÉLIORATIONS POSSIBLES

Ennemies

Editeur de niveau

Boss

Bonus

Scoring

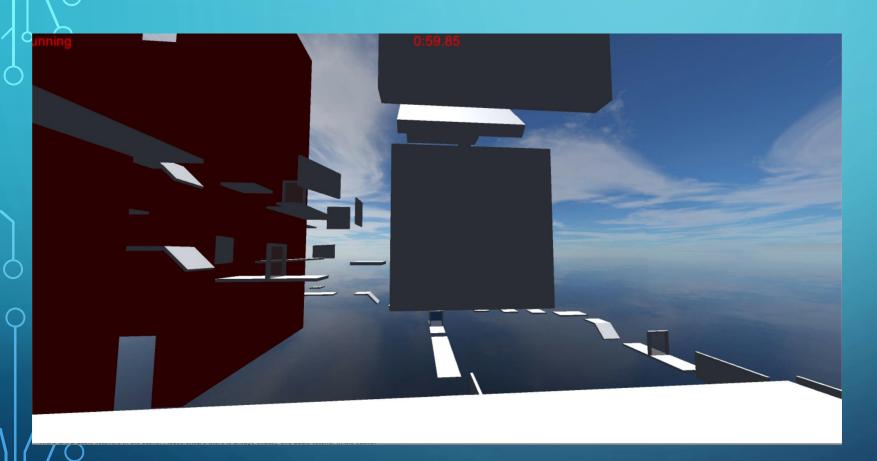
Multi

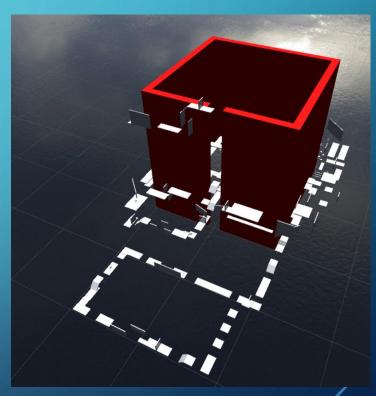
Stabilisation de l'architecture

Meilleure gestion de projet

Refactorisation du code

# SCREENSHOTS







# MERCI – QUESTIONS?