

FPS MicroGame



GHOST GUN

REALIZADO Y PRESENTADO POR: IVÁN MEJÍAS MORA

A hand is shown holding a bright blue, crackling lightning bolt. The hand is positioned over a large, disorganized pile of video game cartridges, likely for the Super Nintendo Entertainment System (SNES). The cartridges are in various orientations, showing different cover art. The background is dark, and the overall lighting is dominated by the intense blue glow of the lightning bolt. The text is centered over a dark, semi-transparent rectangular area with a fine grid pattern.

¿DE QUÉ TRATA GHOST
GUN?

The background of the slide is a dark blue grid. Overlaid on this grid are several neon-style icons of video game controllers. These icons are drawn with thick, glowing lines in various colors: light blue, red, green, and white. Some controllers are shown from a top-down perspective, while others are shown from a side profile. Each controller icon has small, colorful circles (red, green, blue, yellow) representing buttons or joysticks. The central text is white and stands out against the dark, textured rectangular box.

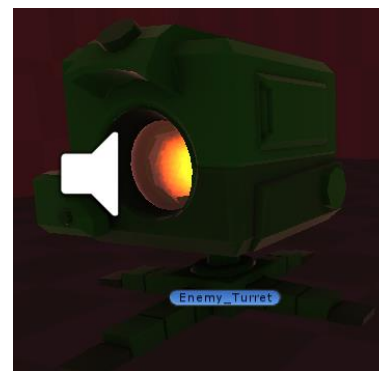
OBJETIVOS DEL JUEGO



CARACTERÍSTICAS DE GHOST GUN



DISTRIBUCIÓN DEL MAPA



ENEMIGOS Y ARMAS

MUCHAS GRACIAS POR SU ATENCIÓN

PROFESOR NOS MERECEMOS UN 10