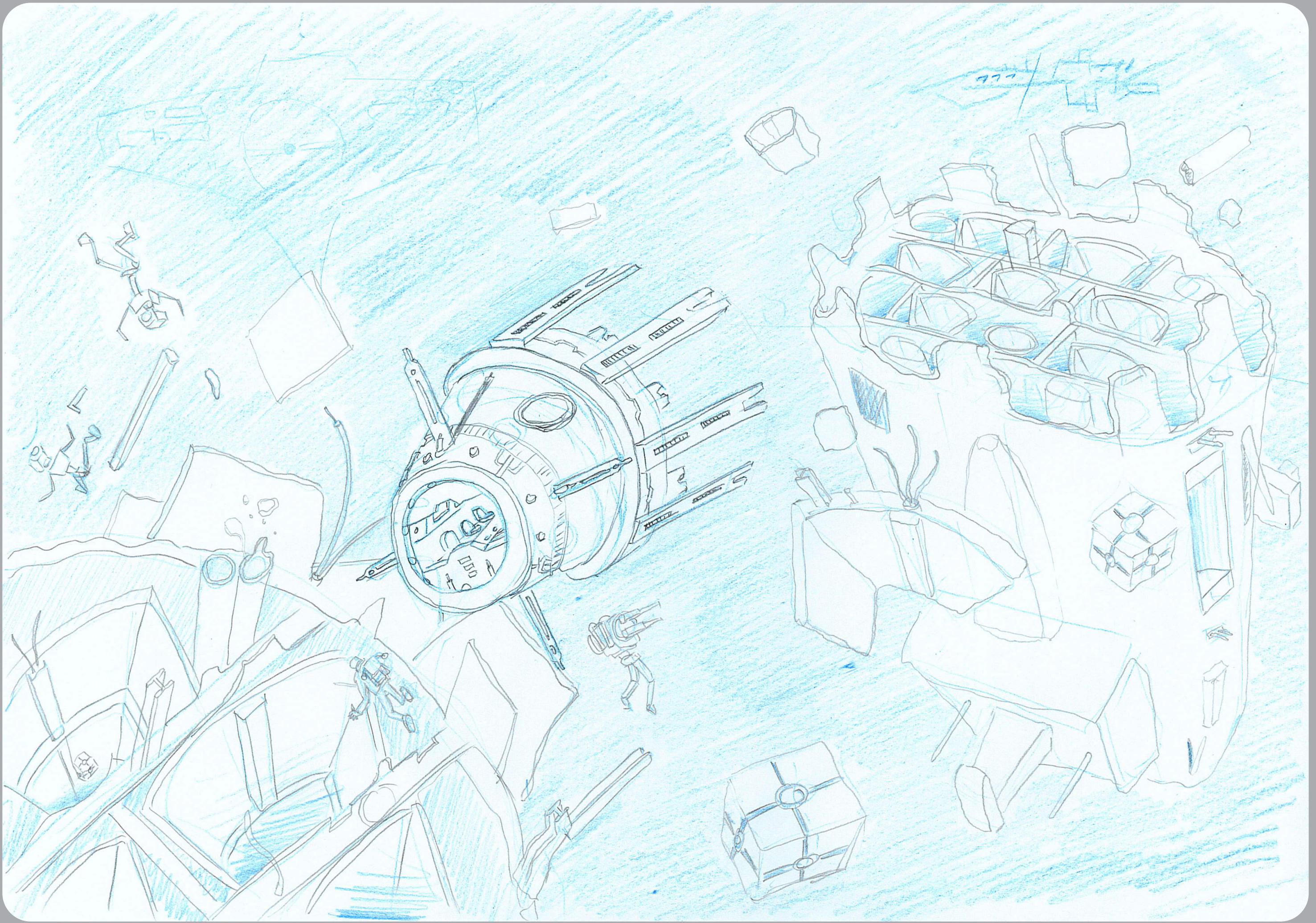
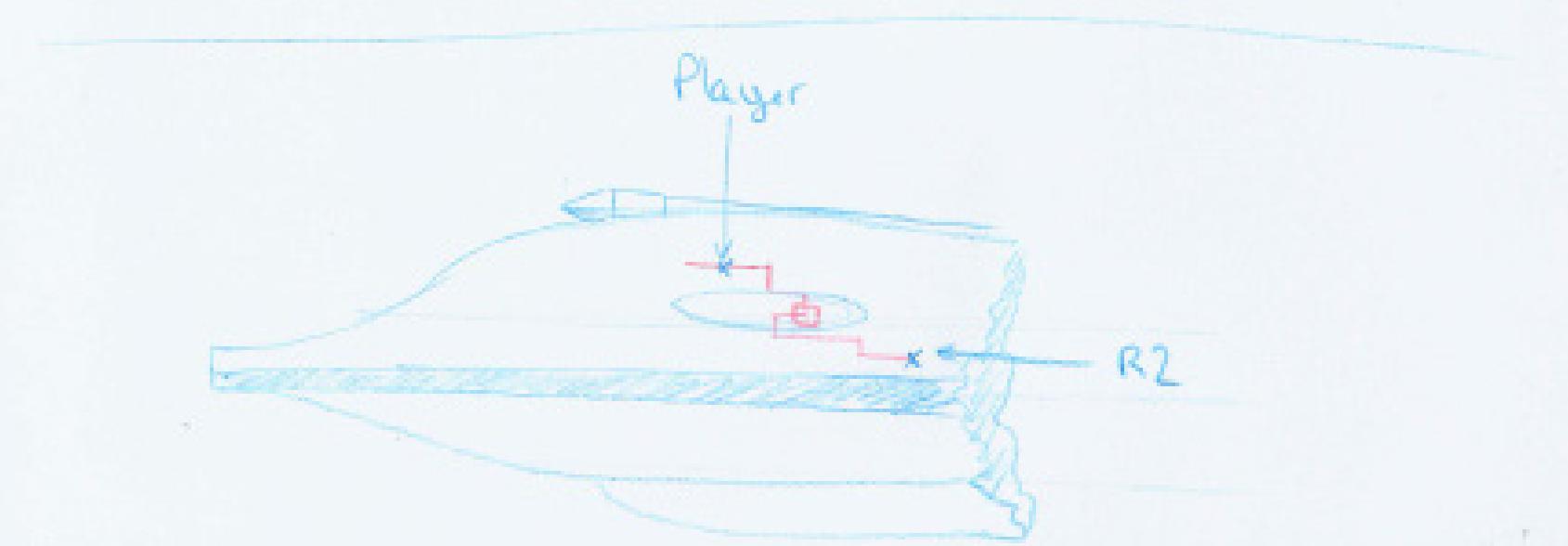
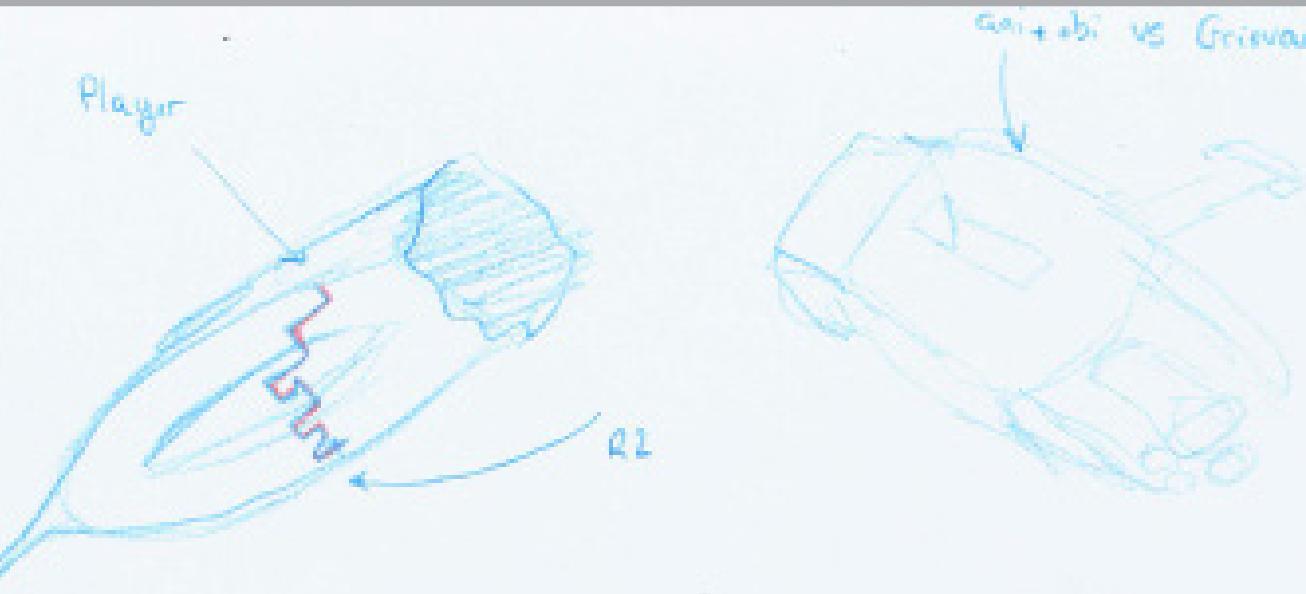


Storyboard

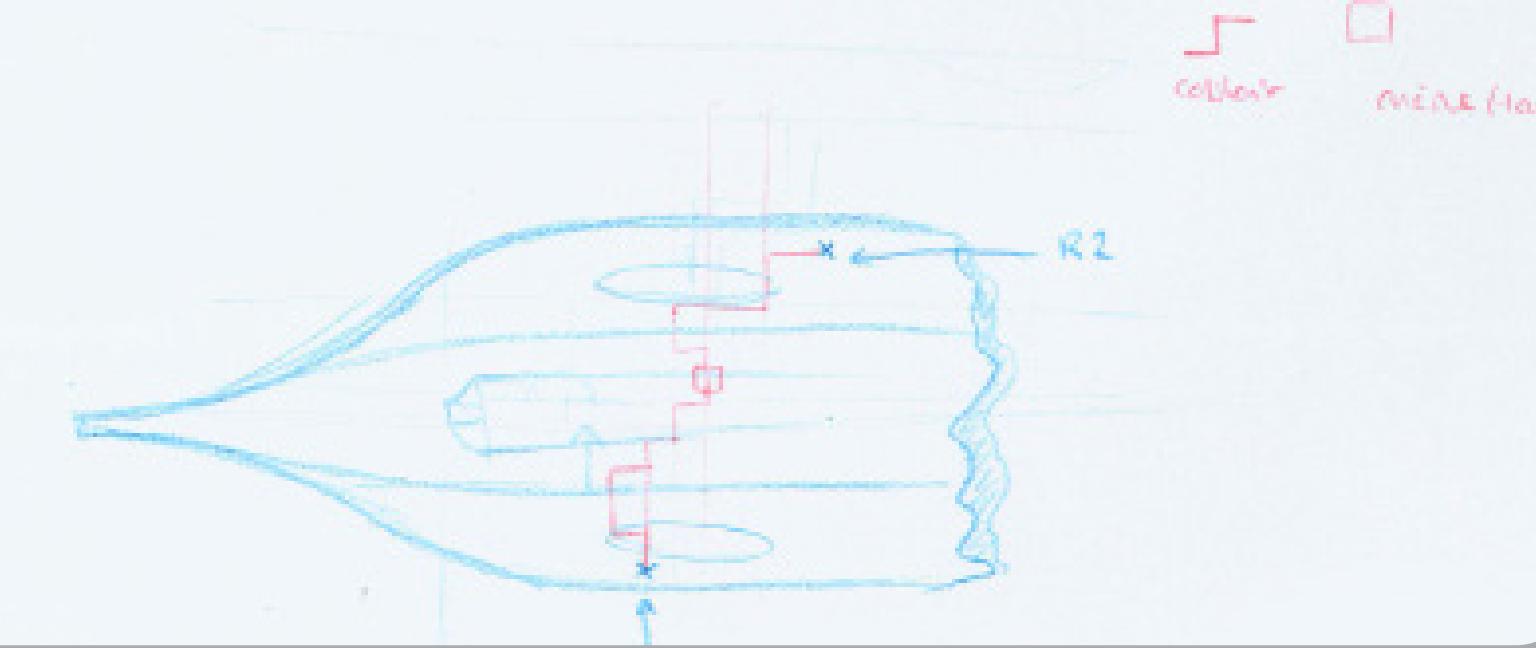
Trame d'histoire de ce niveau
du jeu !!



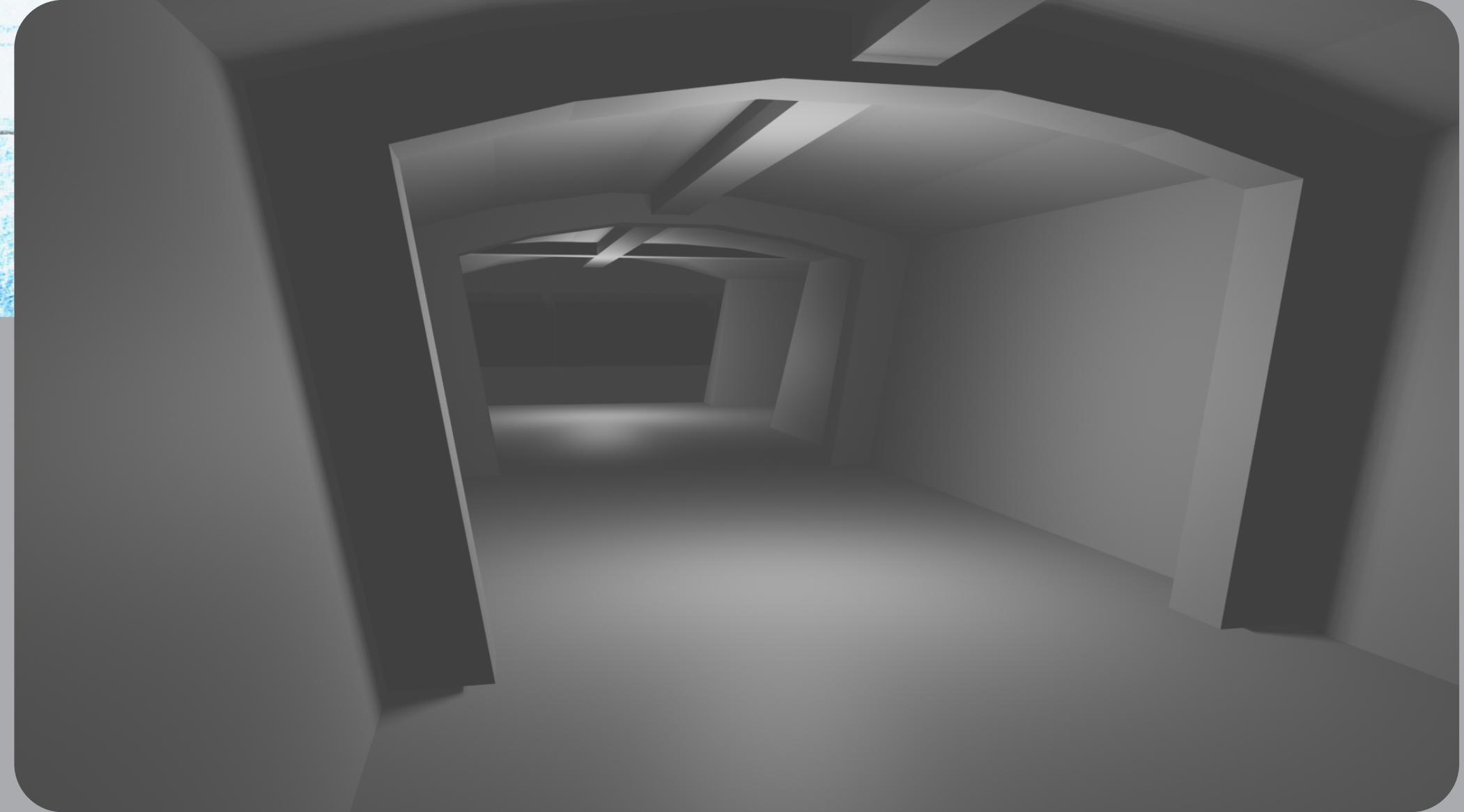
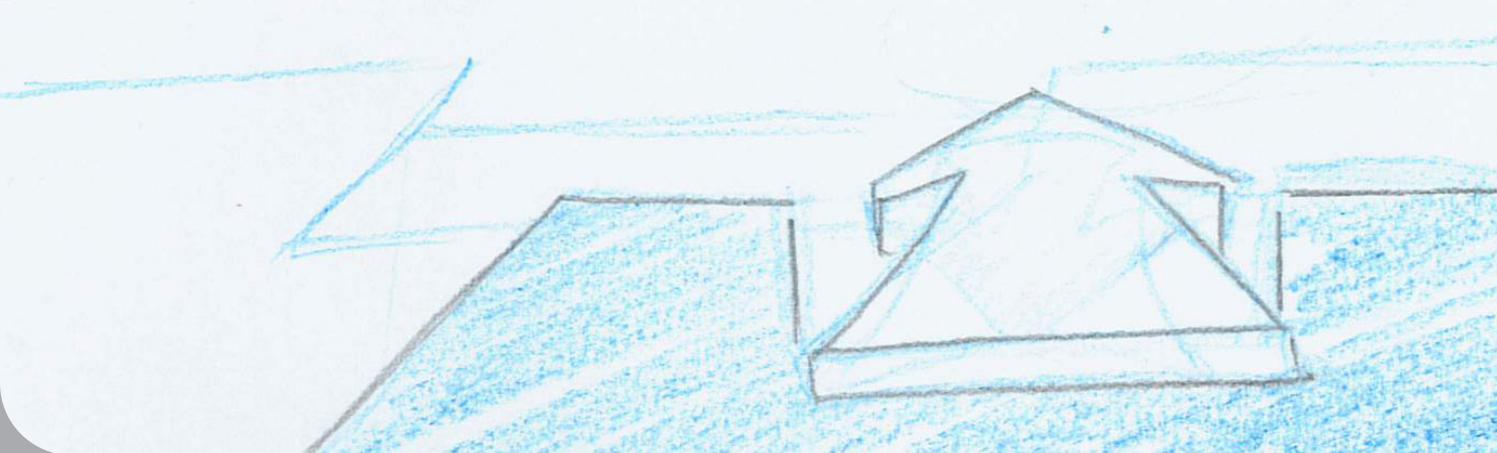
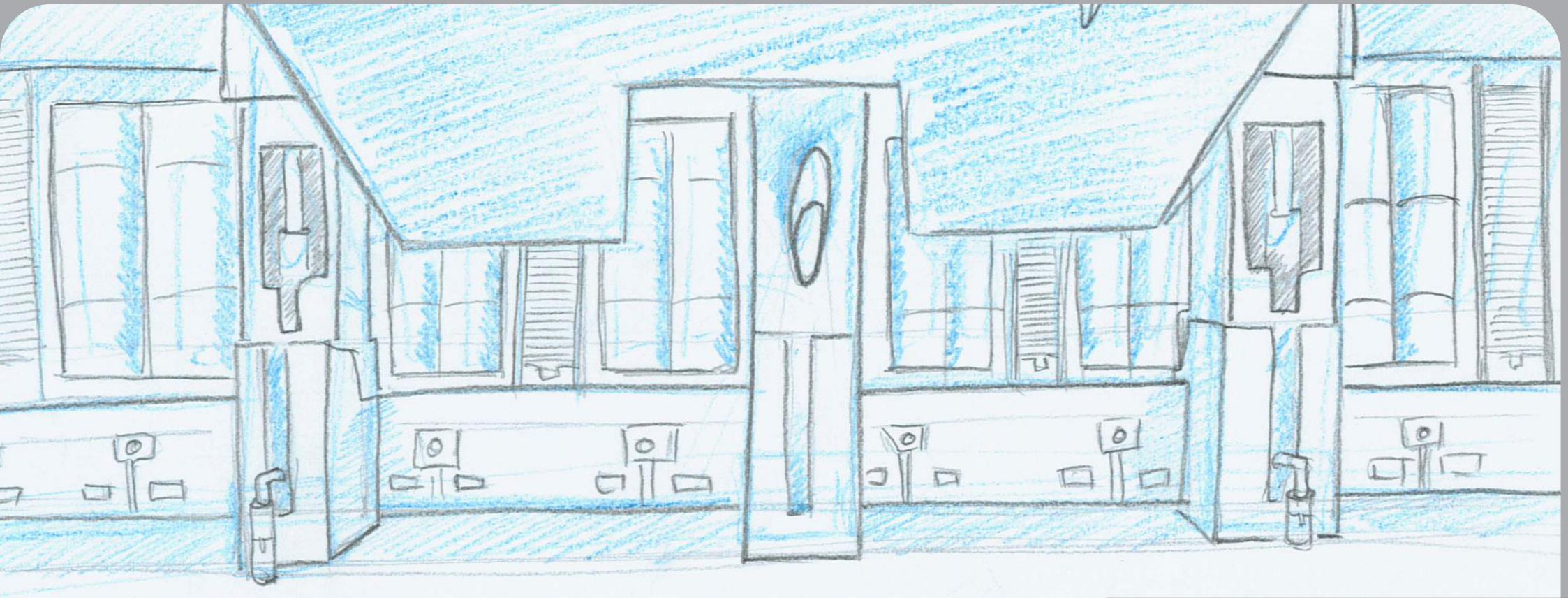
Vue exterieur du vaisseau spatial

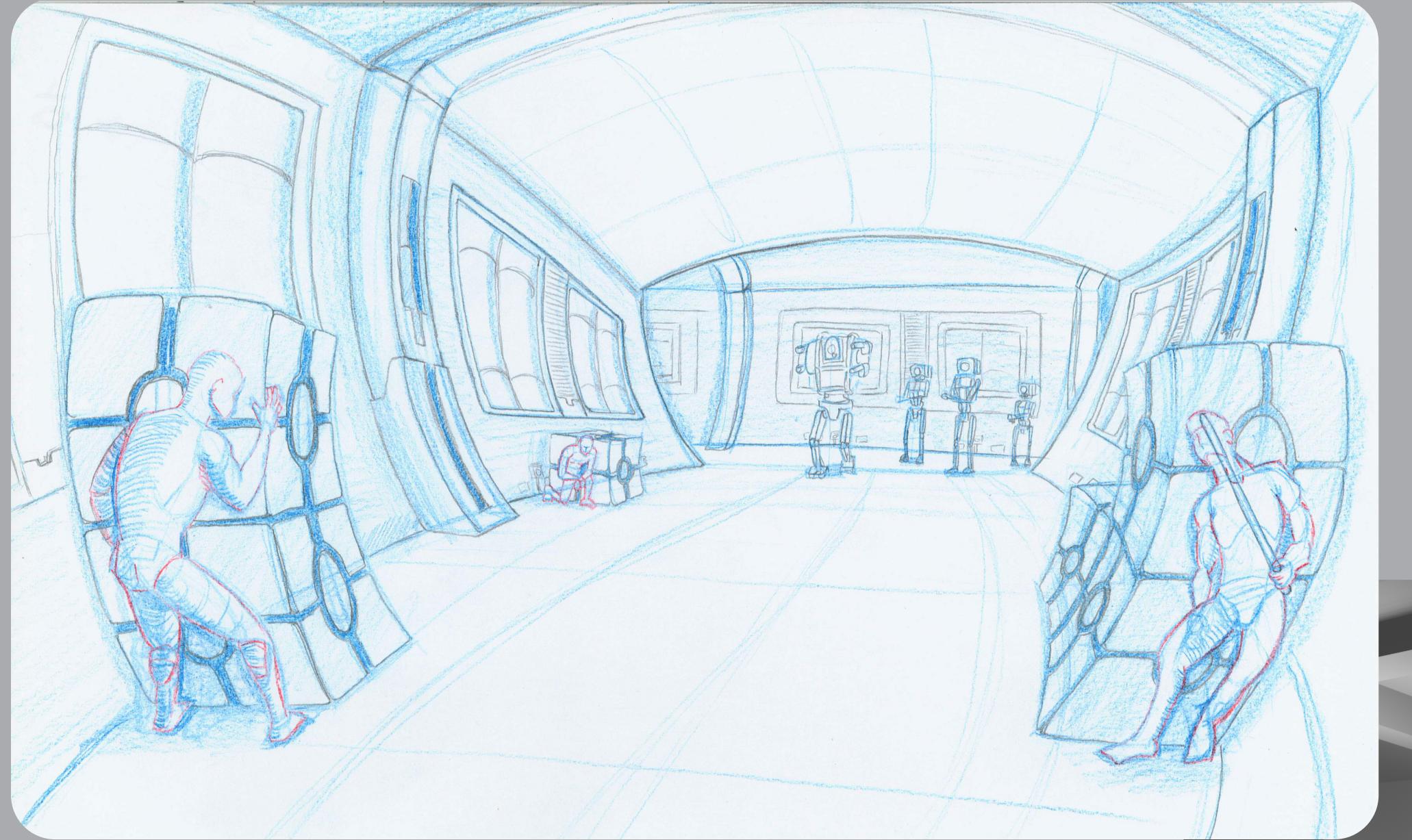


└── collecte └── mine (1w2)

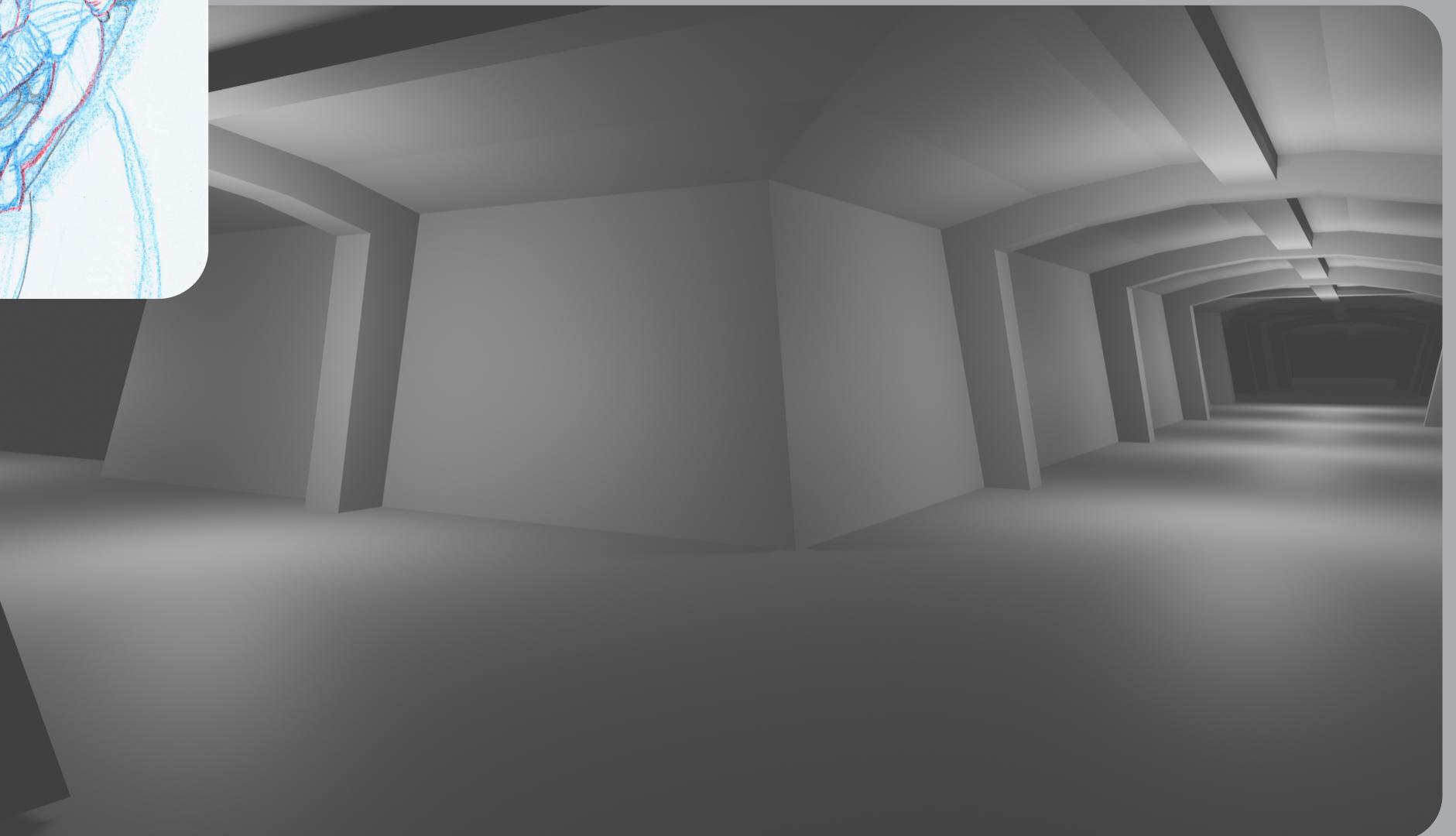


Débarquement sur le
corridor !

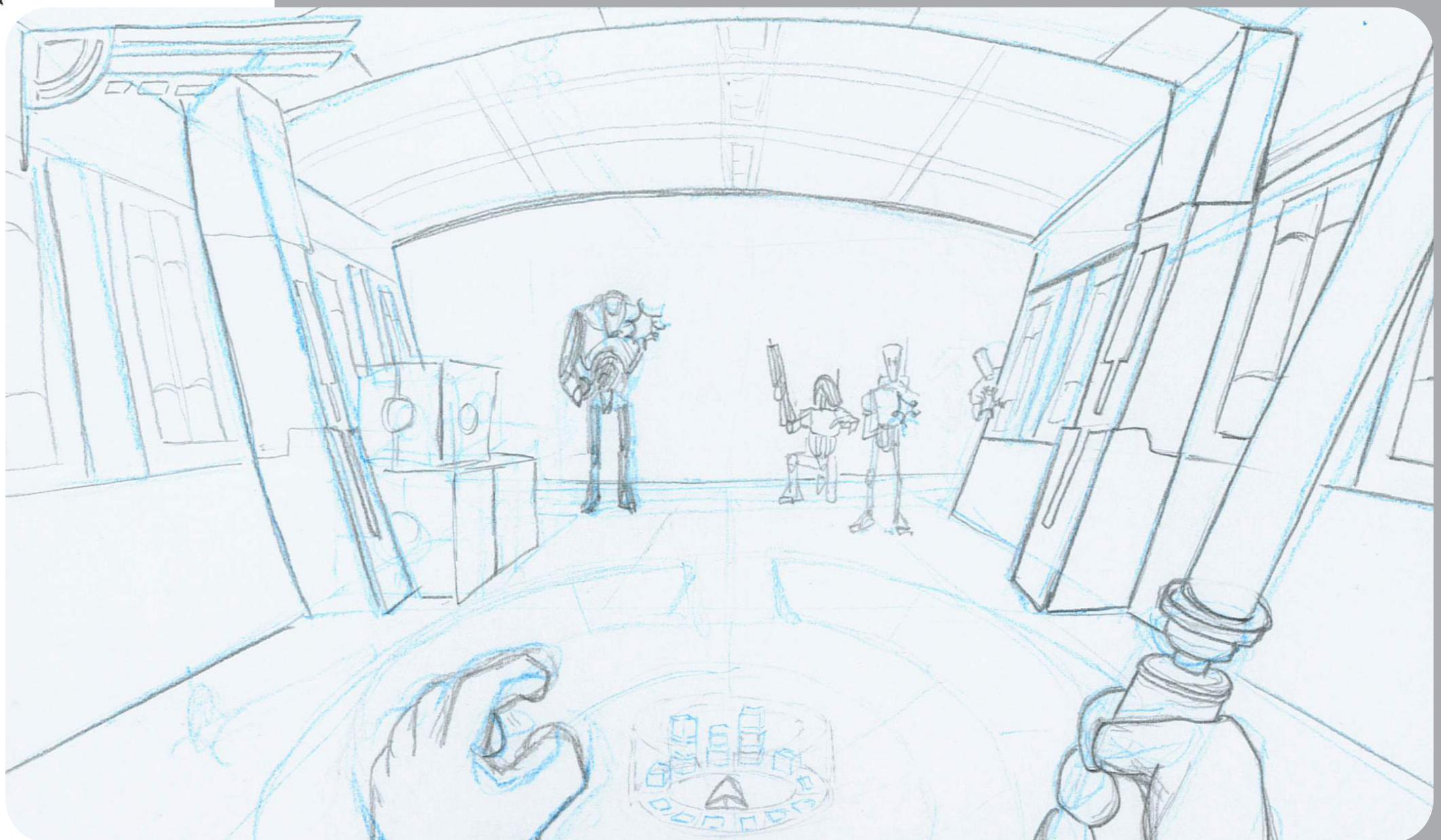
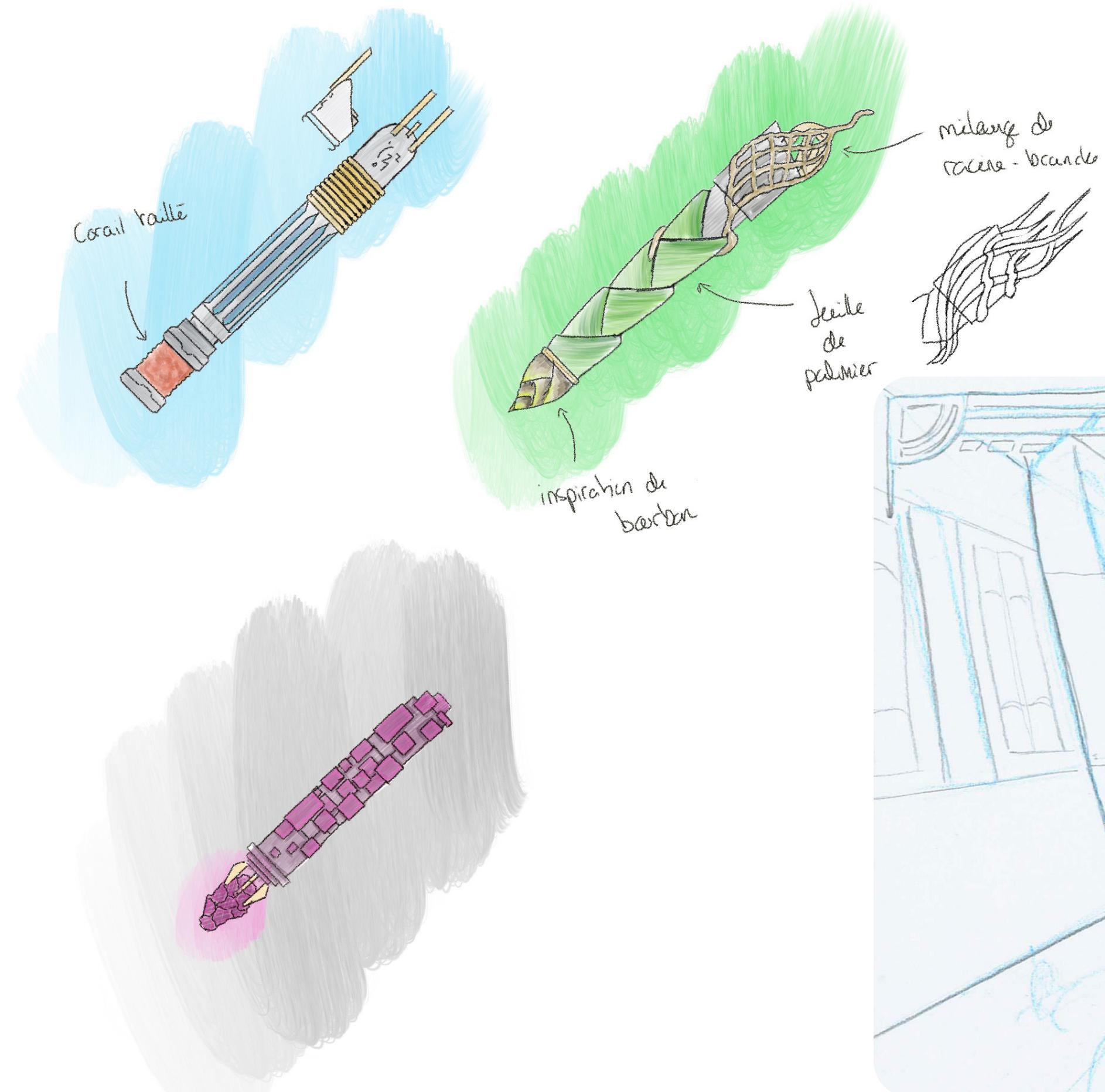


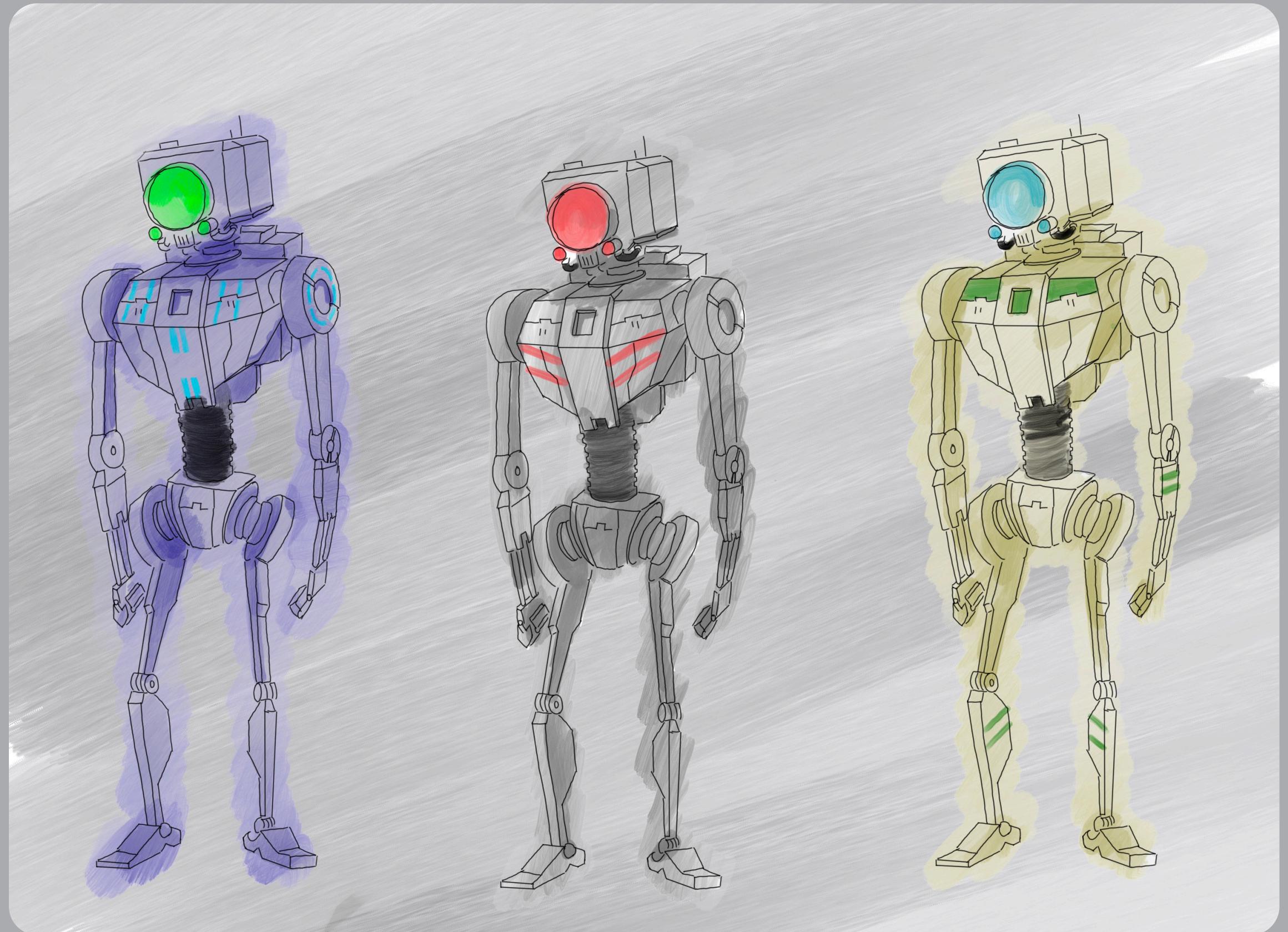


1er ennemi et initiation du
joueur à interagir avec
l'environnement

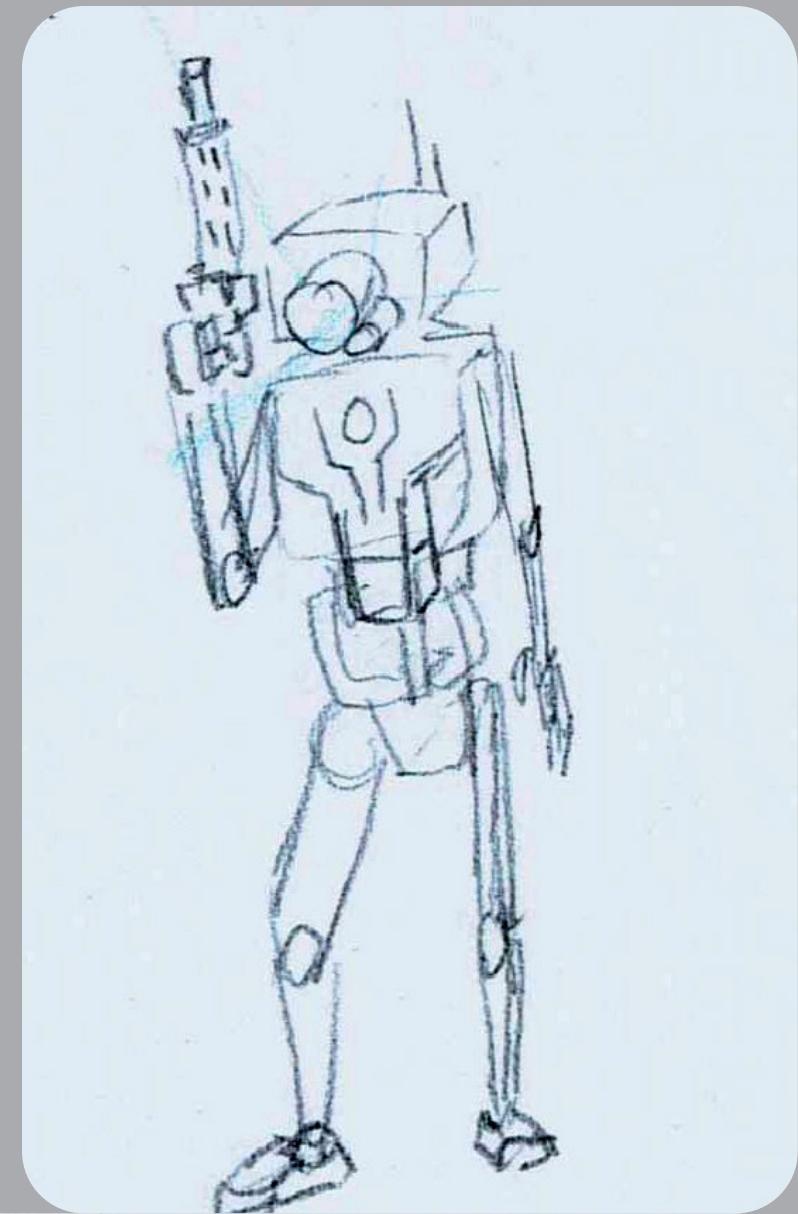
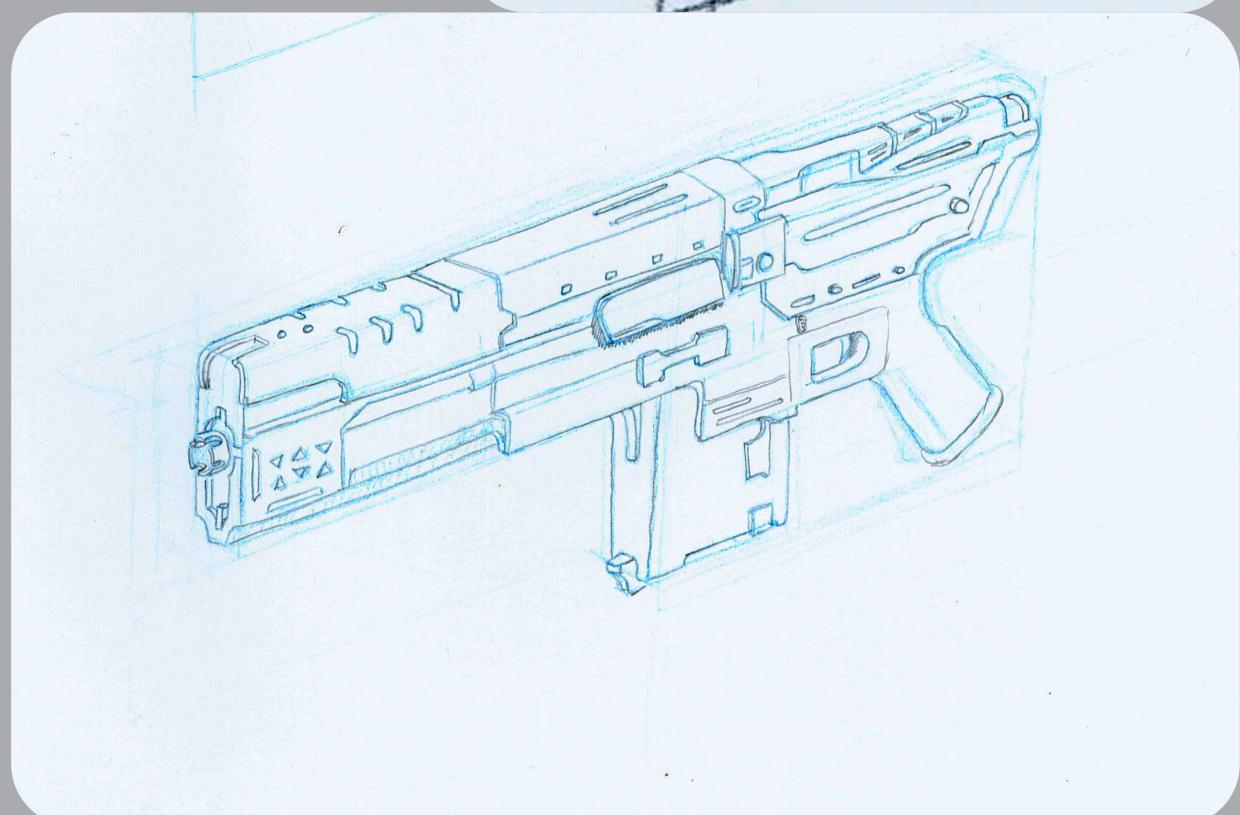


Initiation au sabre !!

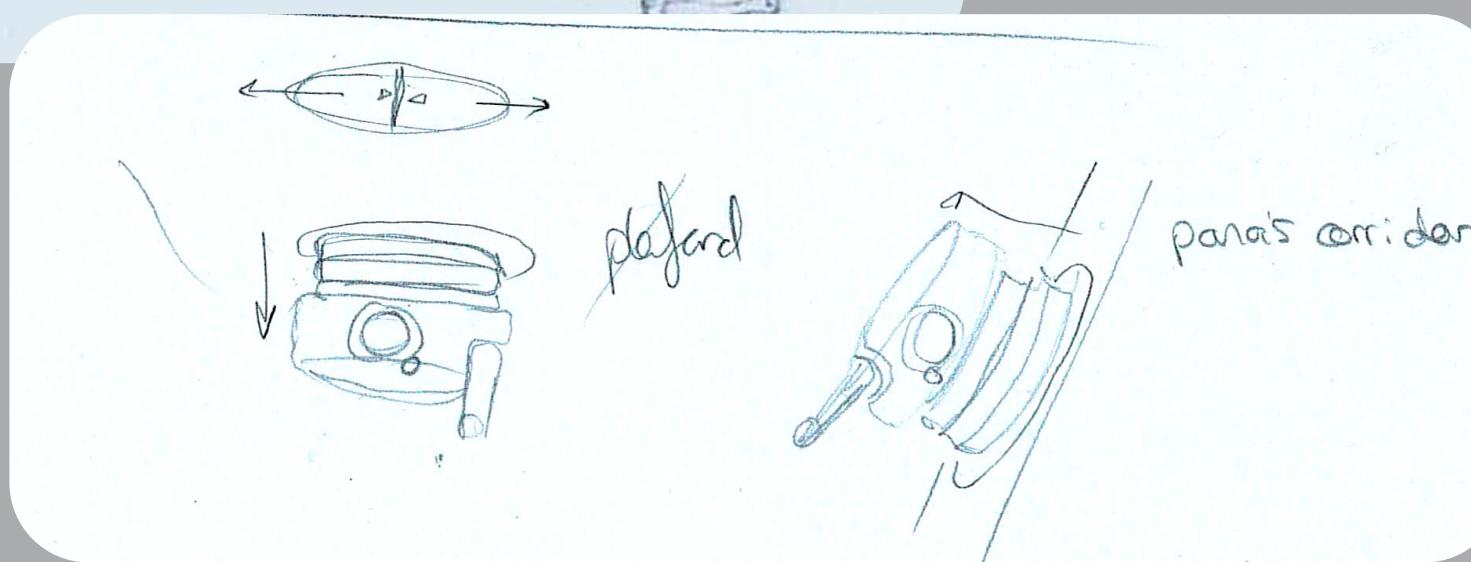
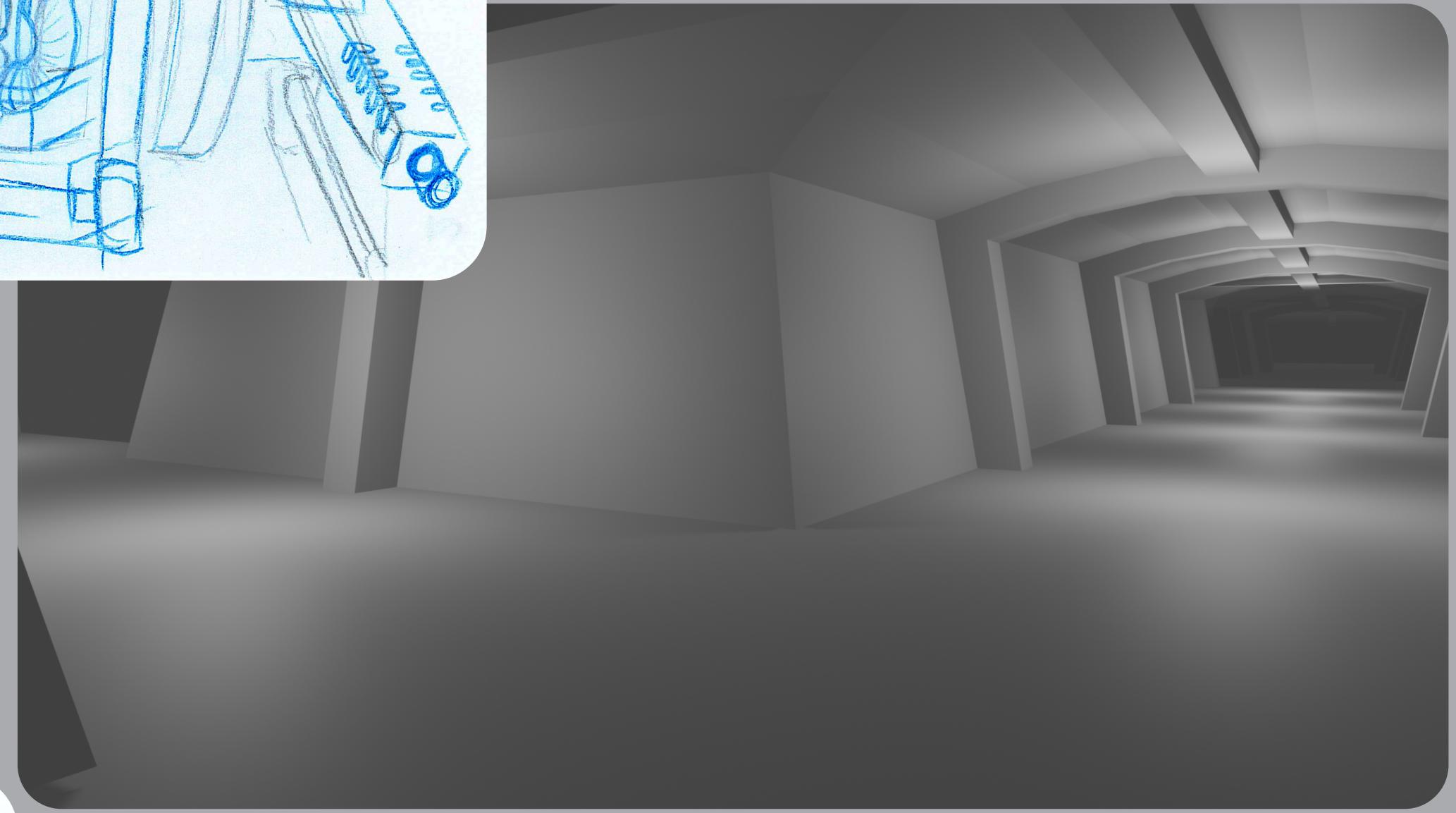
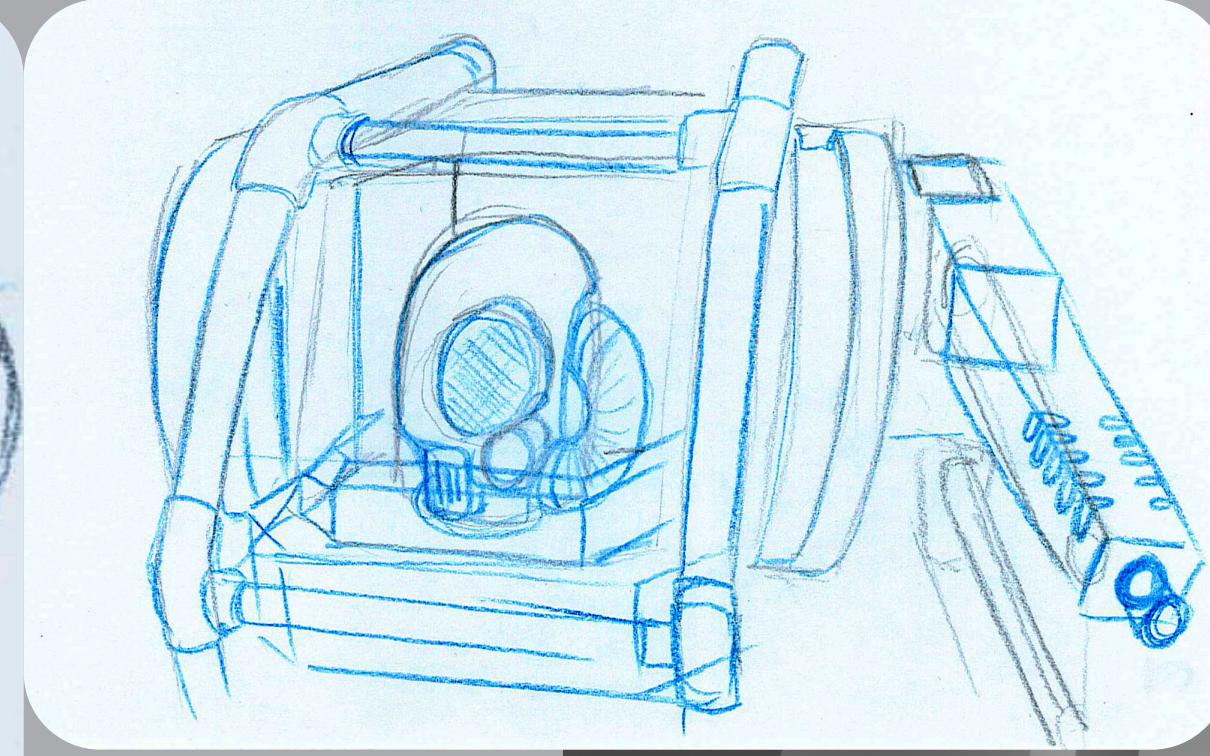
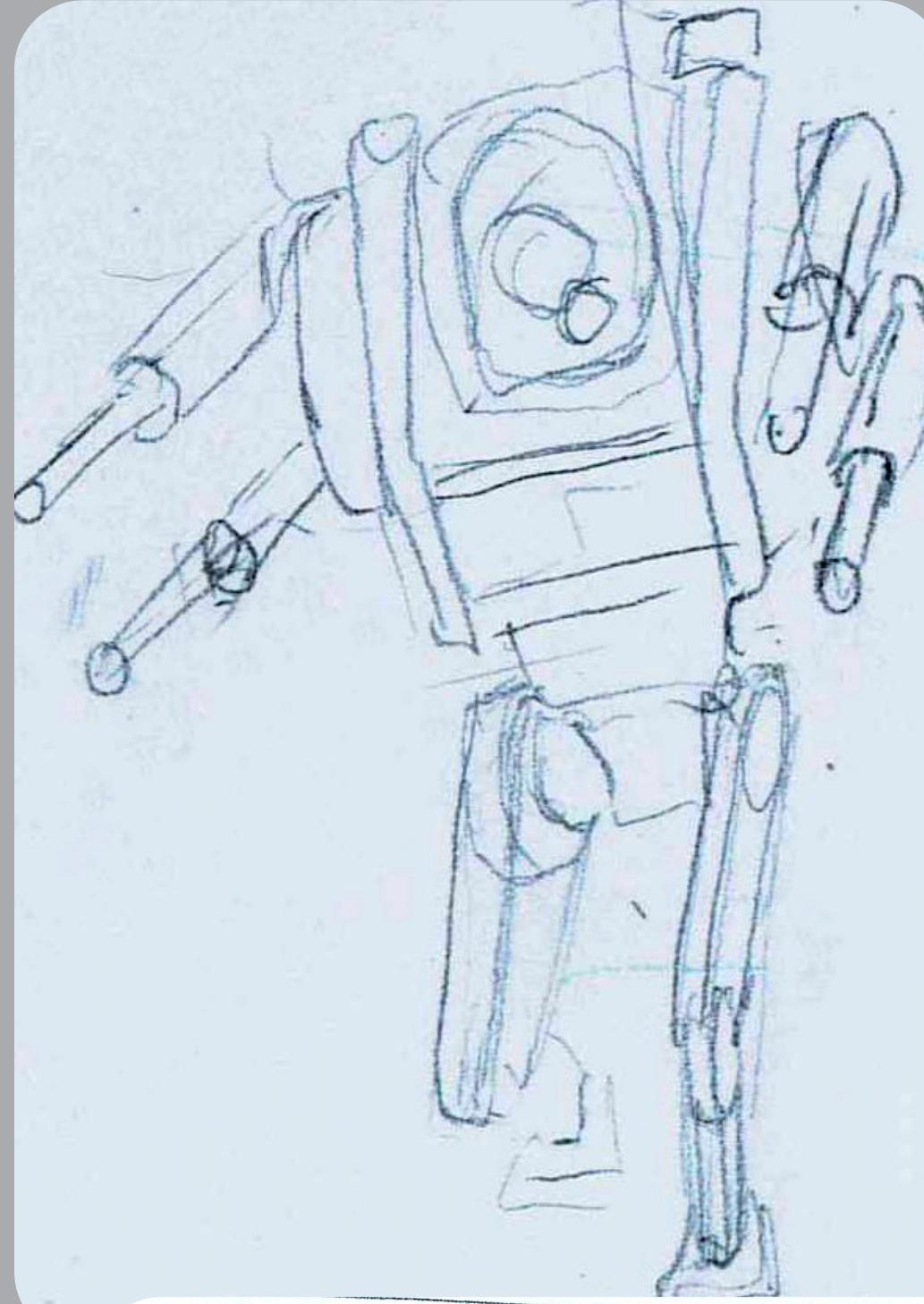




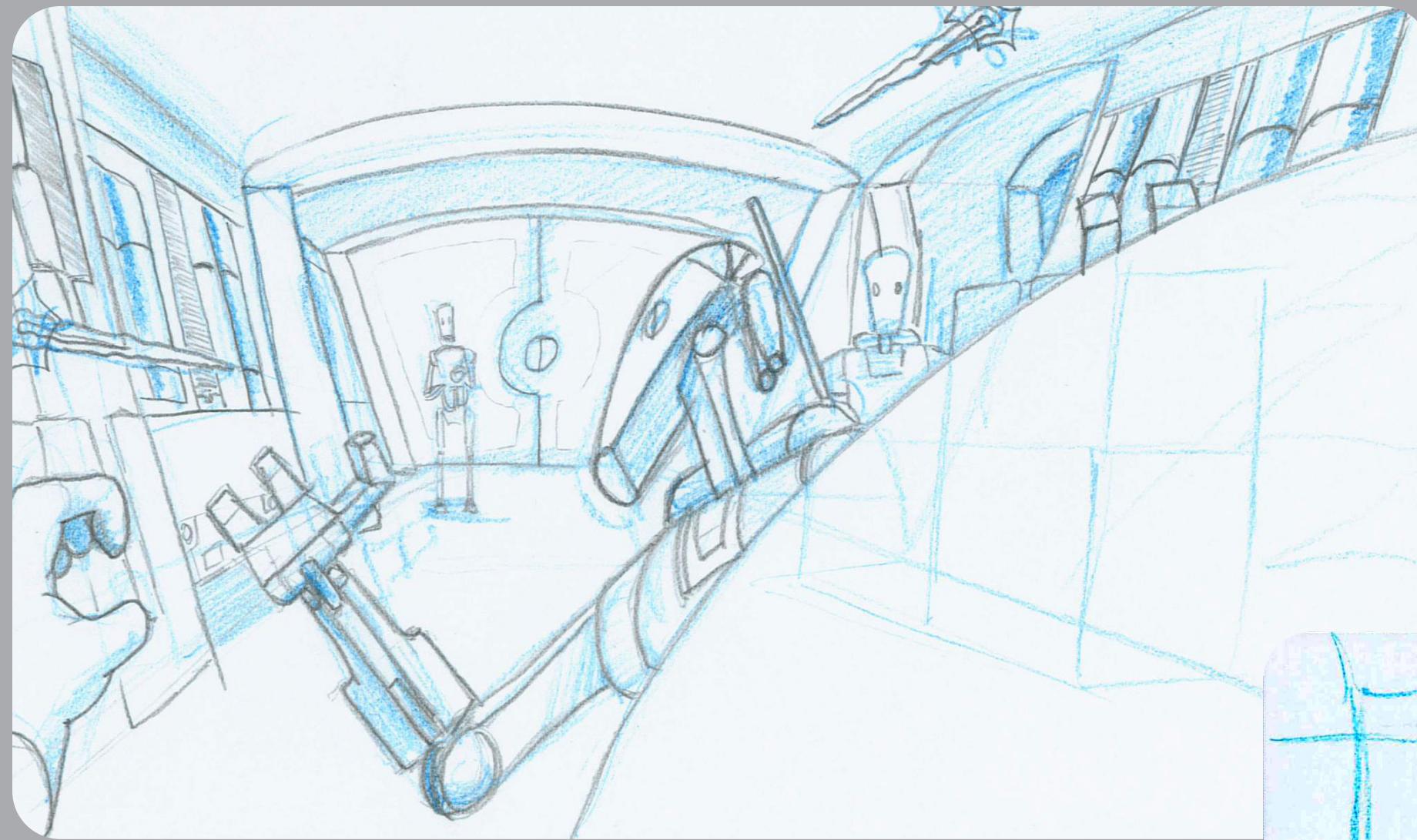
Oroïde Battle



Droïde Super Battle

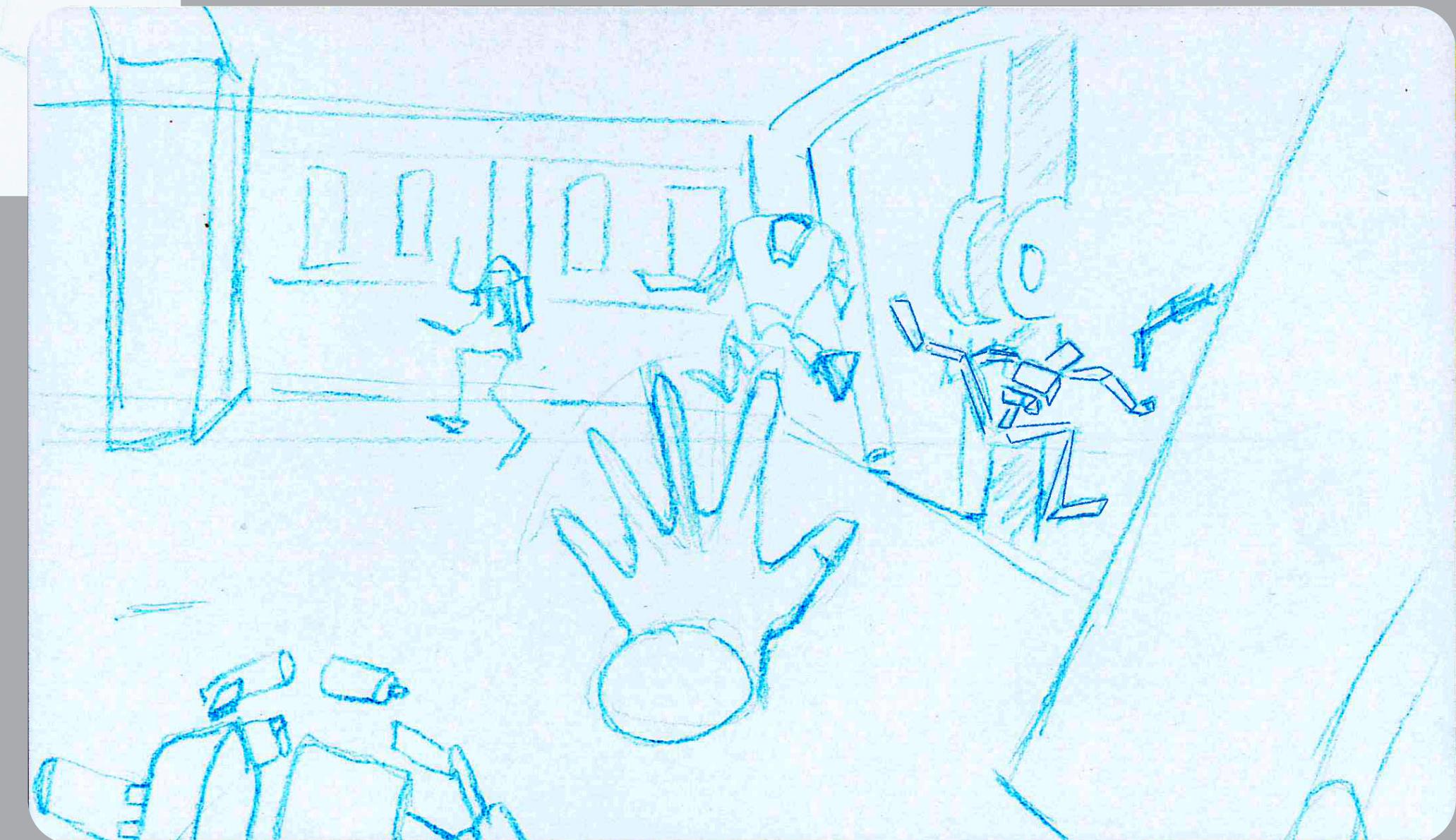


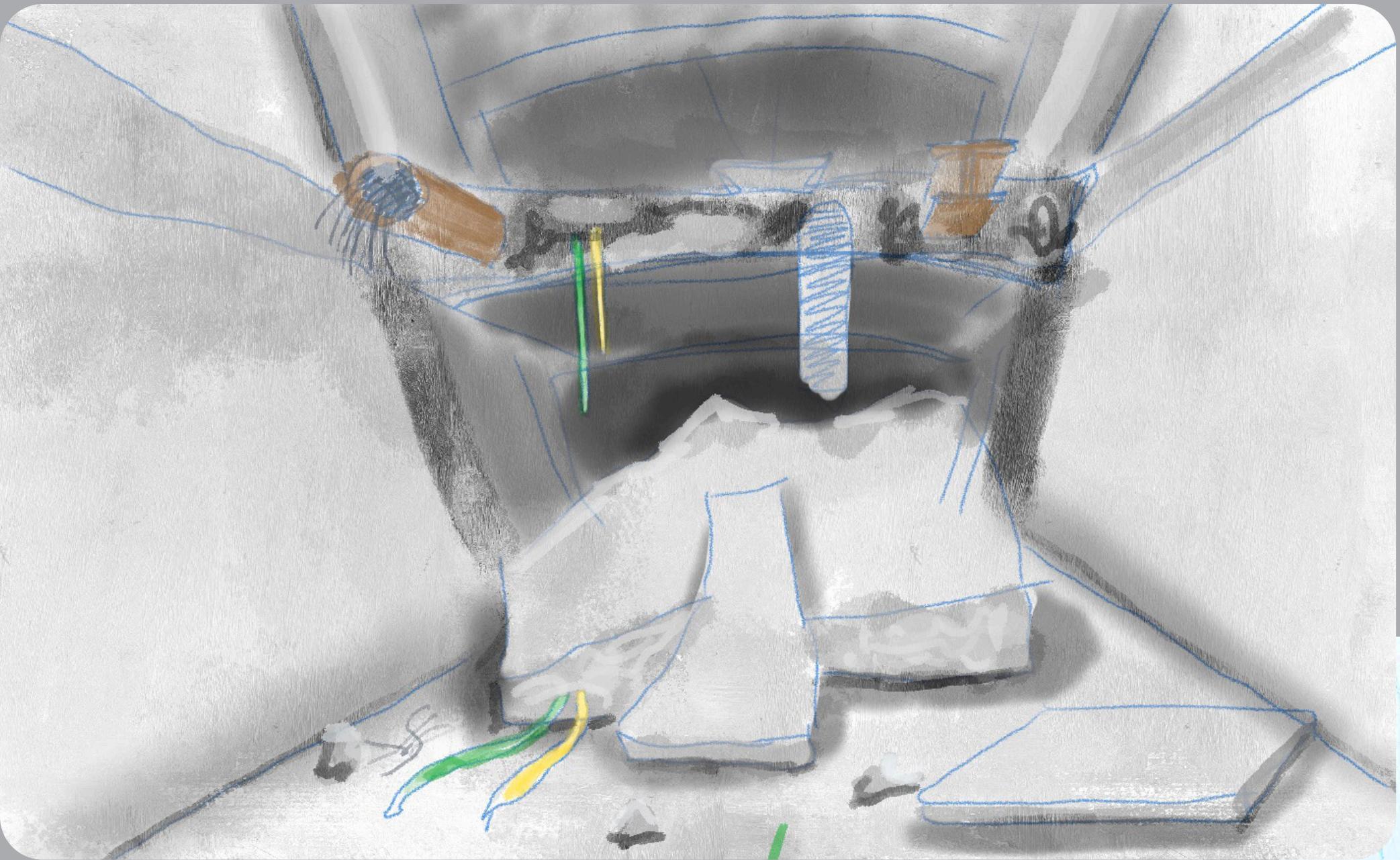
Des tourelles peuvent surgir à tout moment dans les corridors



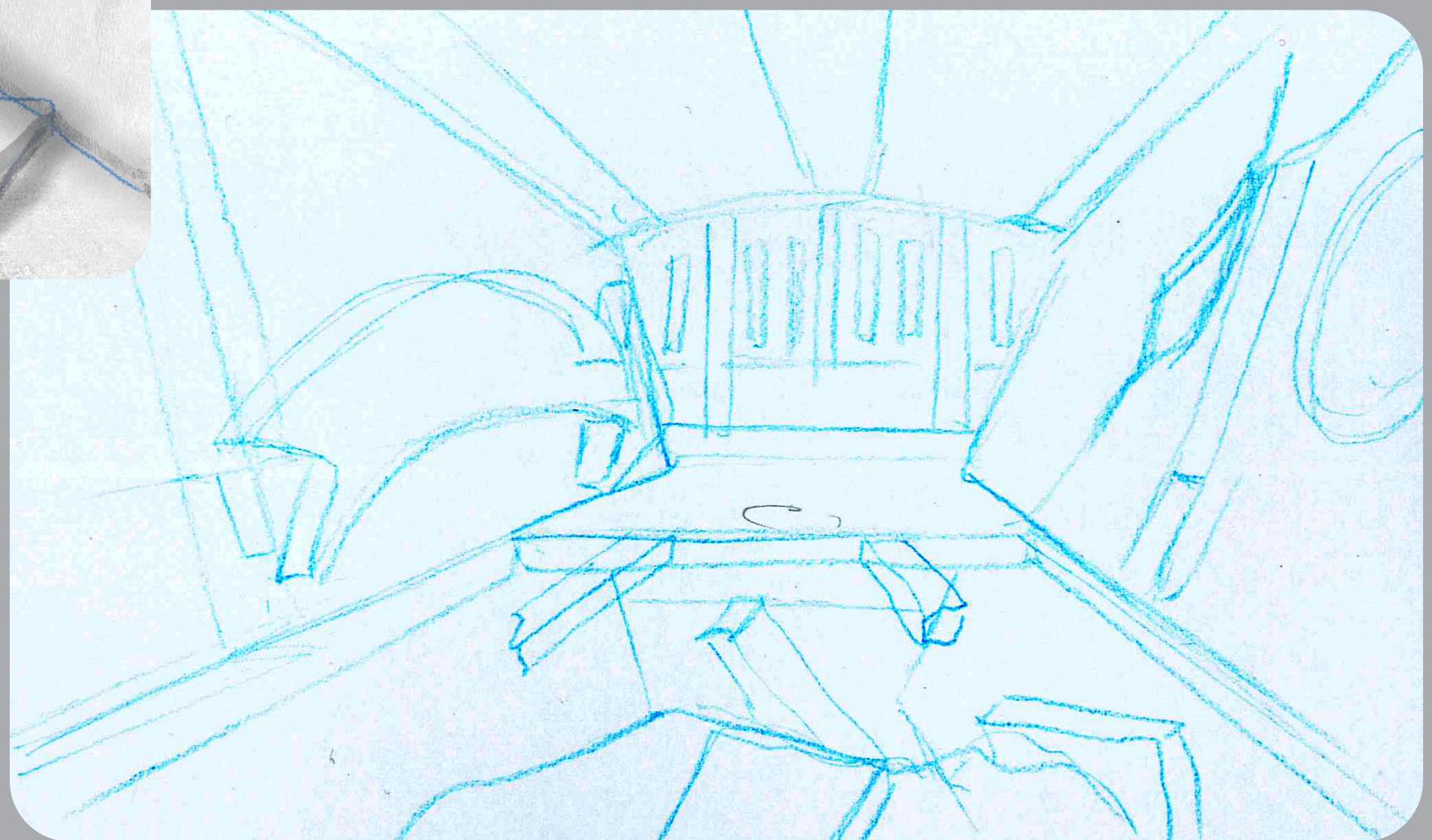
«Un grand guerrier ? Personne
par la guerre ne devient grand.»

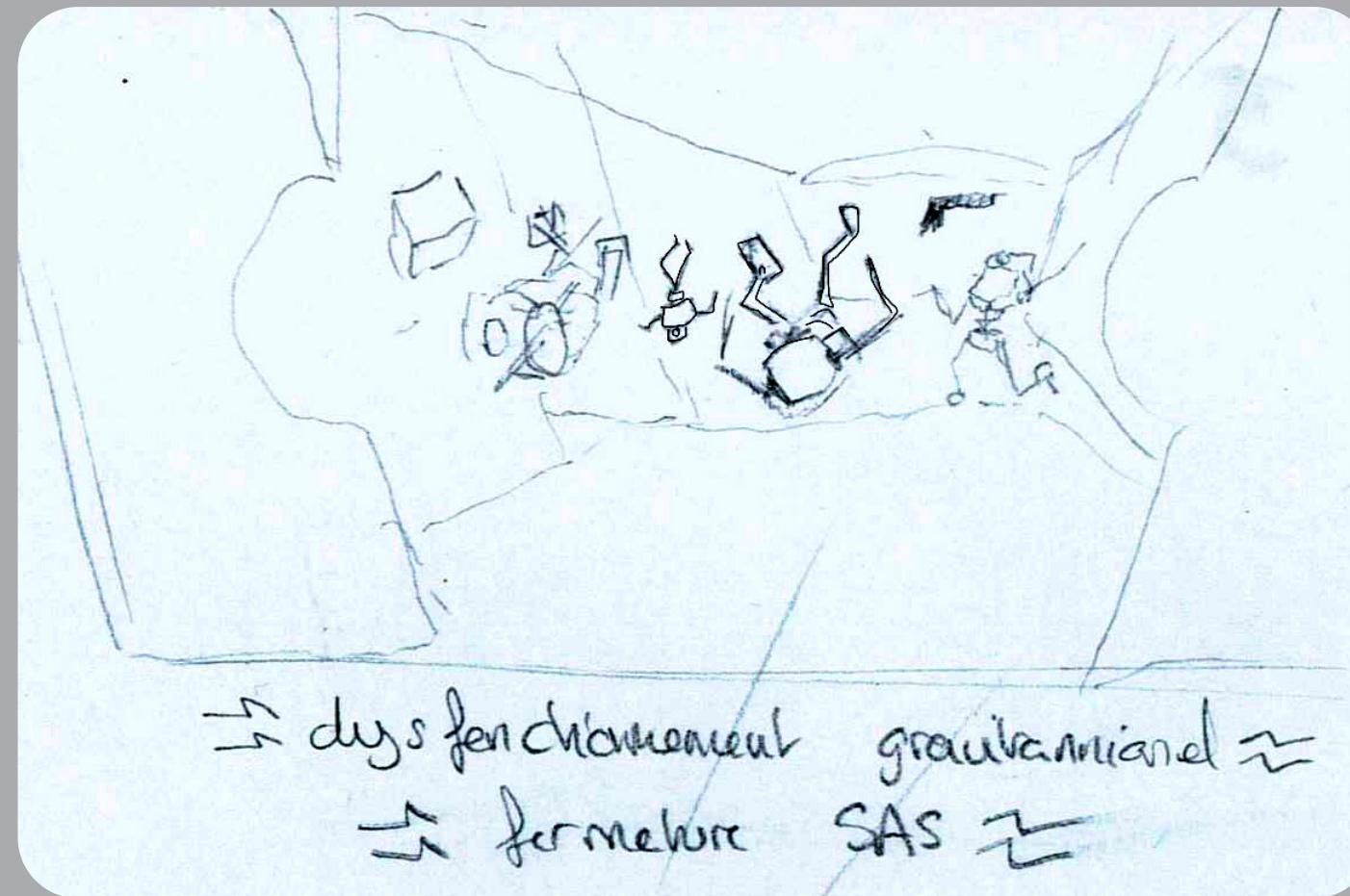
Maitre Yoda





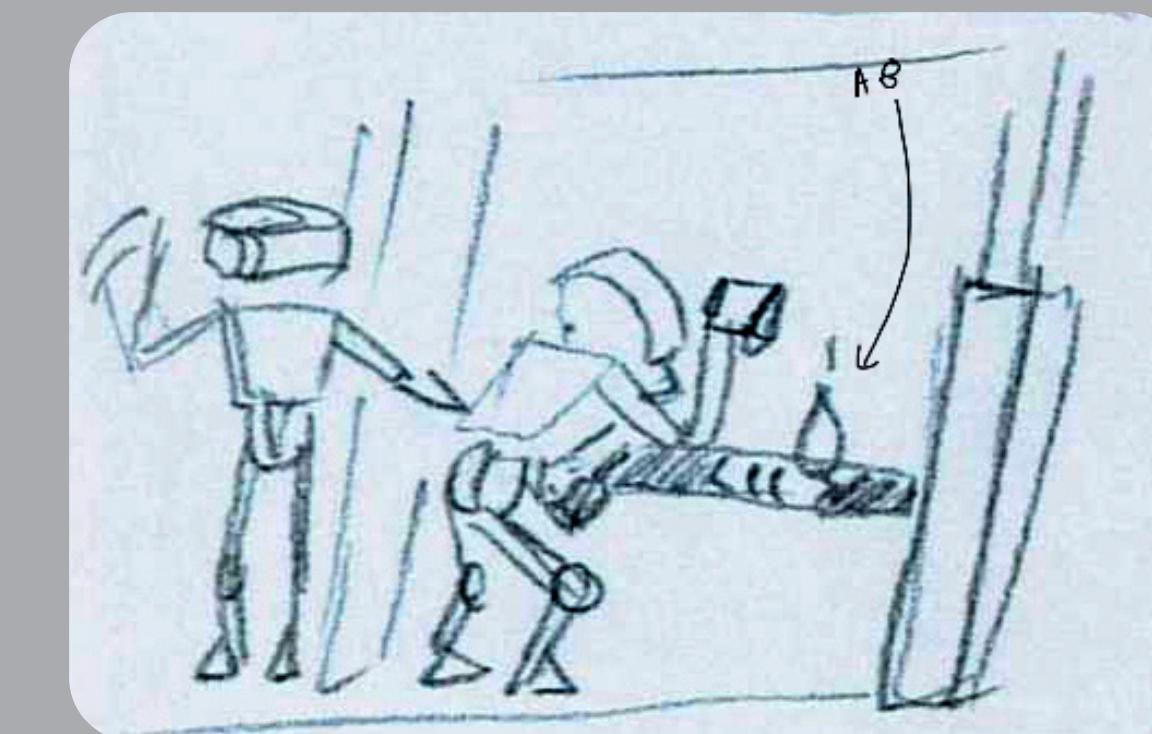
Utilisation de la capacité
saut



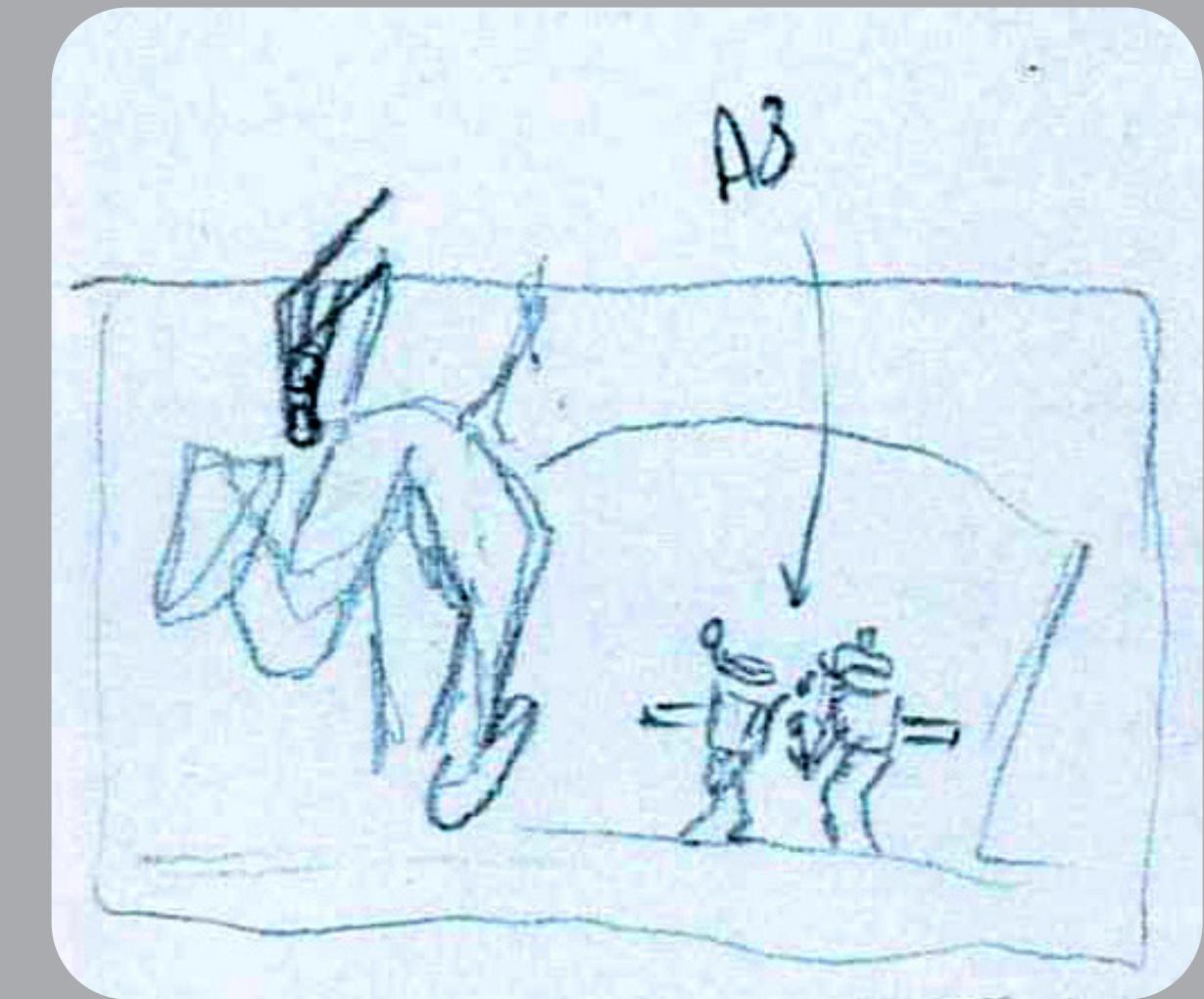
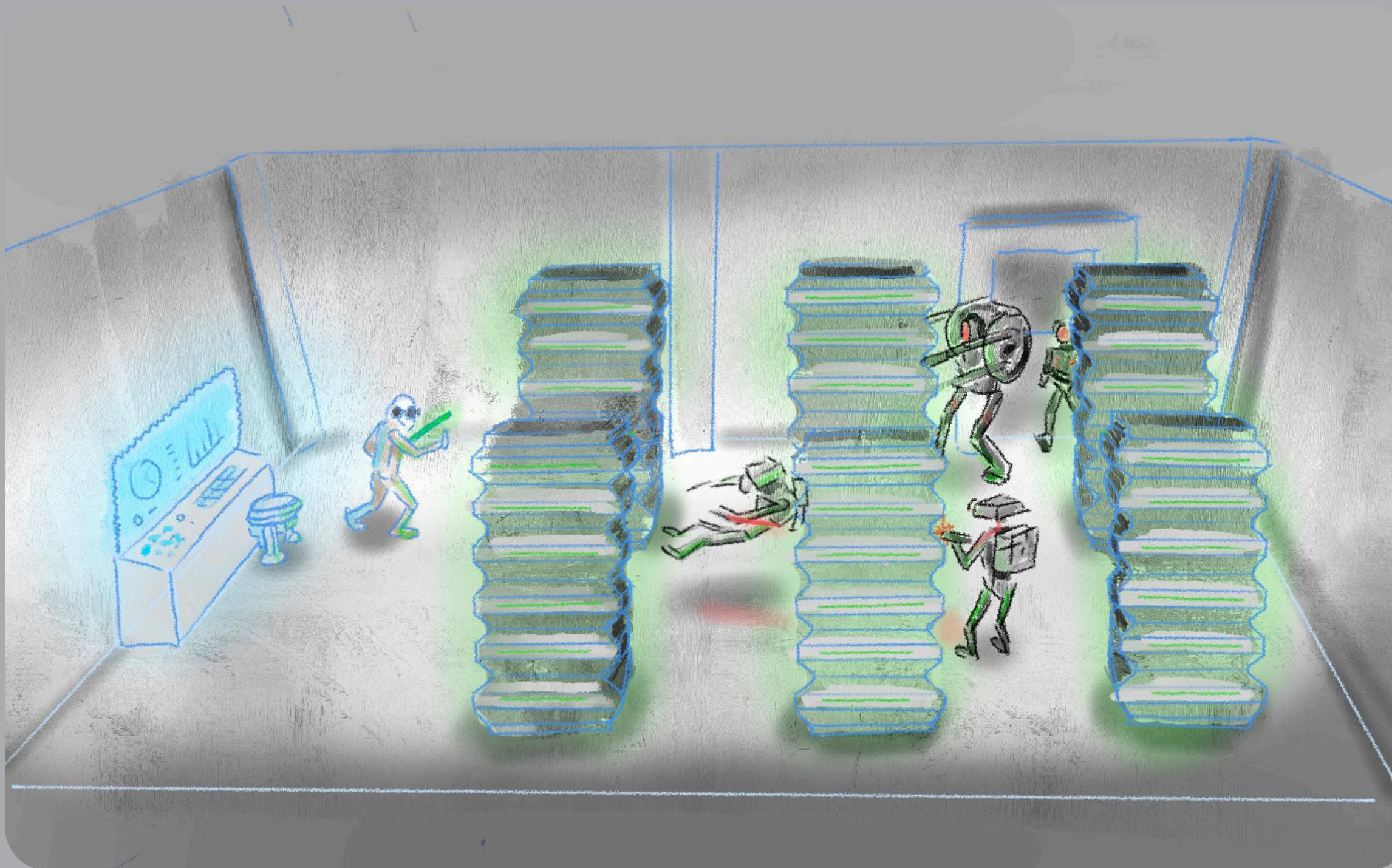


Mise en scène des droïdes
en apensteur !

A8 retrouvé mais cerné par
les droïdes !

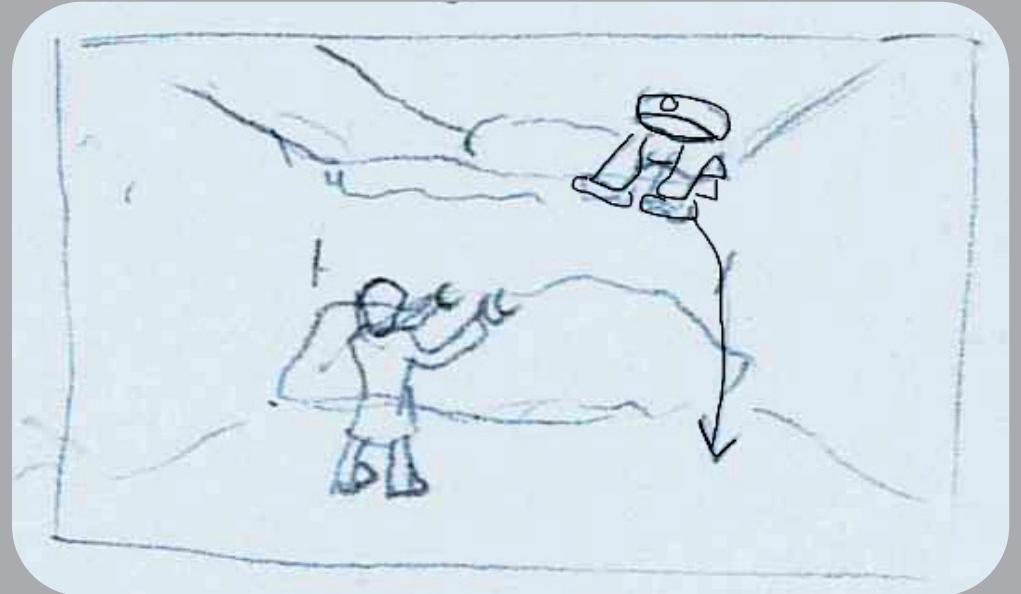


Le joueur vole à son secours !

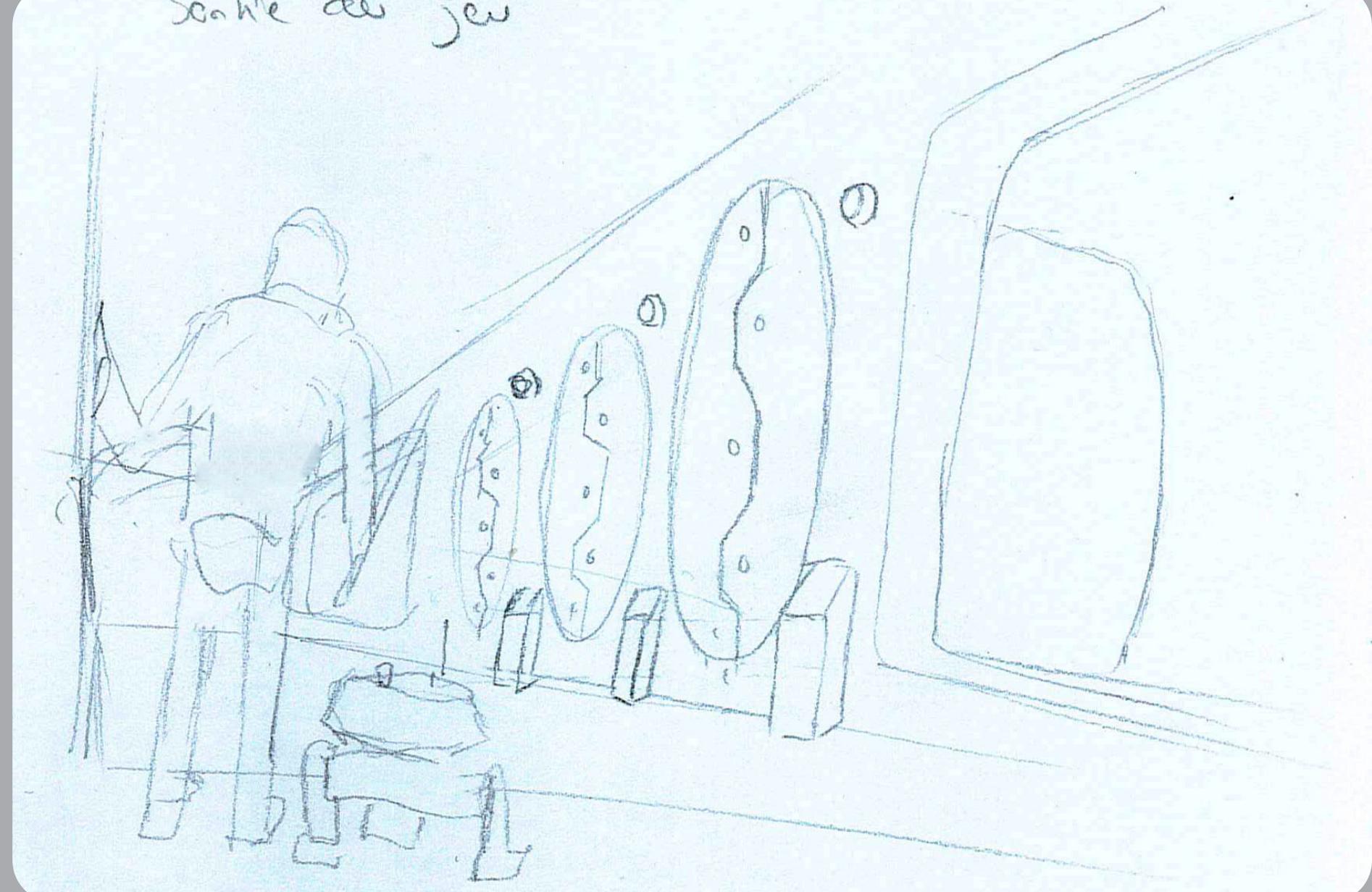


A8 vole le plan et le joueur fait face à des vagues ennemis !

Utilisation de la Force pour
qu'A8 ne puisse pas se crashé
en sautant

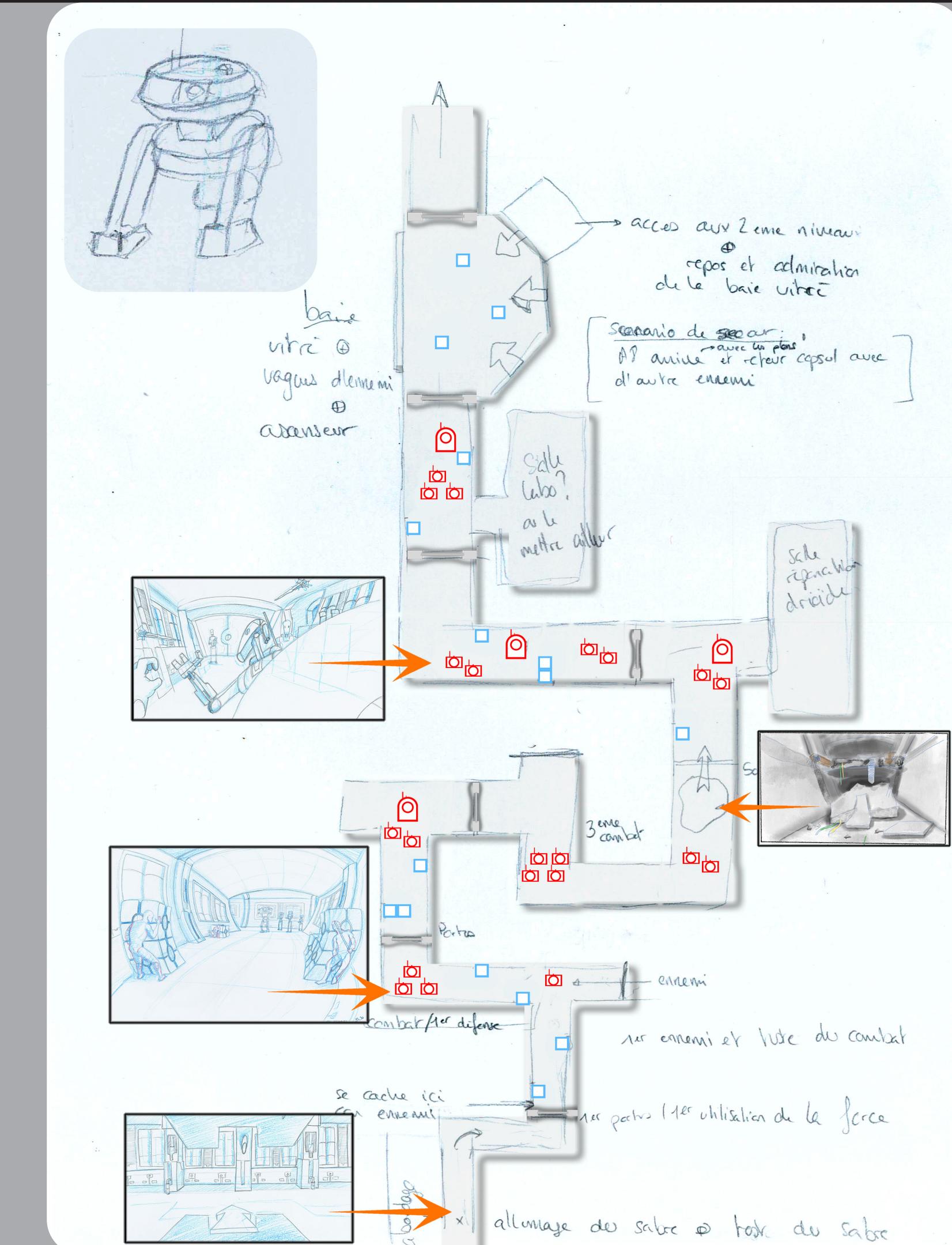


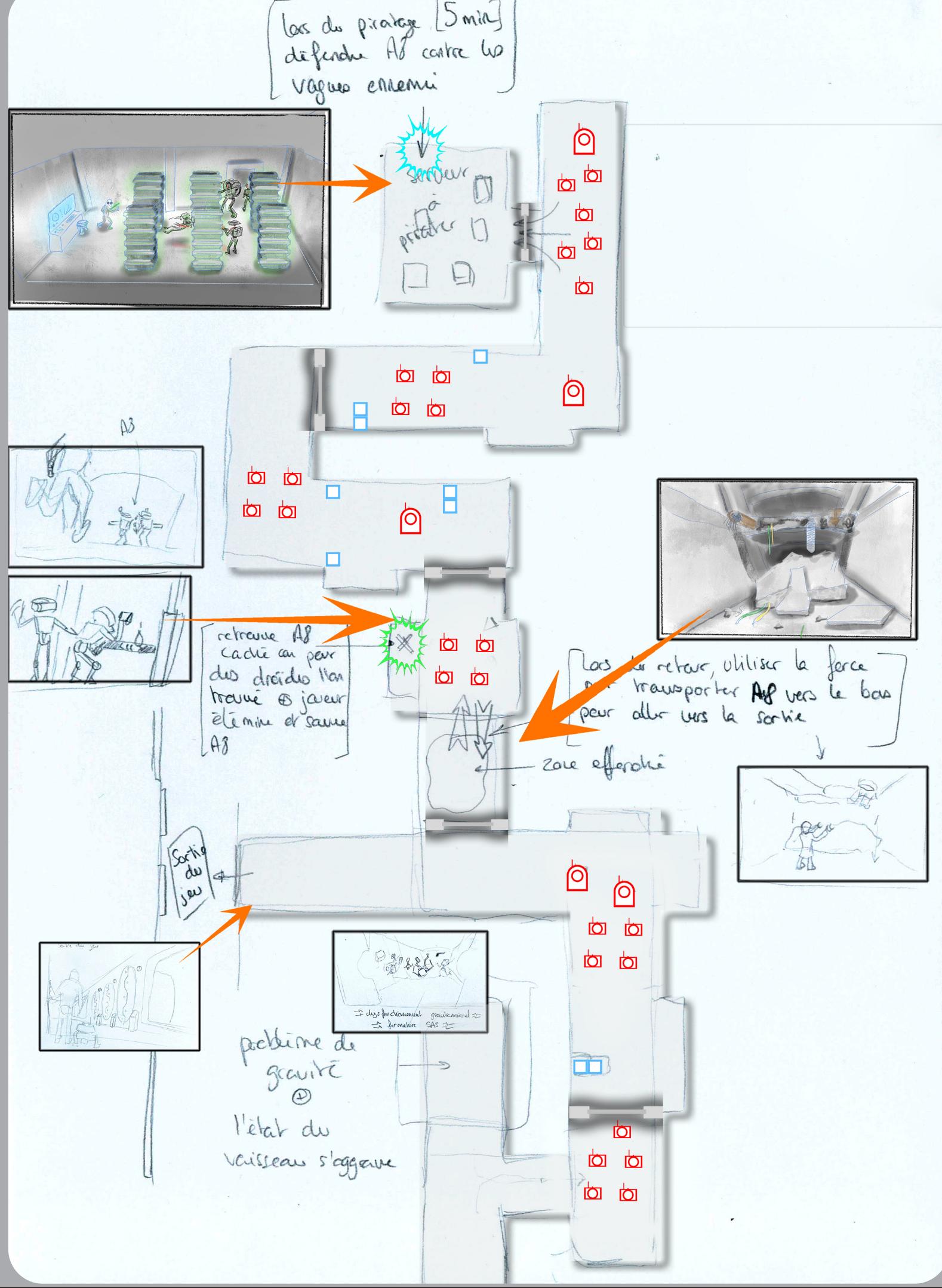
Scène du jeu



Ok !! Sortons-nous de là !!

Map du jeu !!





Suite de la Map ...