

# Conversion of Brutes

## Entwickler *Gruppe 7*

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## Tutor

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SS15

# 1 Components

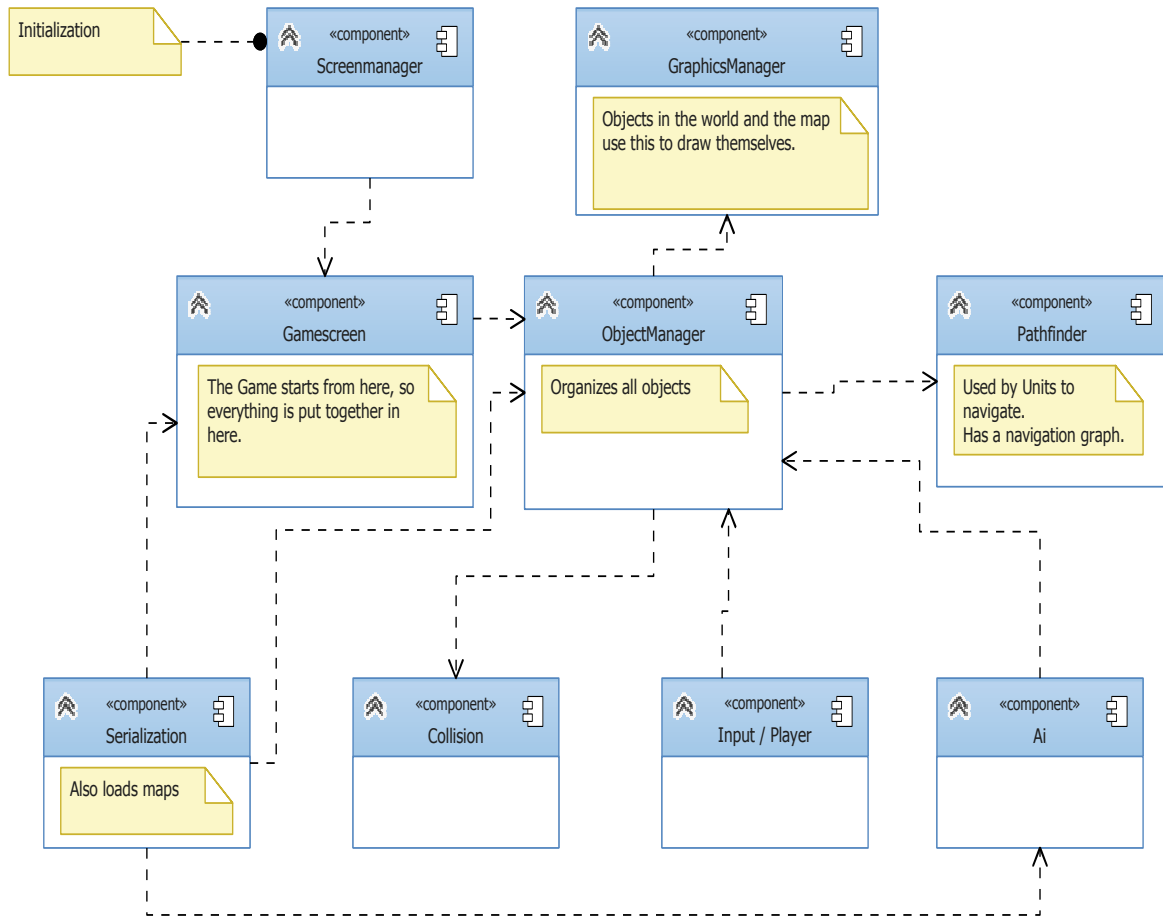


Abbildung 1: Components

## 2 Game Screen

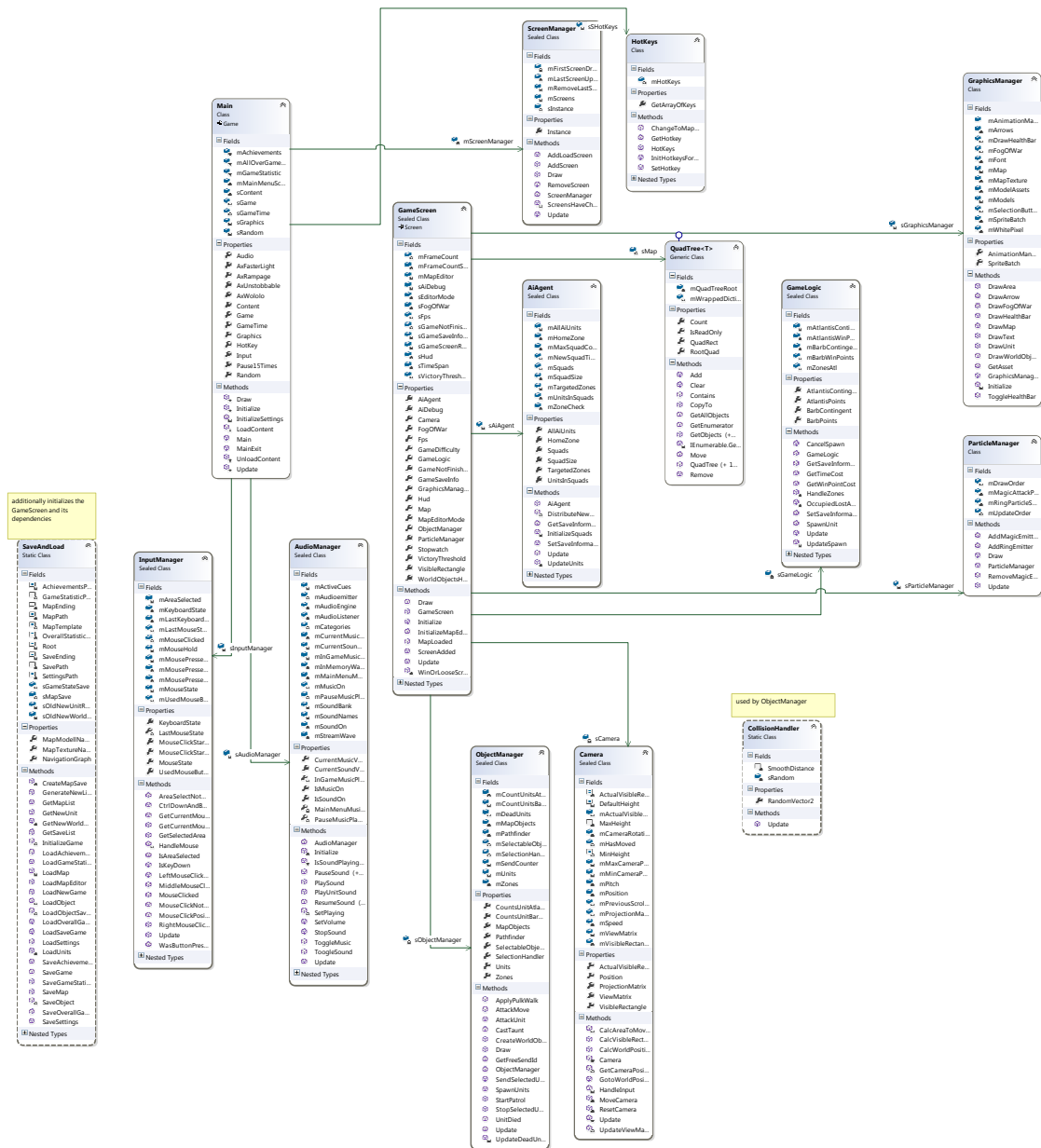


Abbildung 2: Game Screen

### 3 Objects

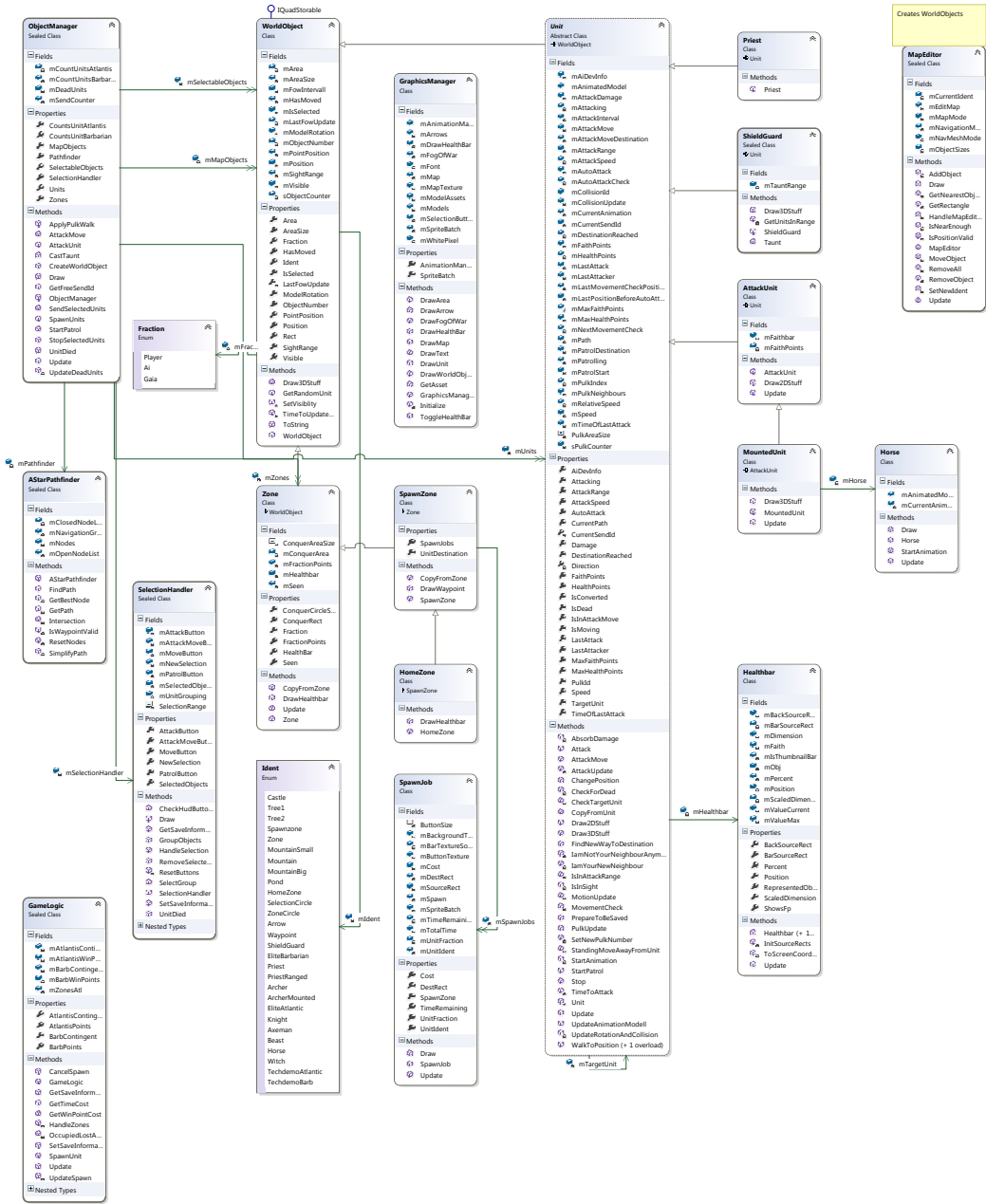


Abbildung 3: Objects

## 4 Graphics

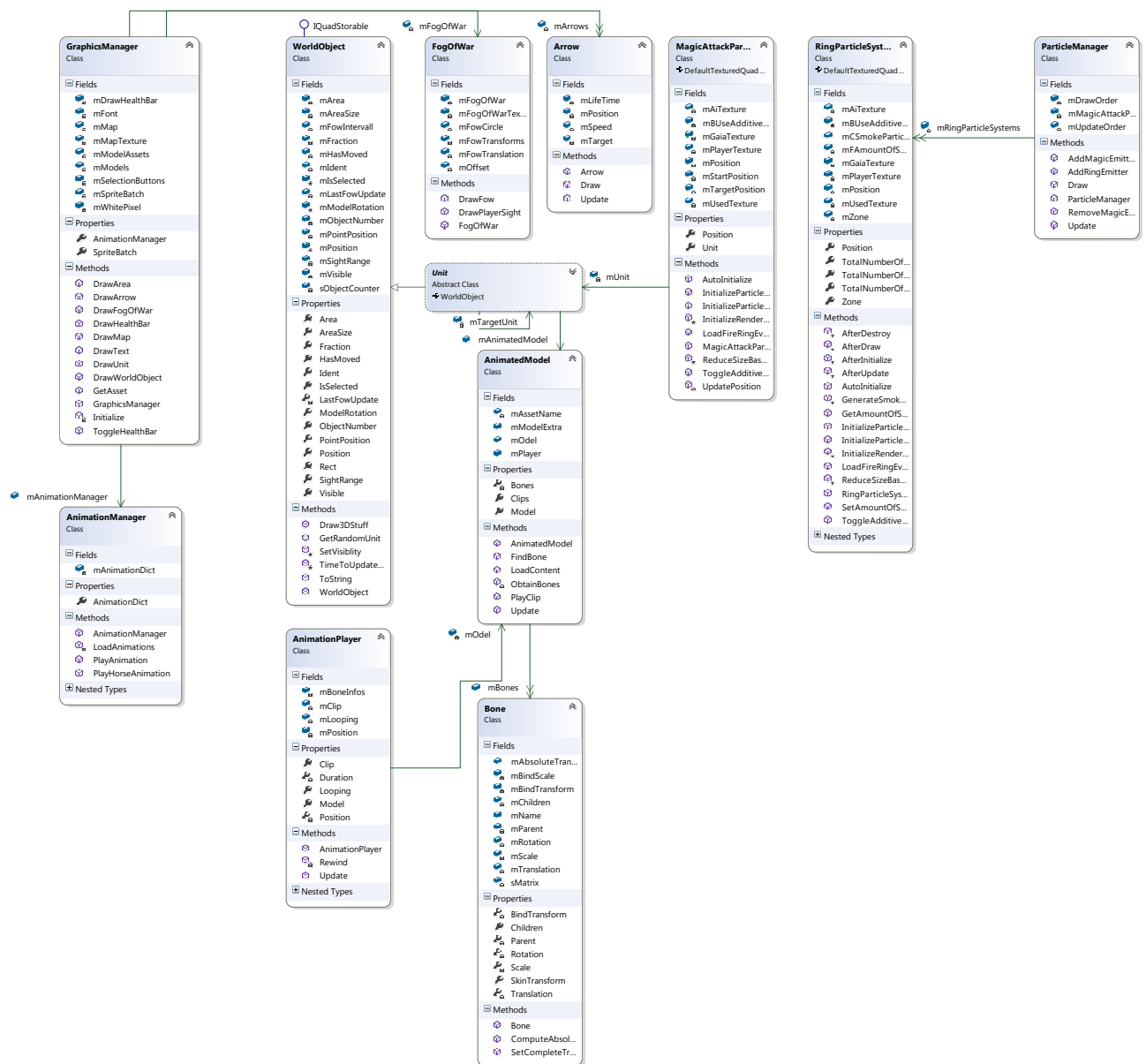


Abbildung 4: Graphics

## 5 Screens

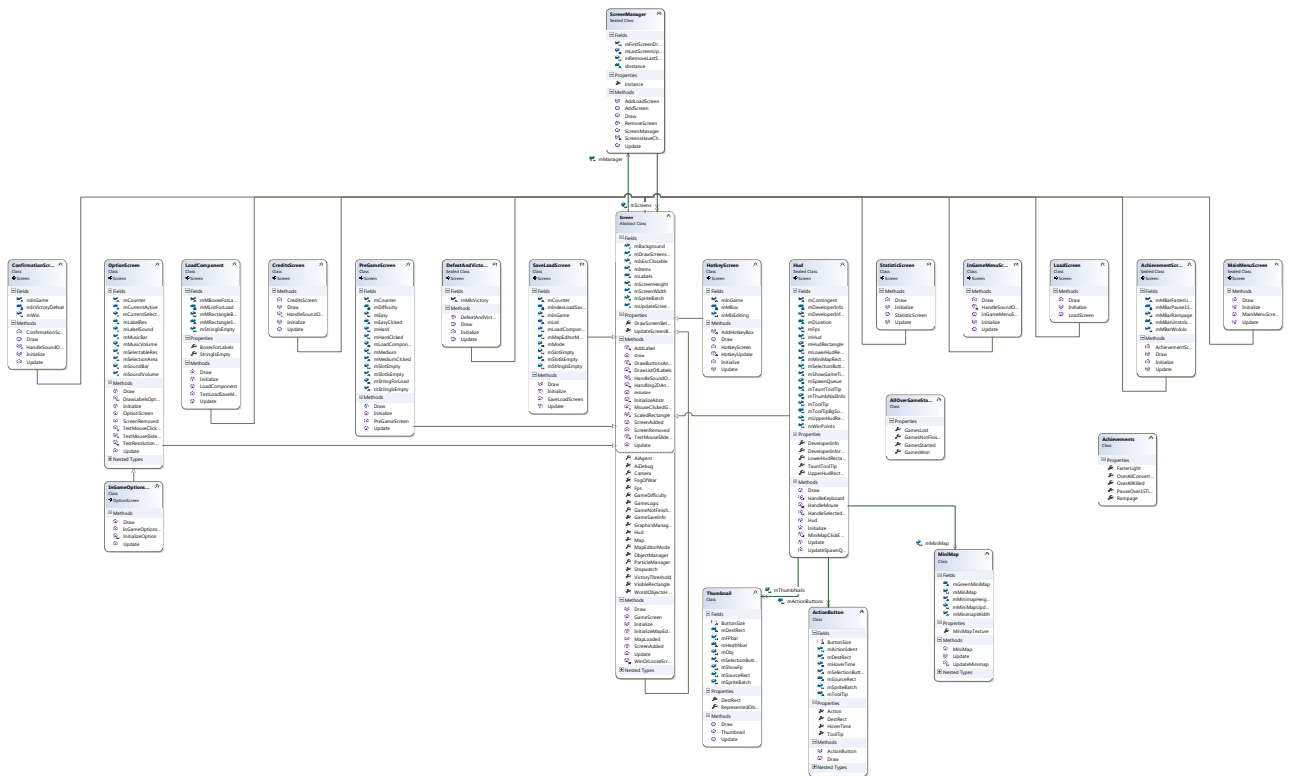


Abbildung 5: Screens

## 6 Pathfinder

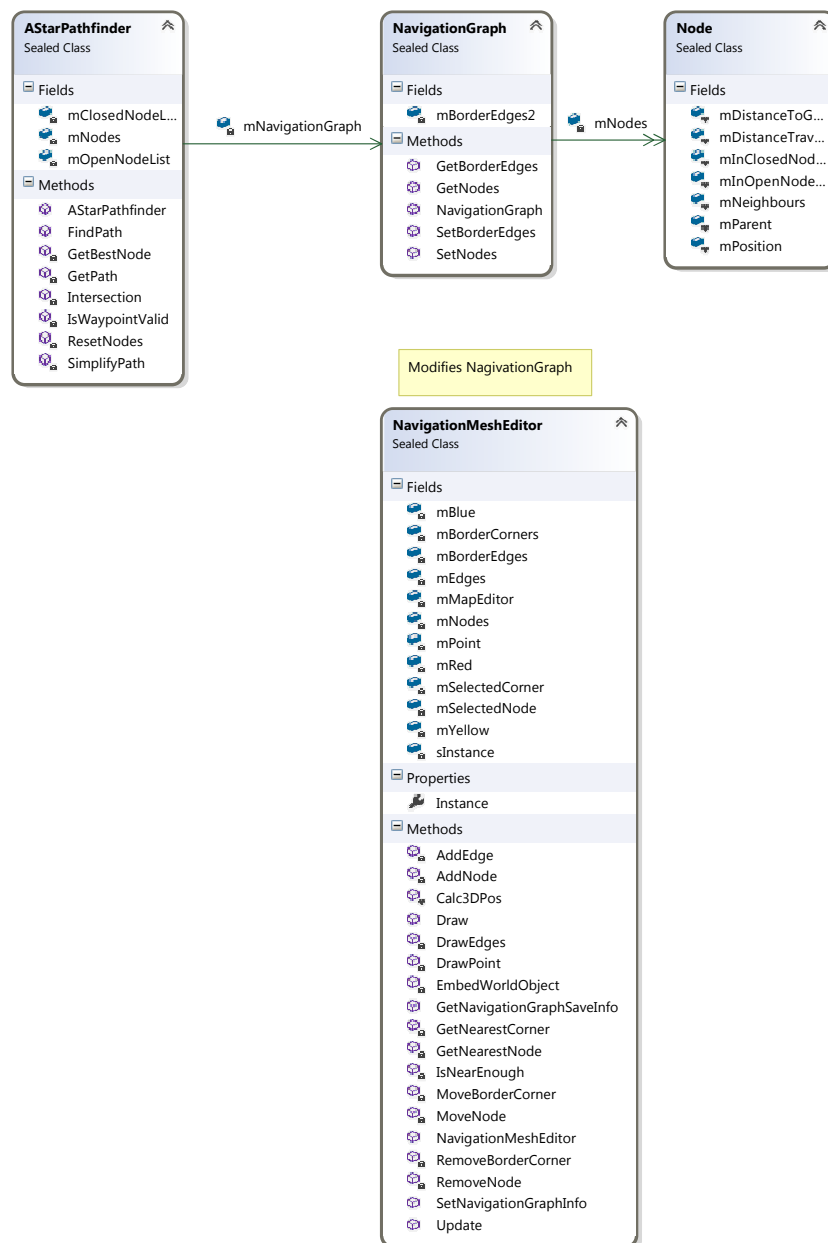


Abbildung 6: Pathfinder

## 7 AI

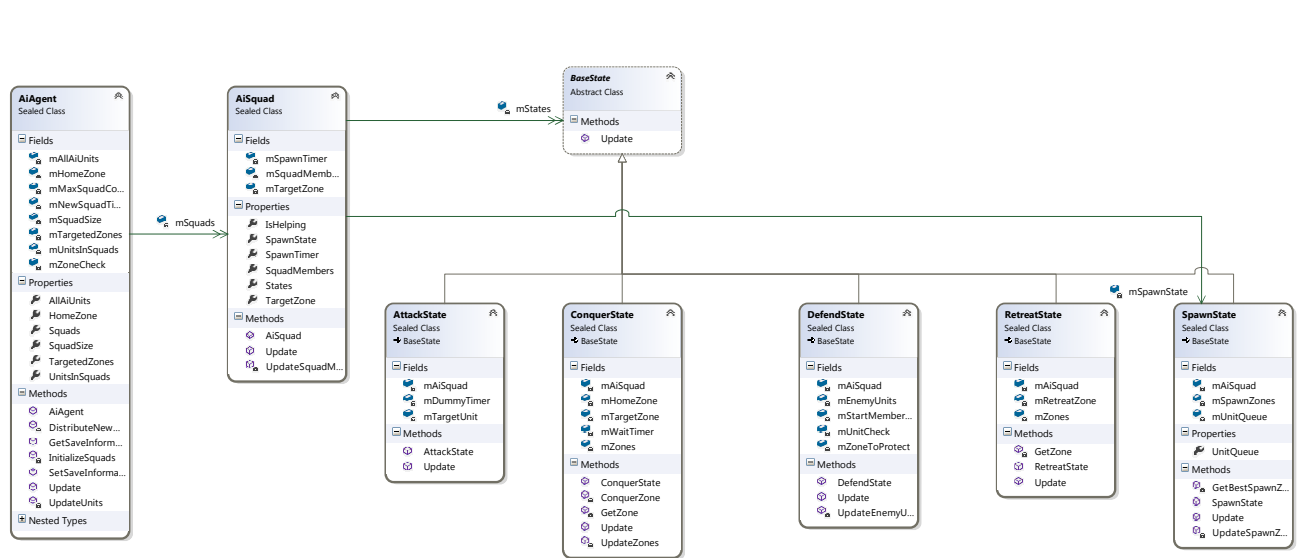


Abbildung 7: AI



## 8 Collision

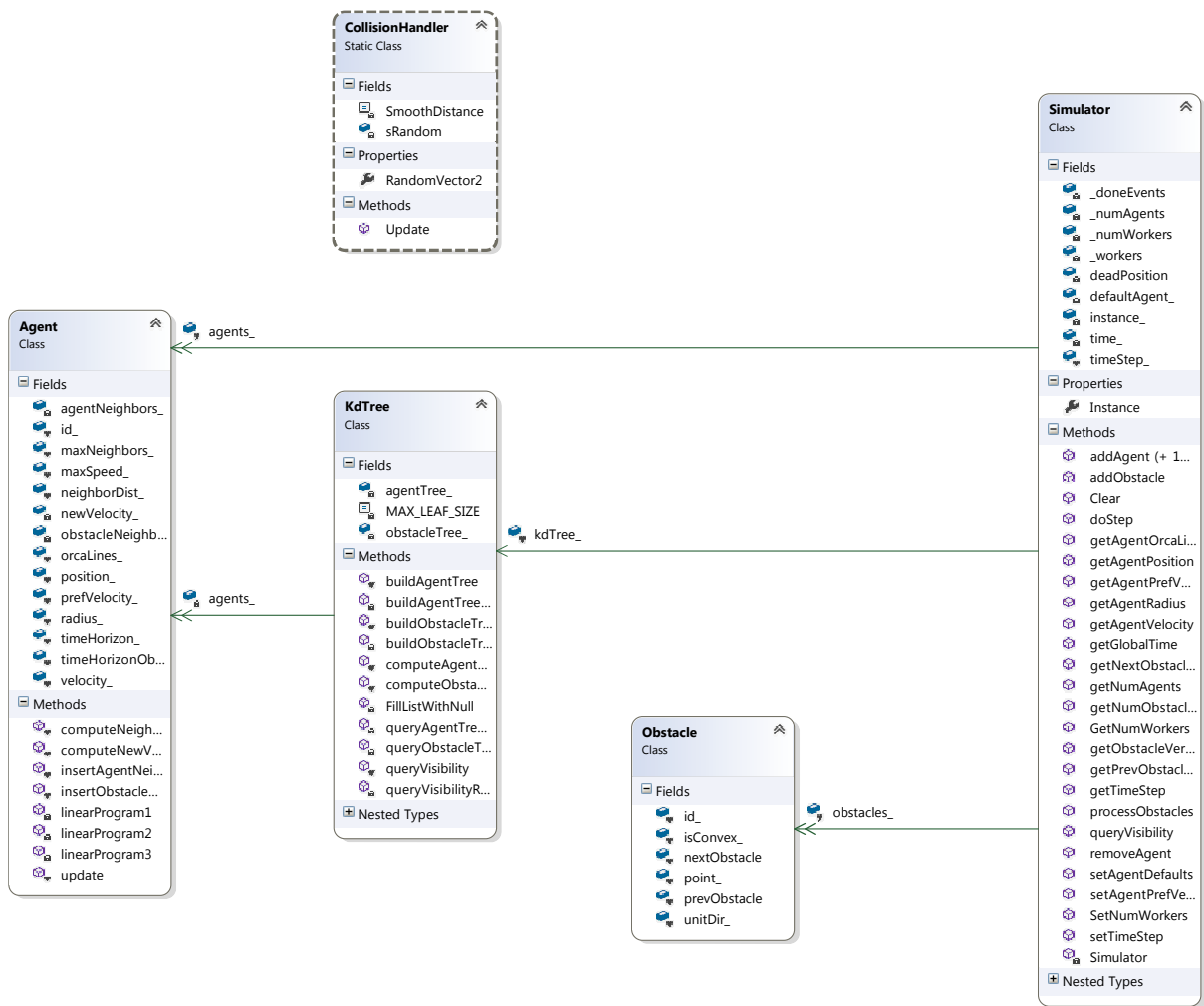


Abbildung 8: Collision