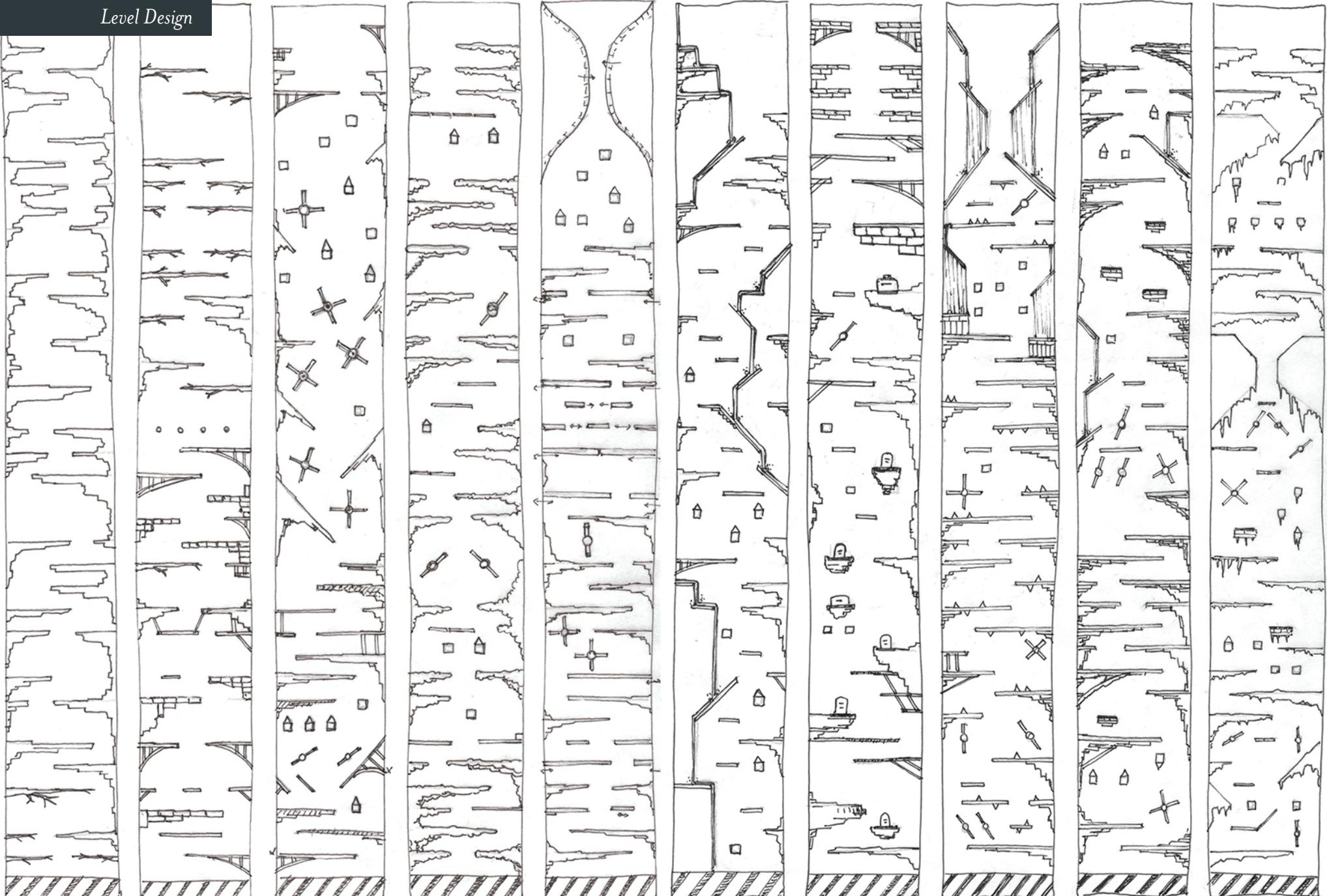


Statement

My thesis is an app game that is based on Dante's *Inferno*.
The player moves deeper and deeper into Hell, completing
levels that glean details from Dante's story.

Level Design



ANTE INFERNO
UNCOMMITTED

CIRCLE 1
LIMBO

CIRCLE 2
LUST

CIRCLE 3
GLUTTONY

CIRCLE 4
GREED

CIRCLE 5
WRATH

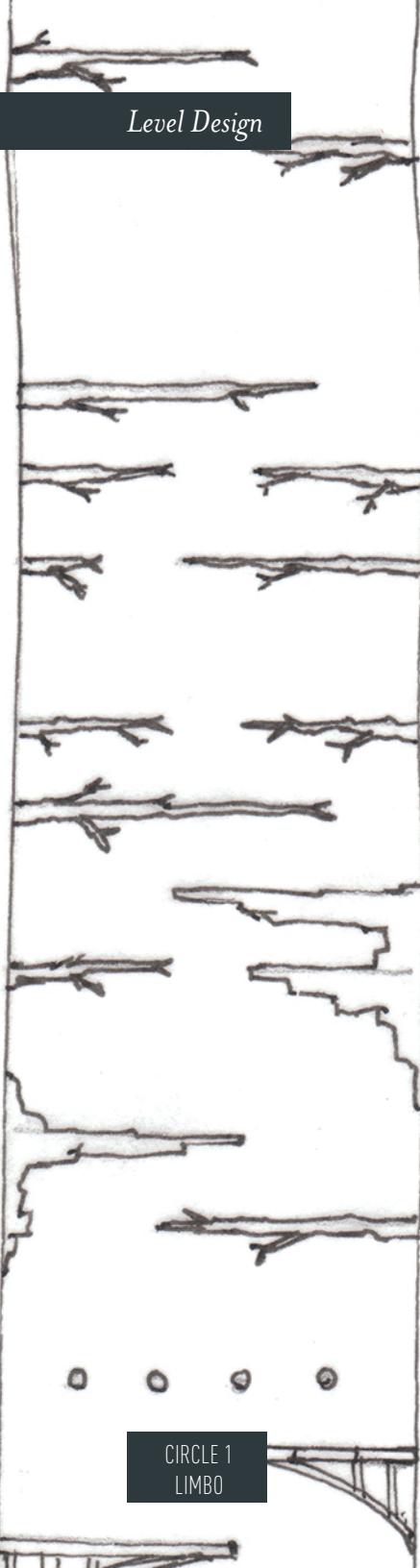
CIRCLE 6
HERECY

CIRCLE 7
VIOLENCE

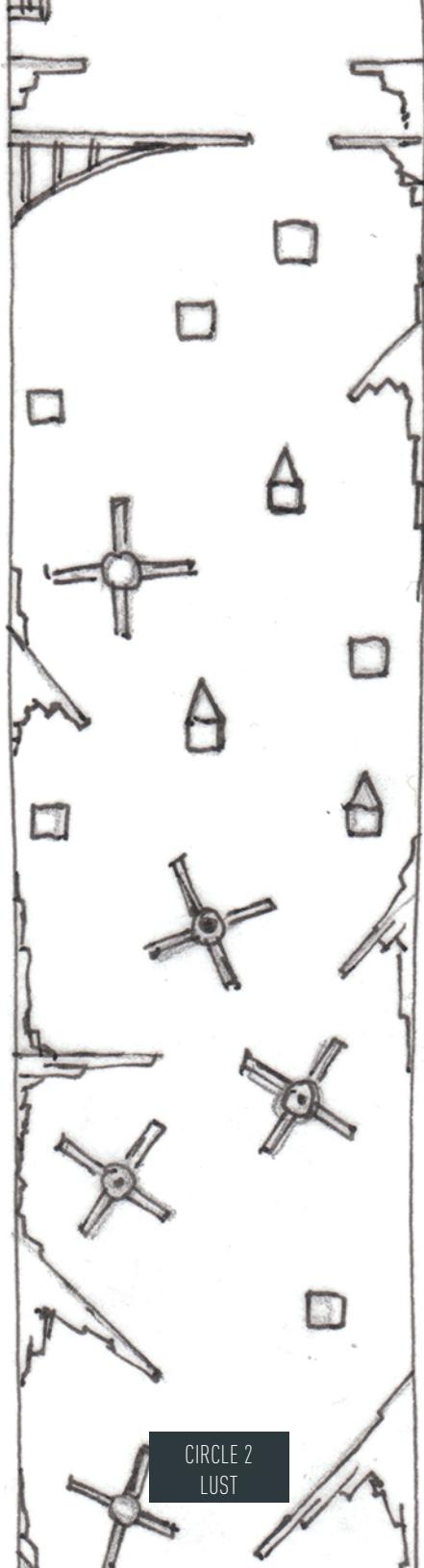
CIRCLE 8
FRAUD

CIRCLE 9
TREACHERY

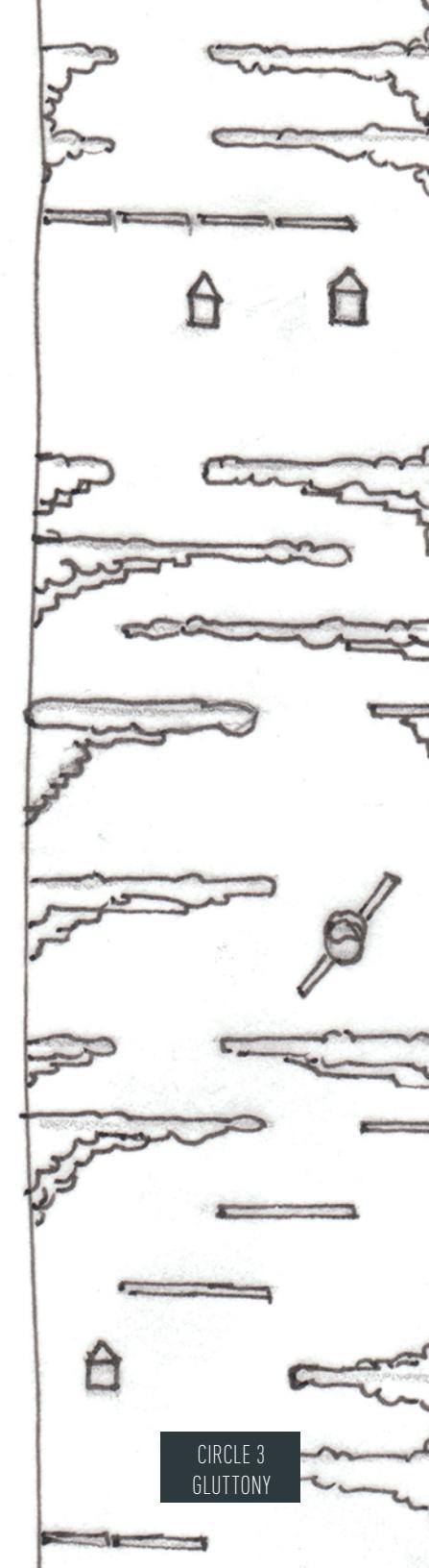
Level Design



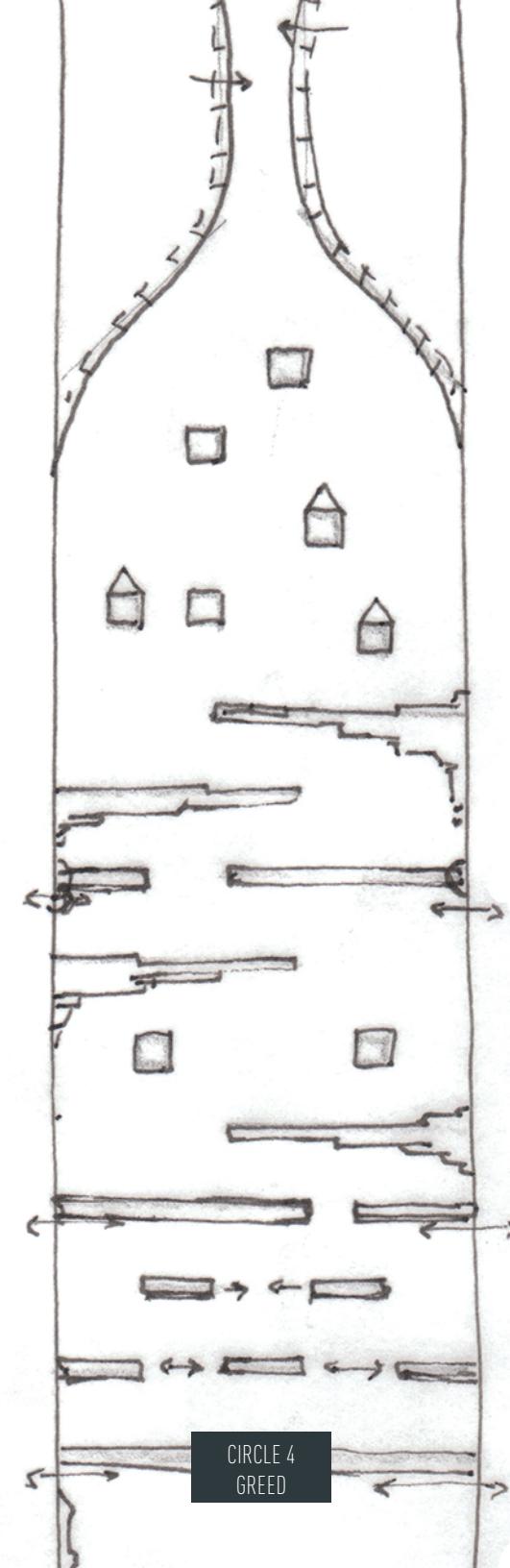
CIRCLE 1
LIMBO



CIRCLE 2
LUST

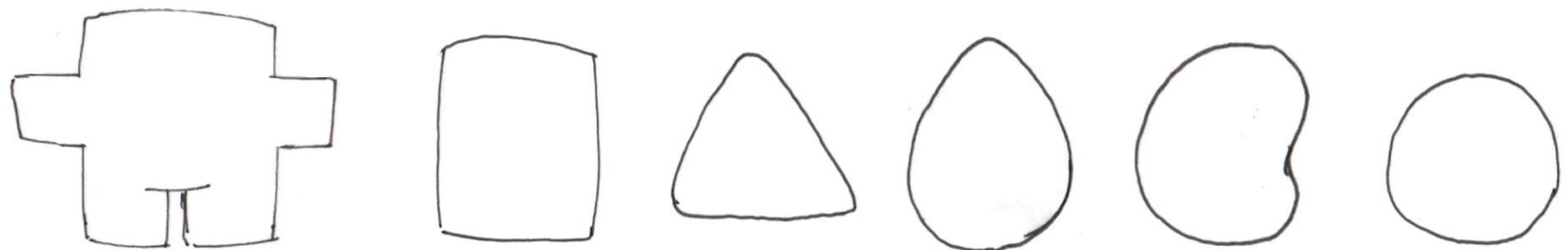
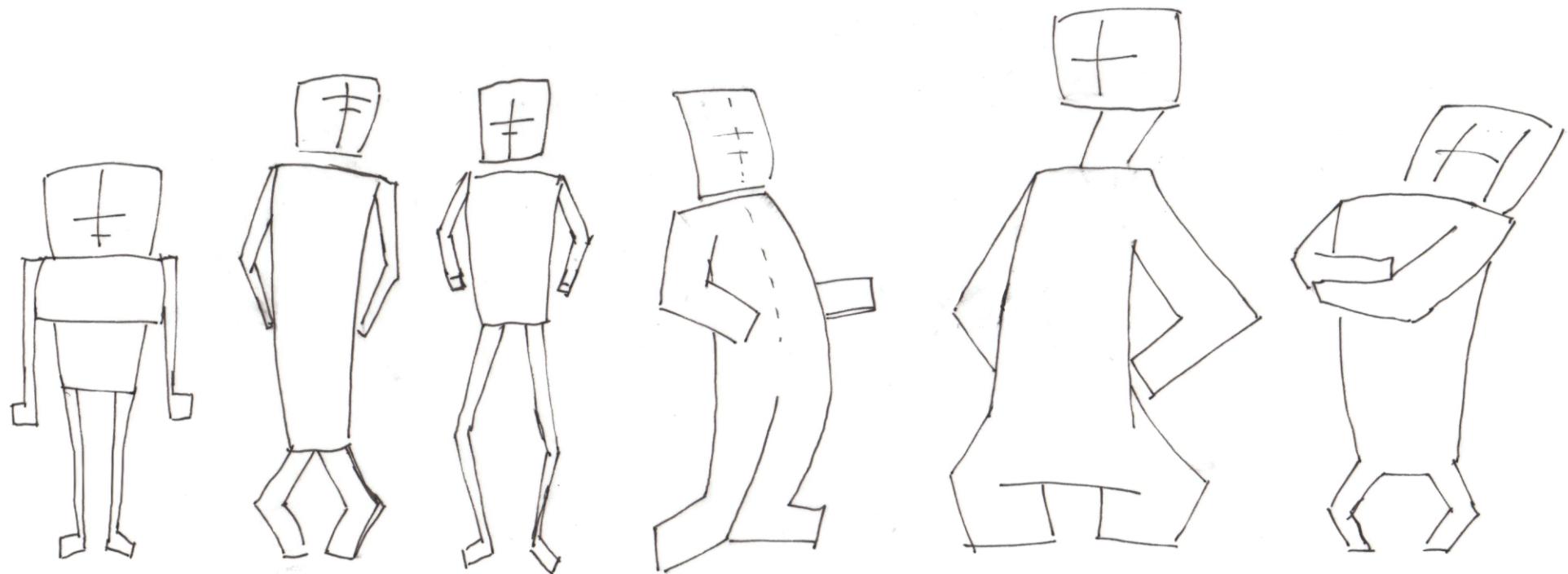


CIRCLE 3
GLUTTONY

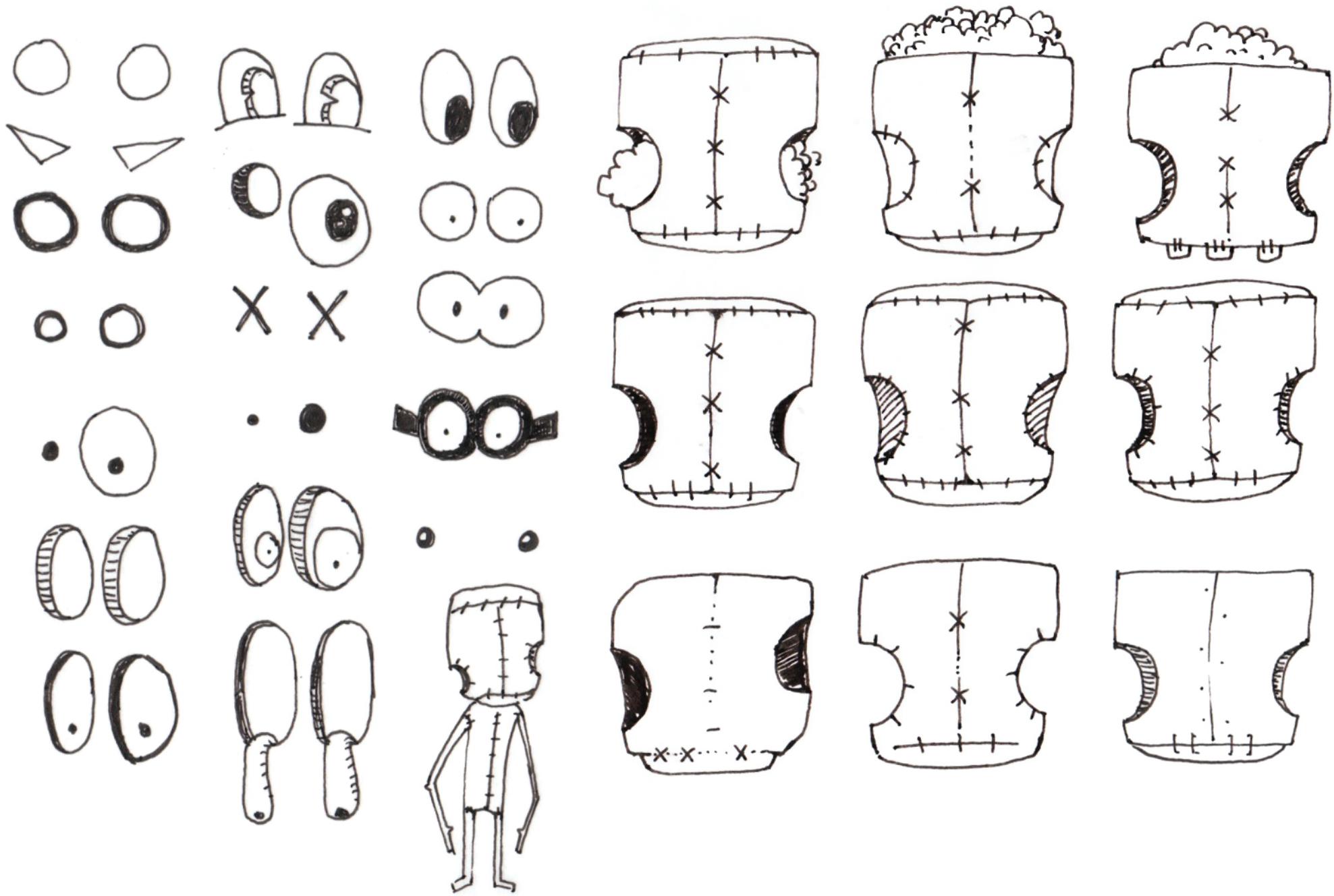


CIRCLE 4
GREED

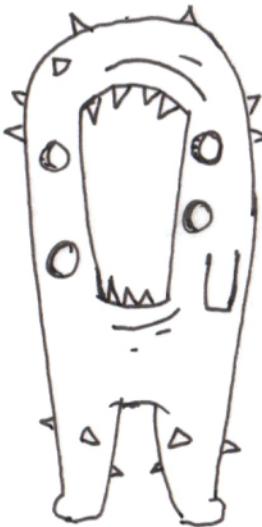
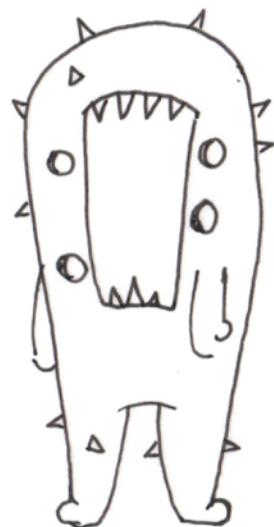
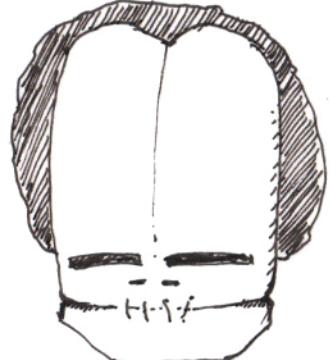
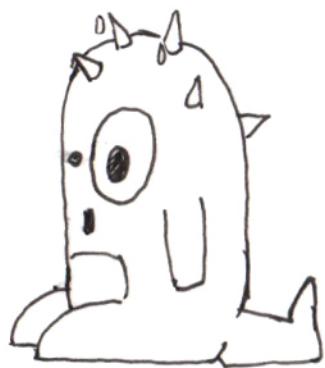
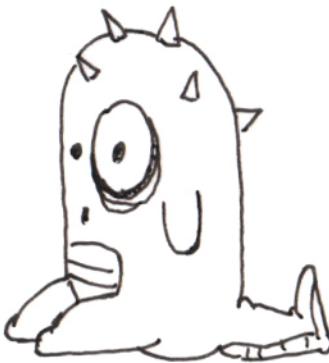
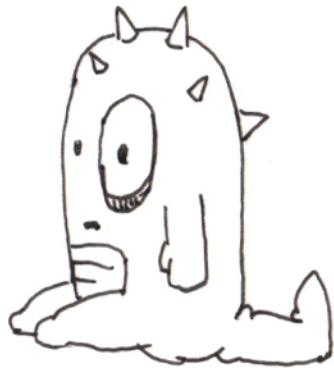
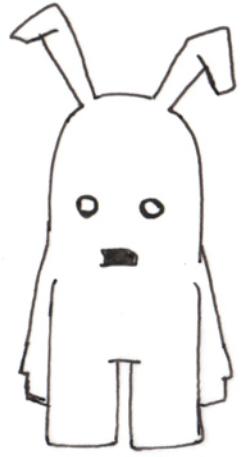
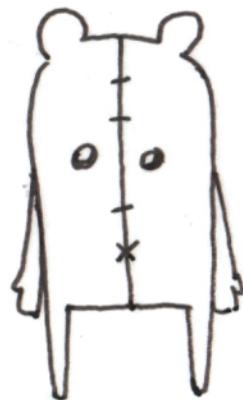
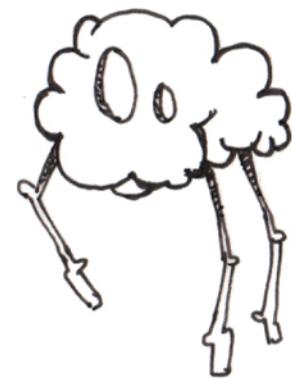
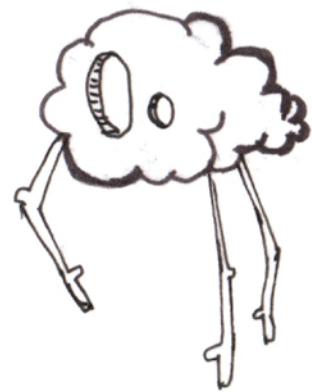
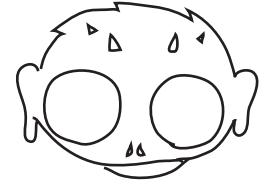
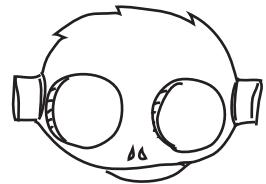
Parts and Labor



Parts and Labor



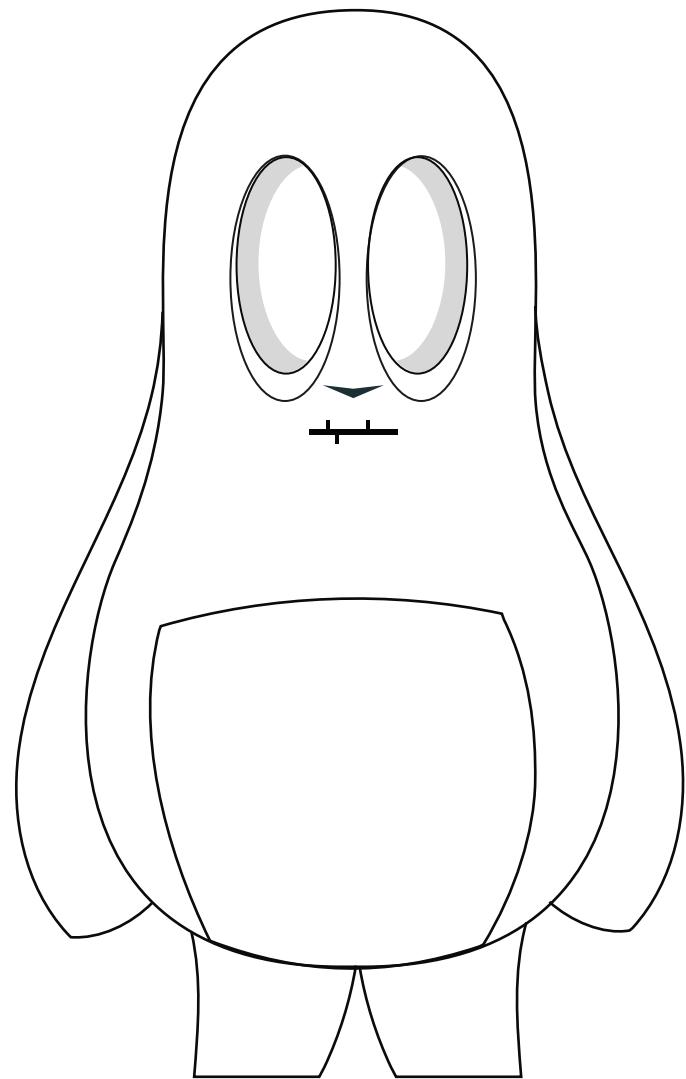
Parts and Labor



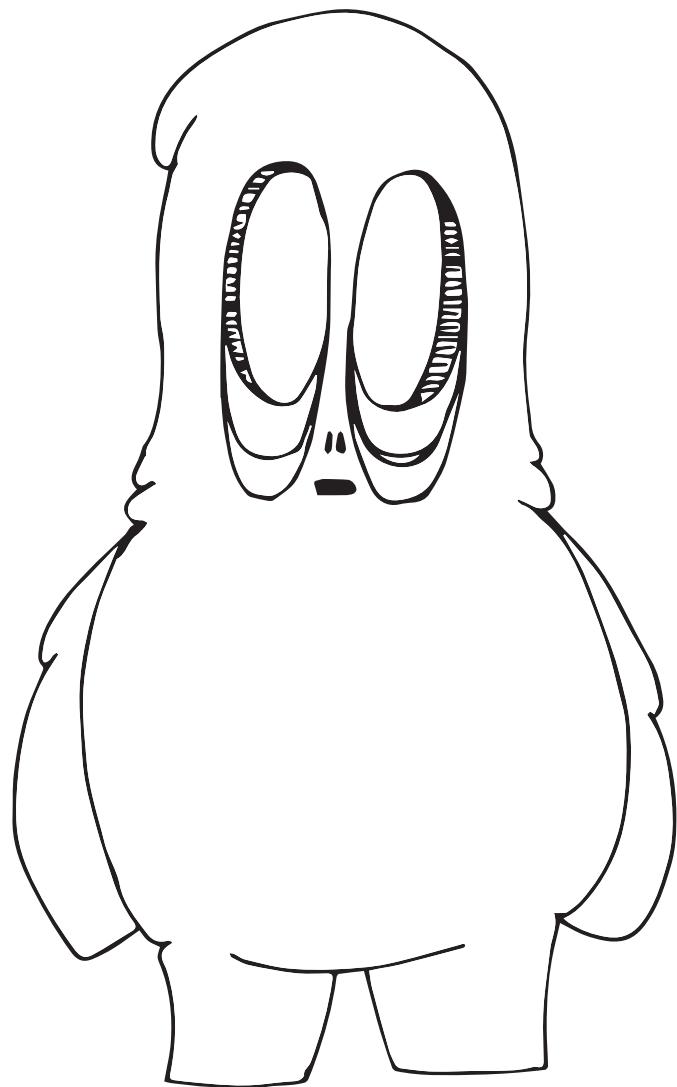
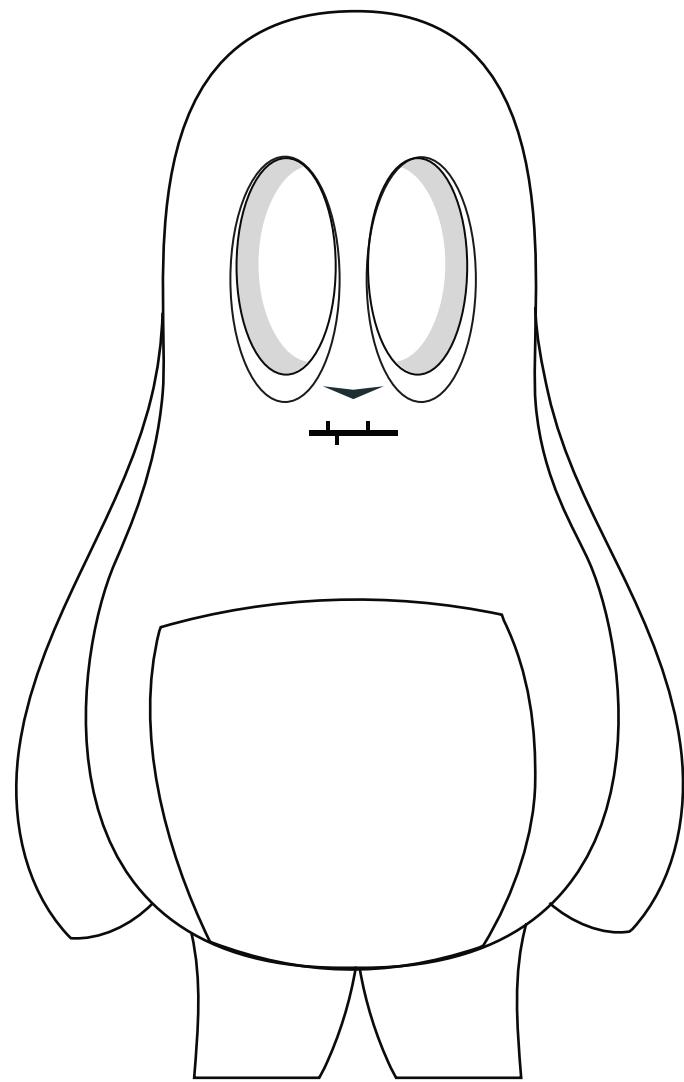
Character Development



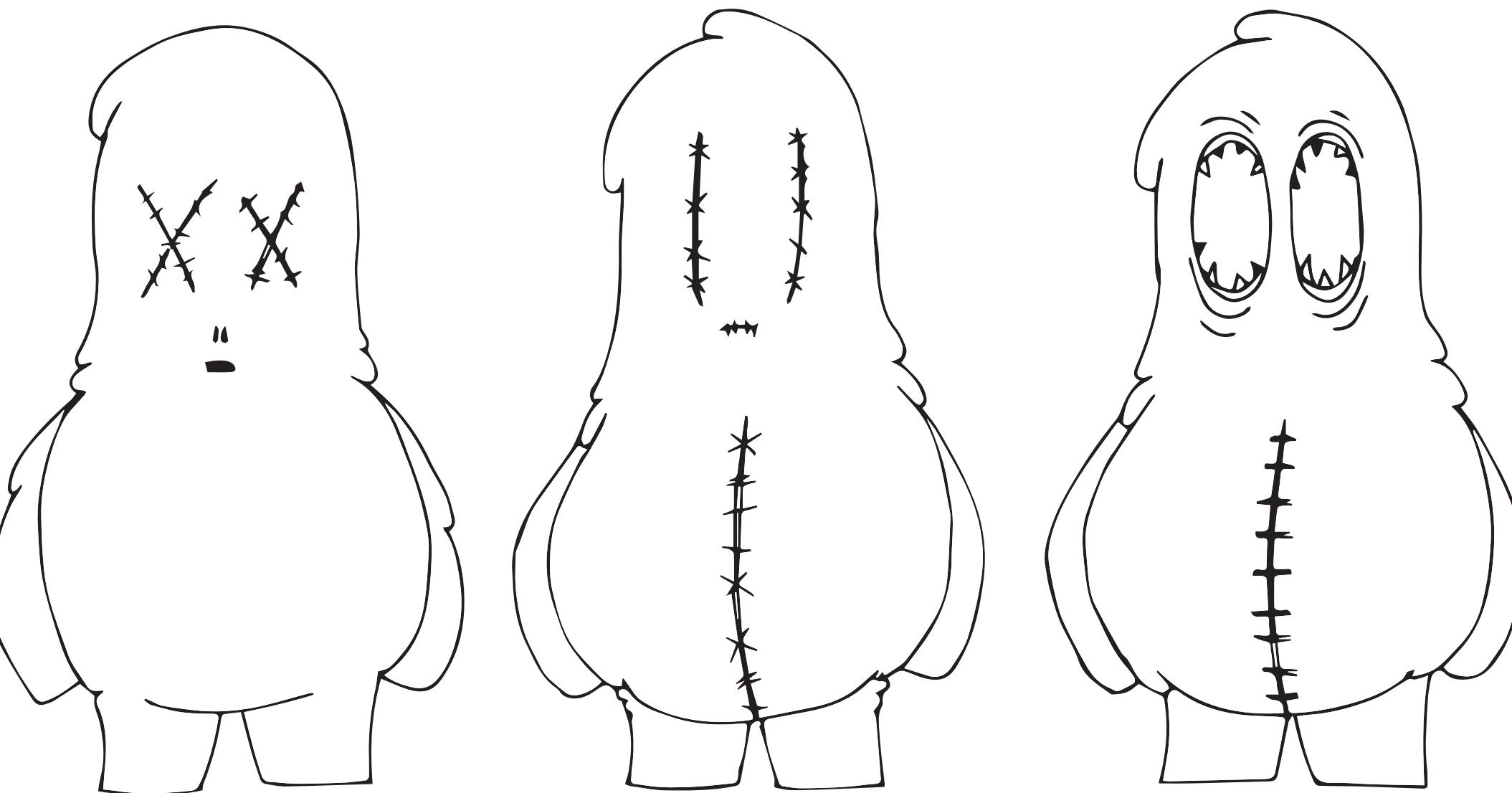
Character Development



Character Development



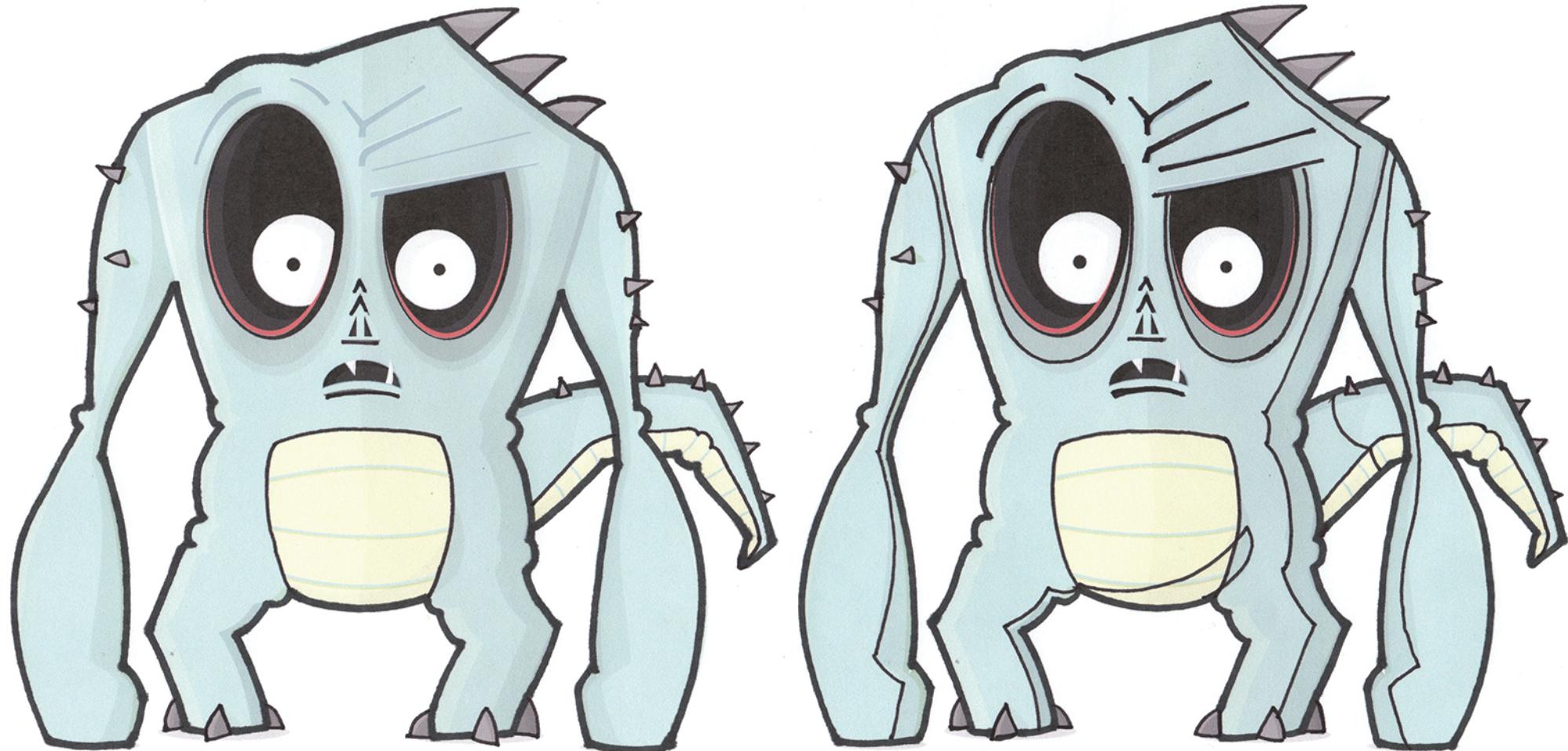
Character Development



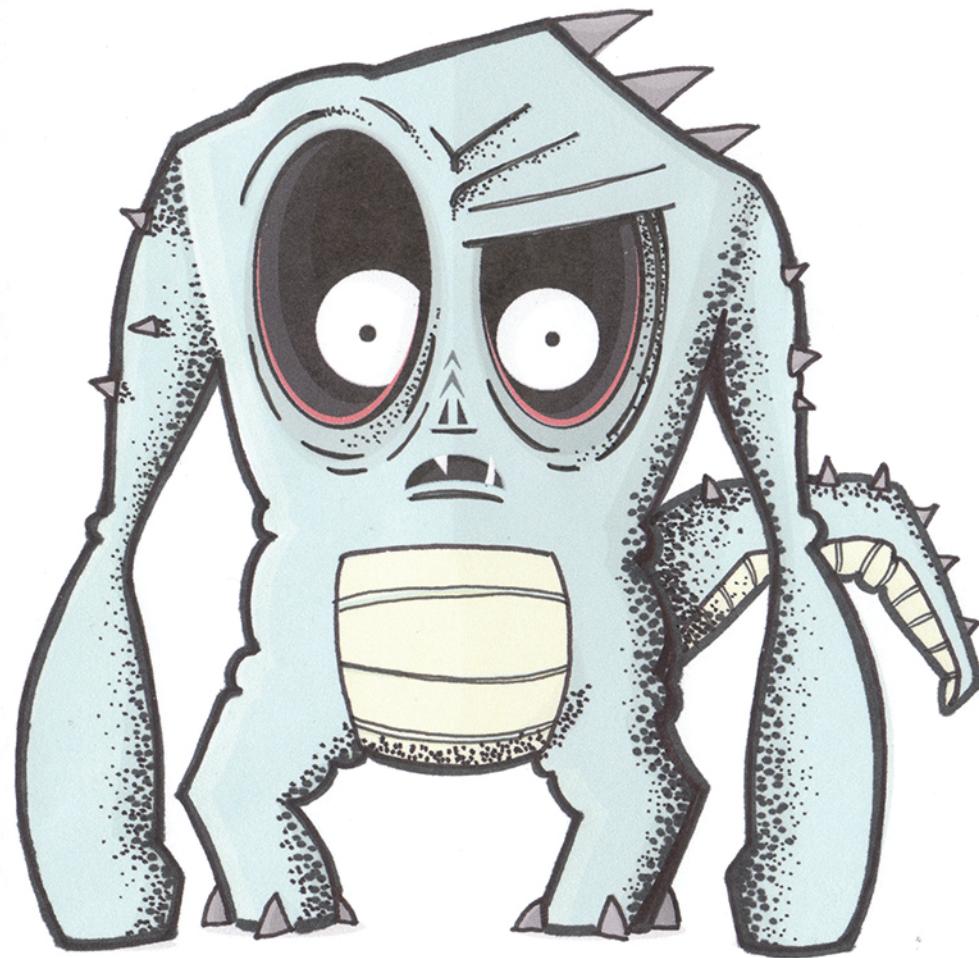
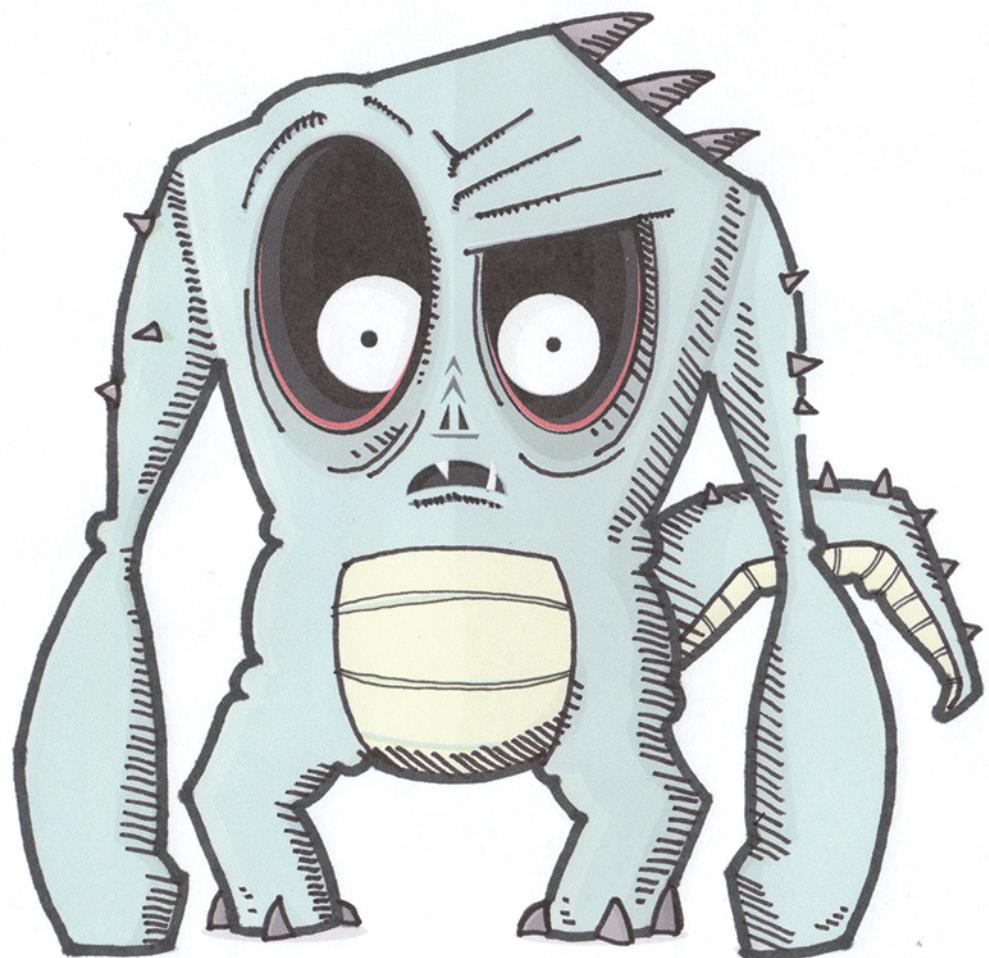


MINOS

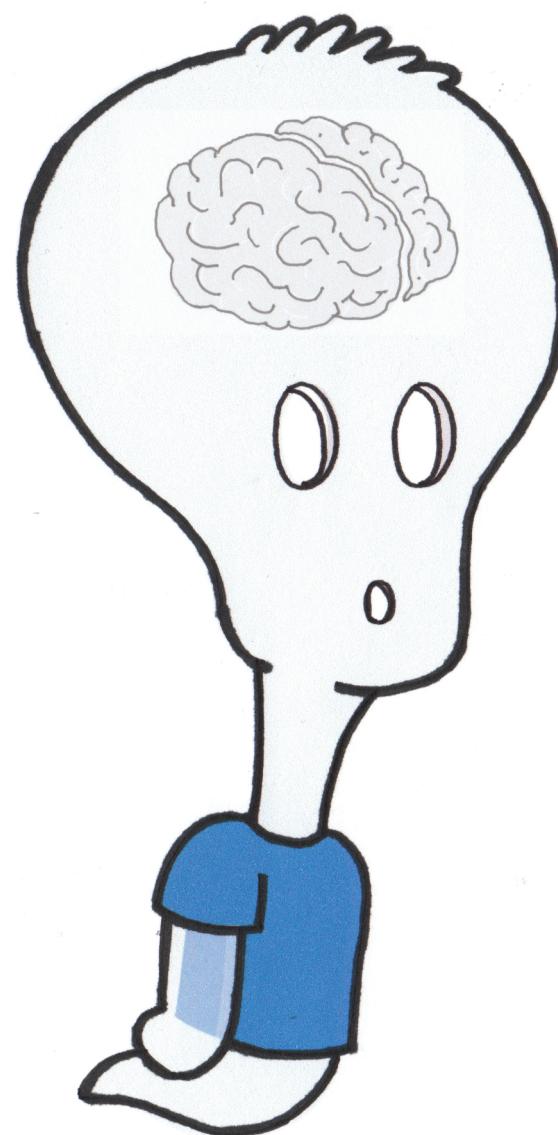
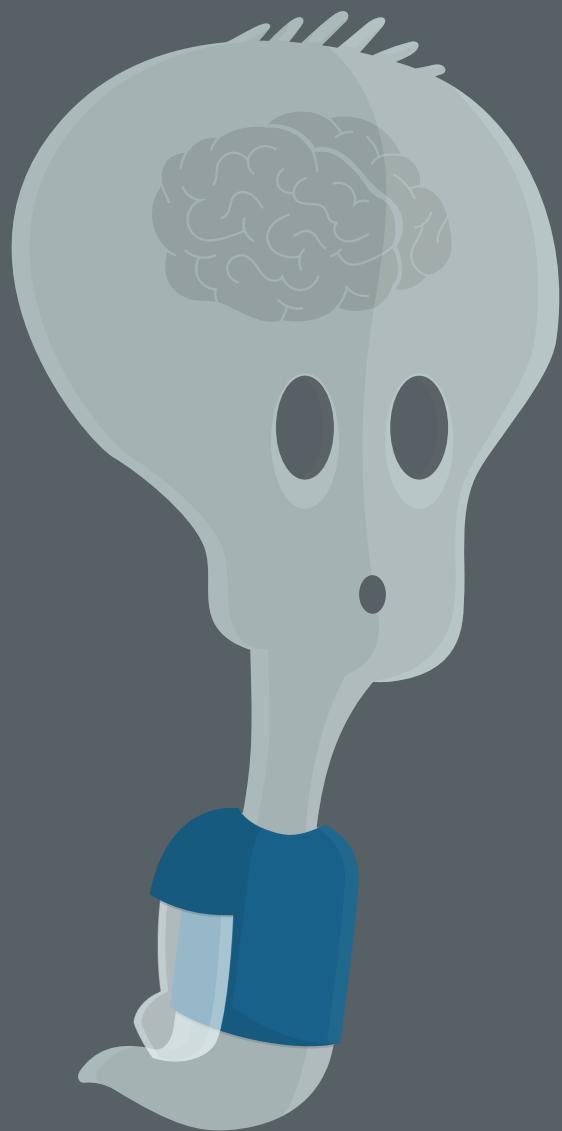
Character Development



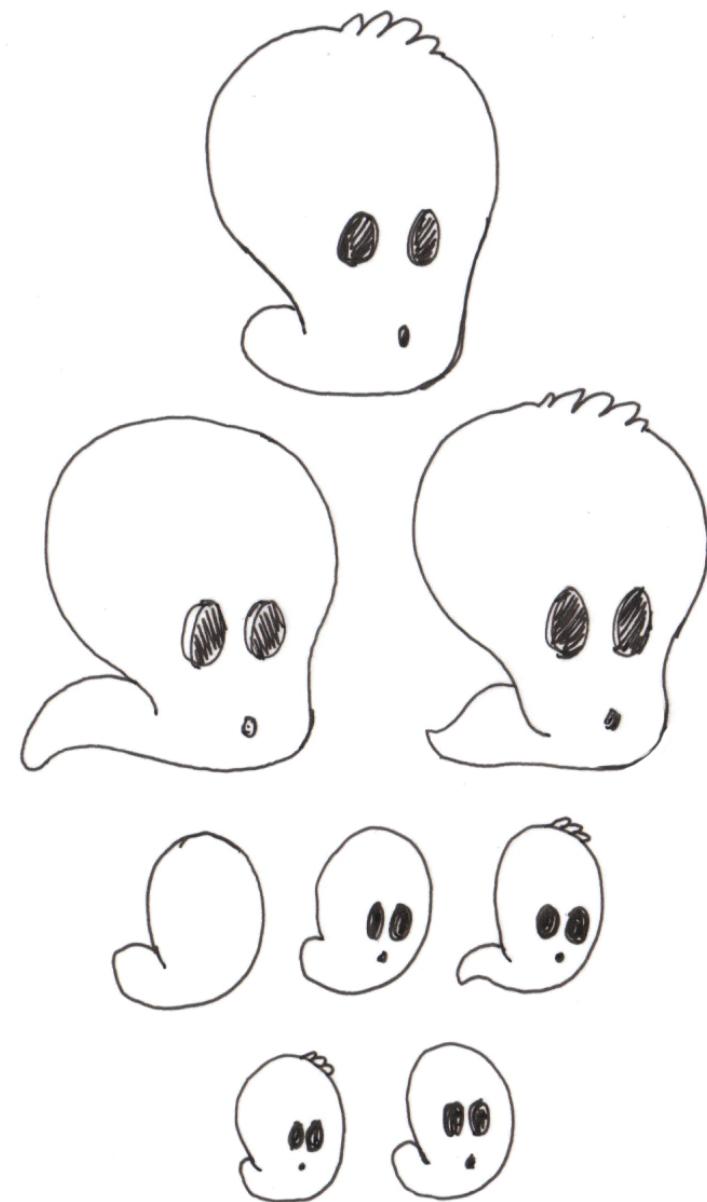
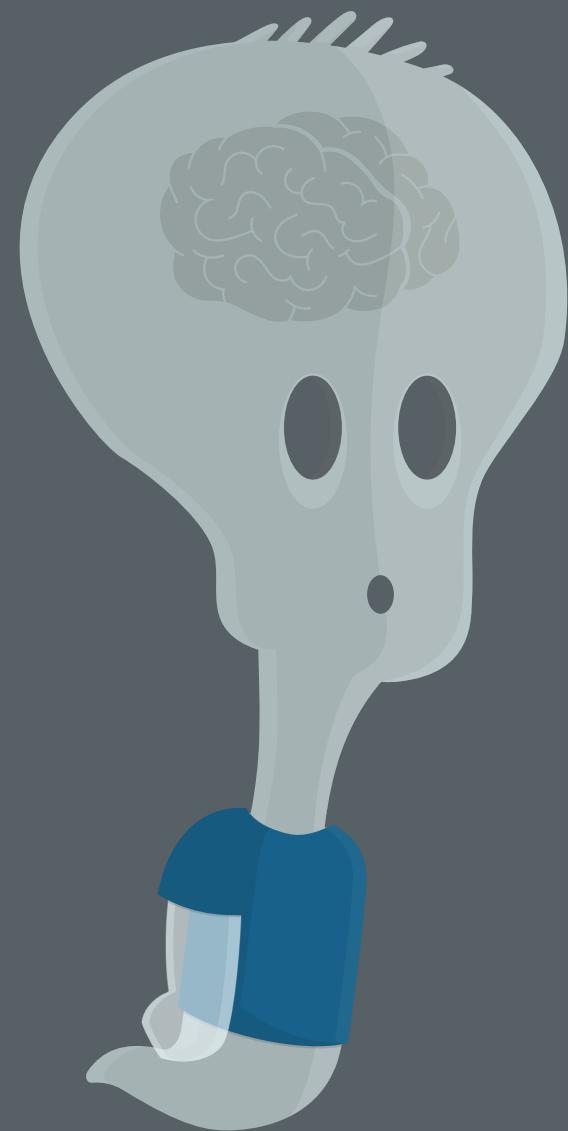
Character Development



Character Development



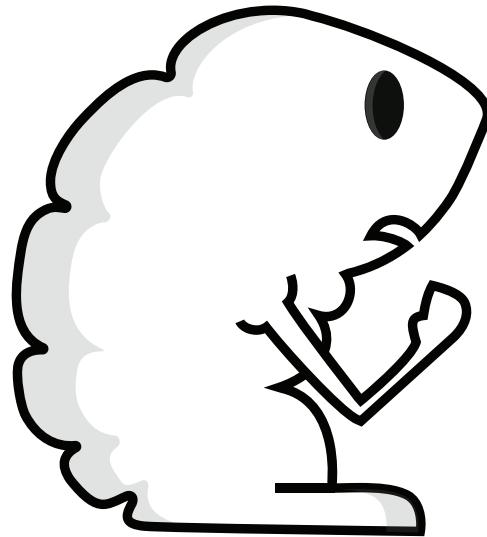
Character Development



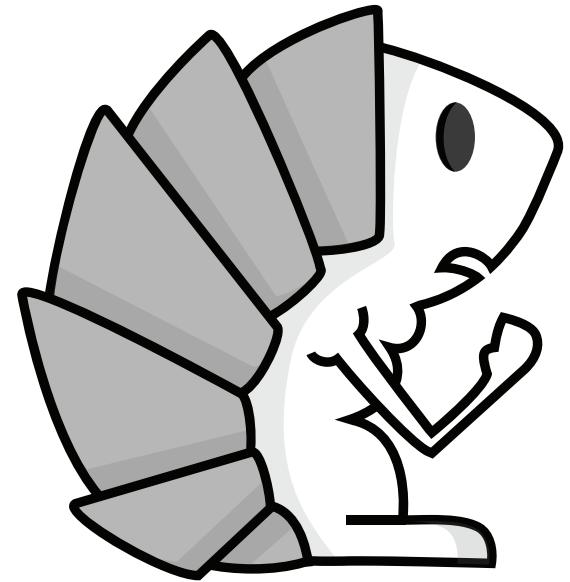
Character Development



Upper Hell



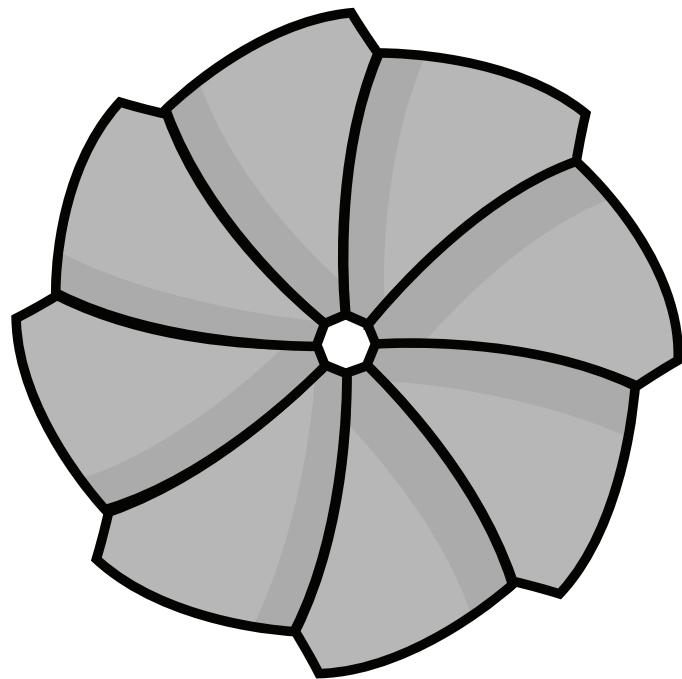
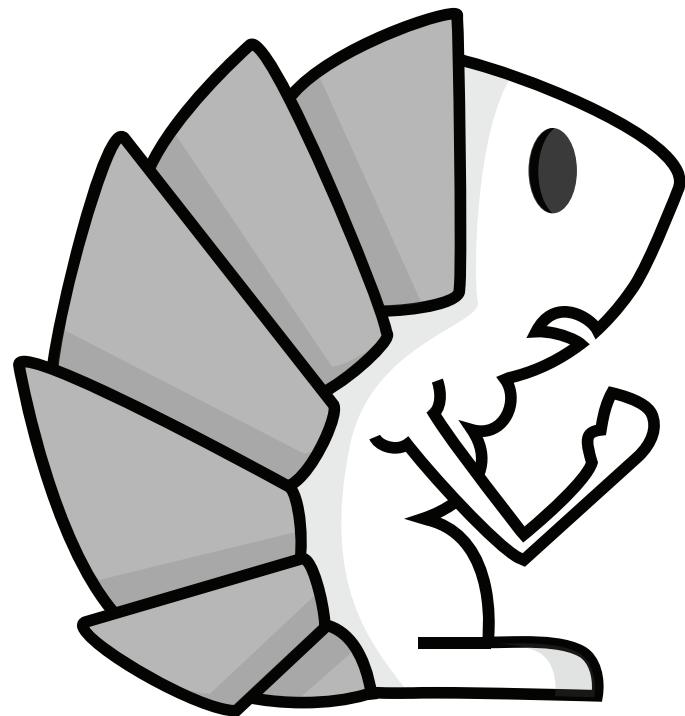
City of Dis



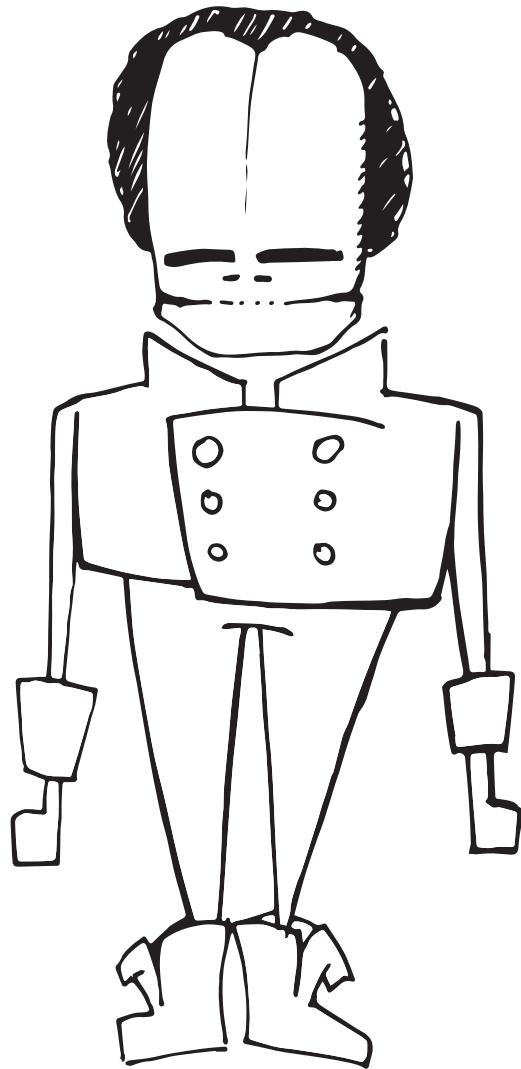
Cocytus

DANTE

Character Development



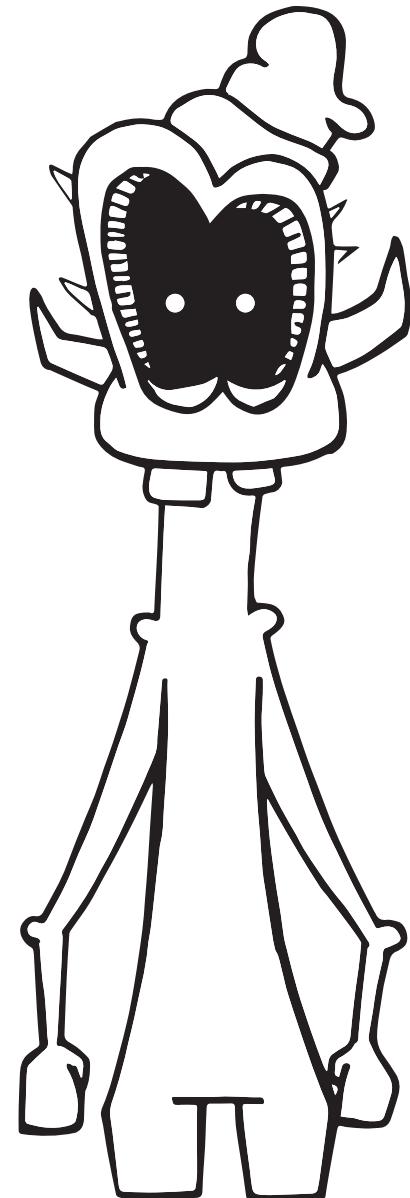
Character Development



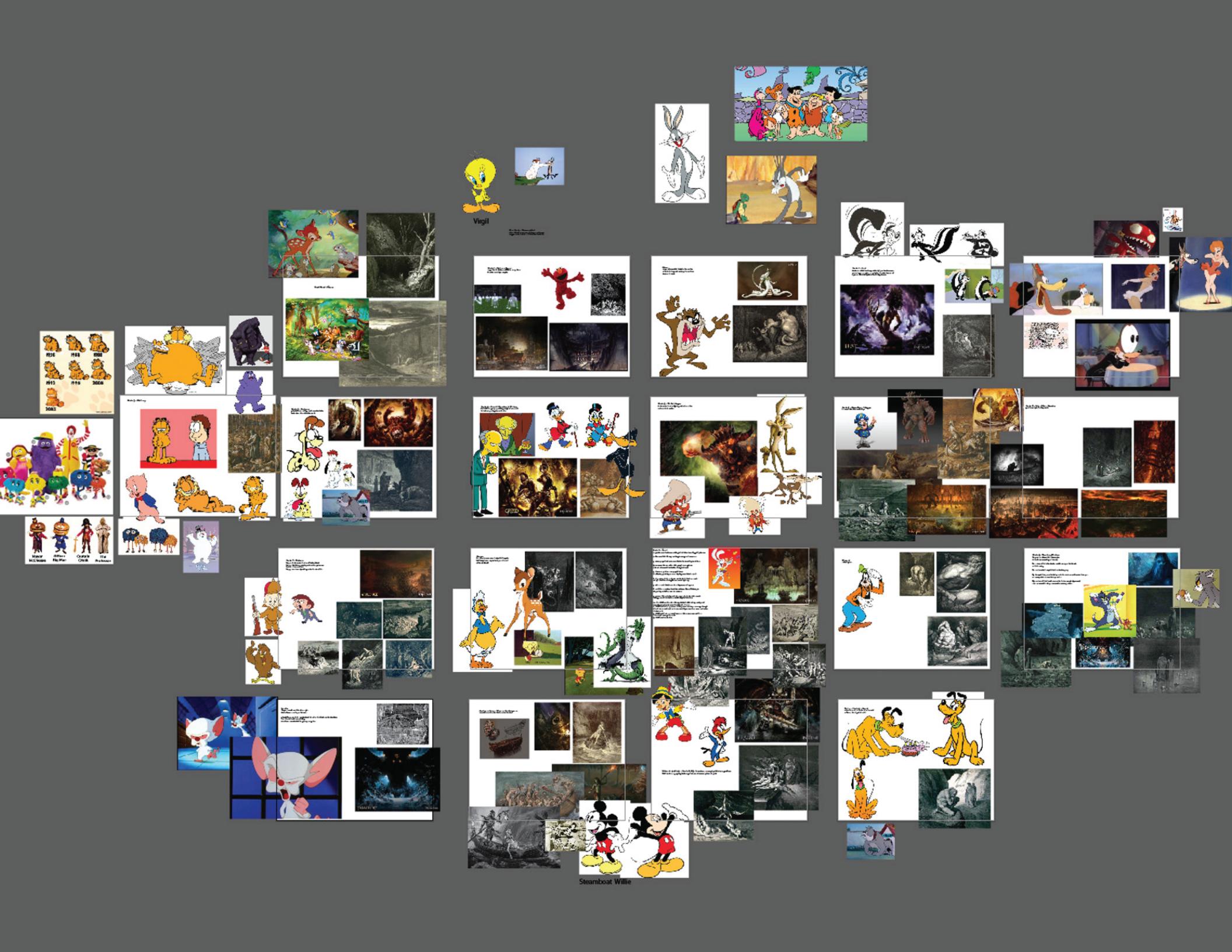
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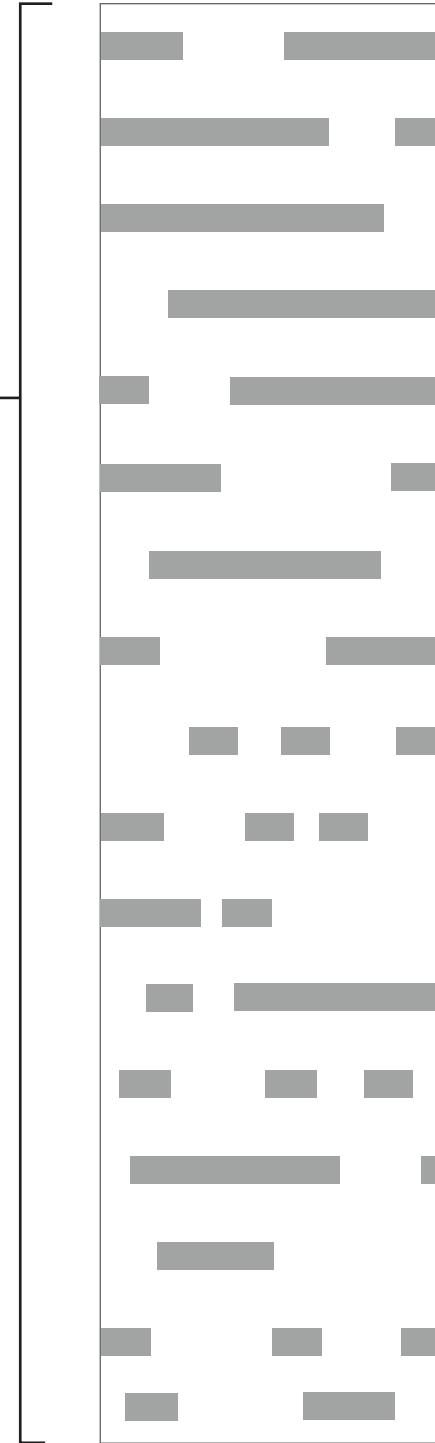
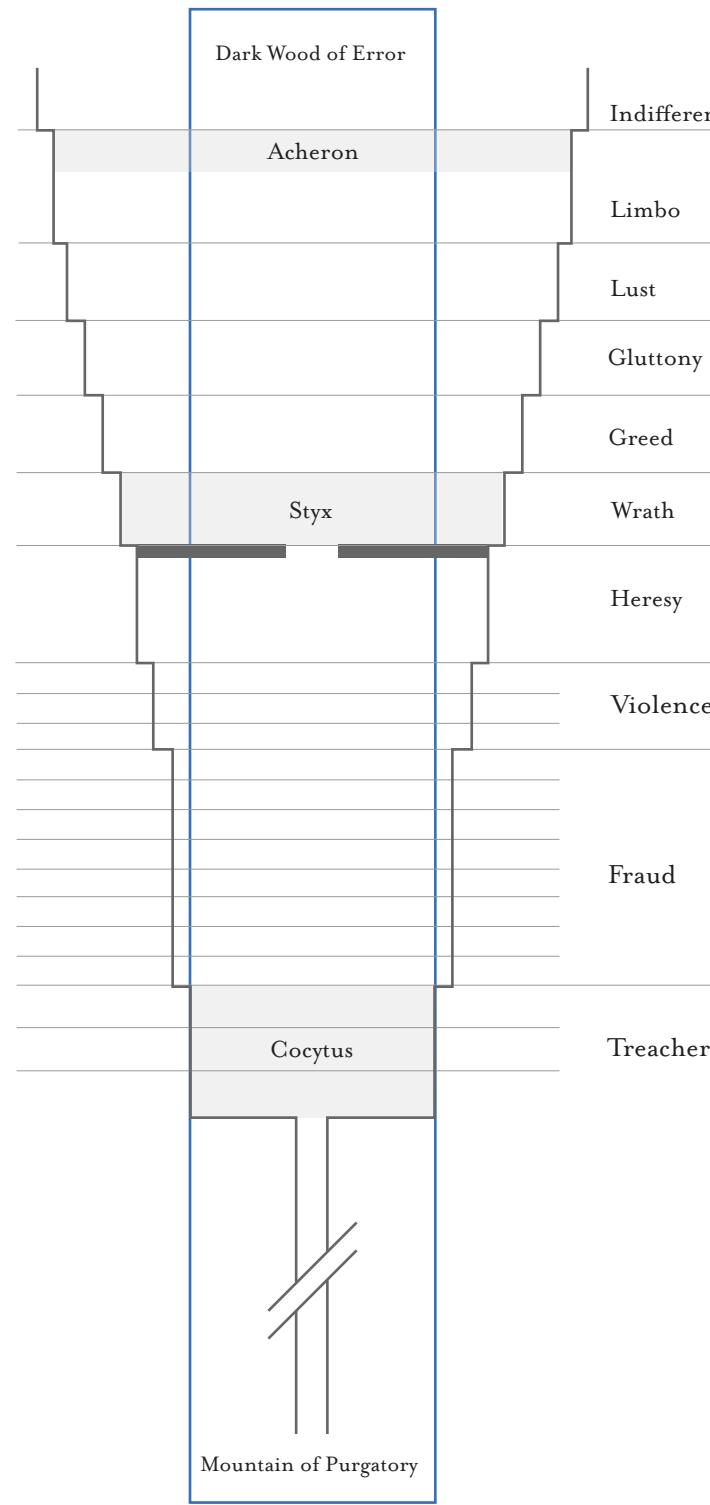
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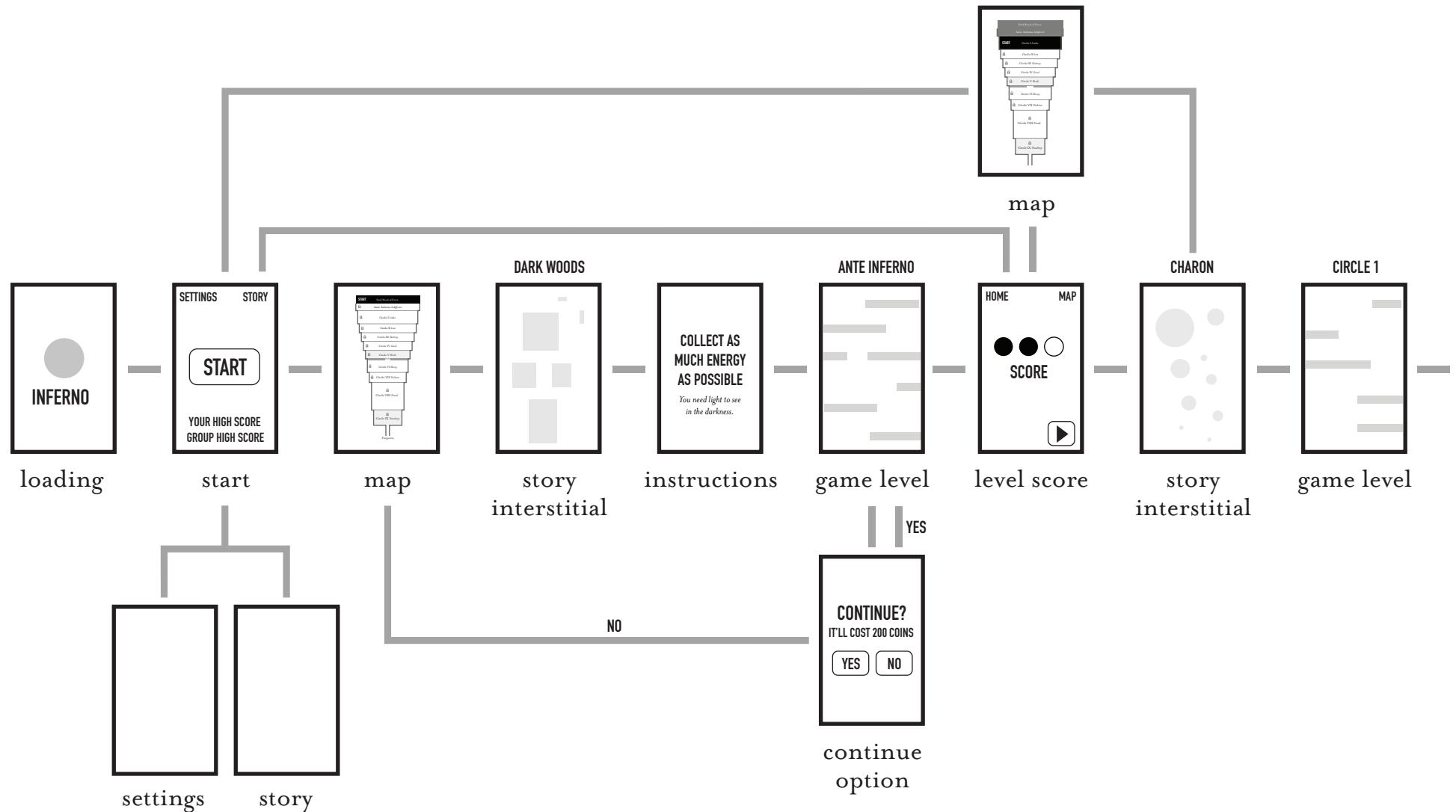
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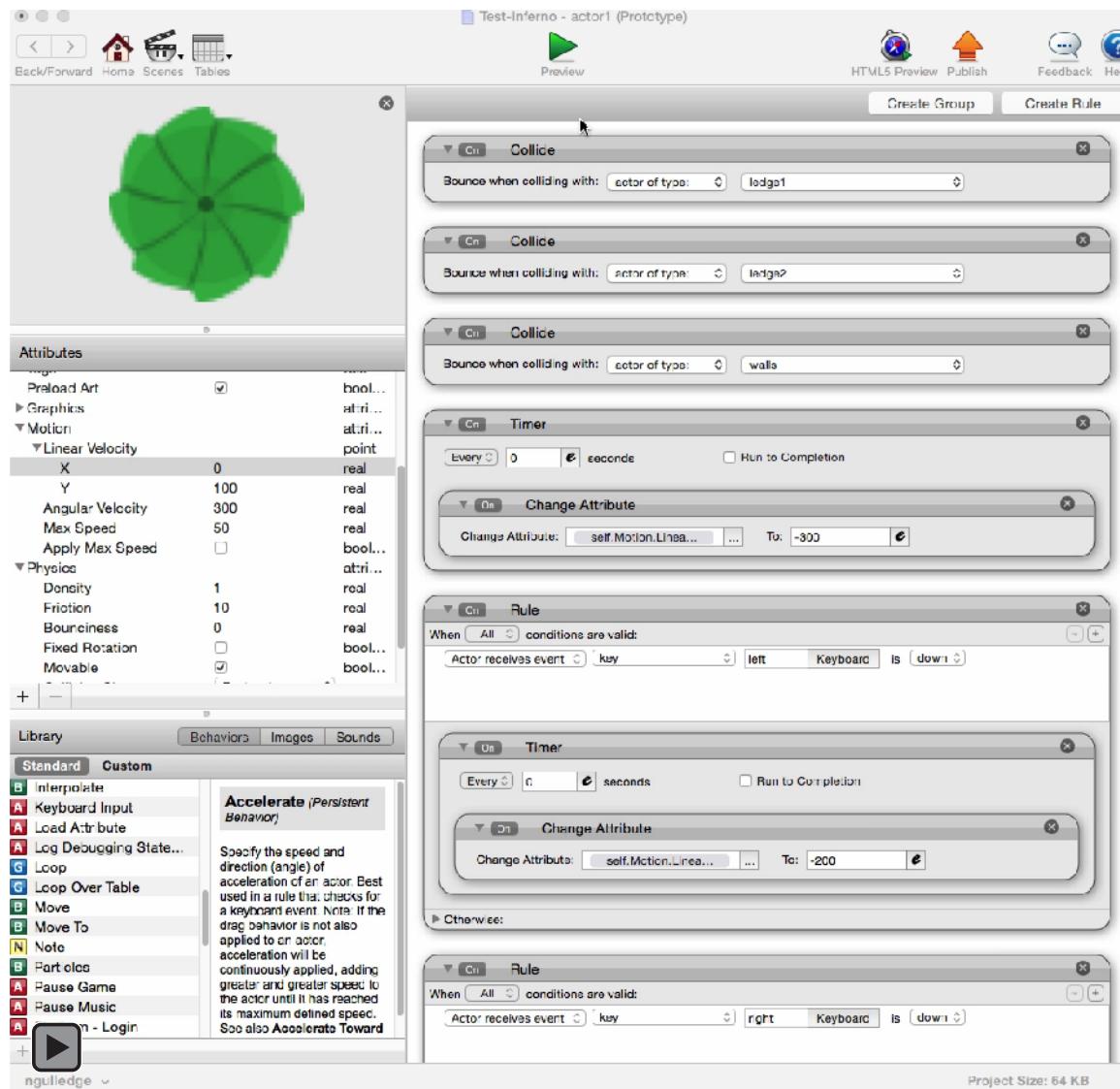
User Flow



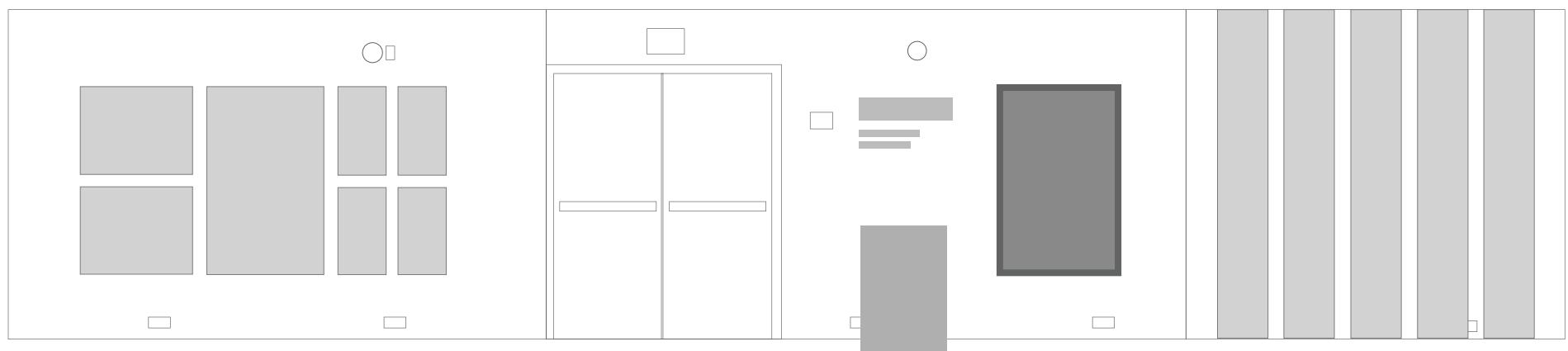
User Flow



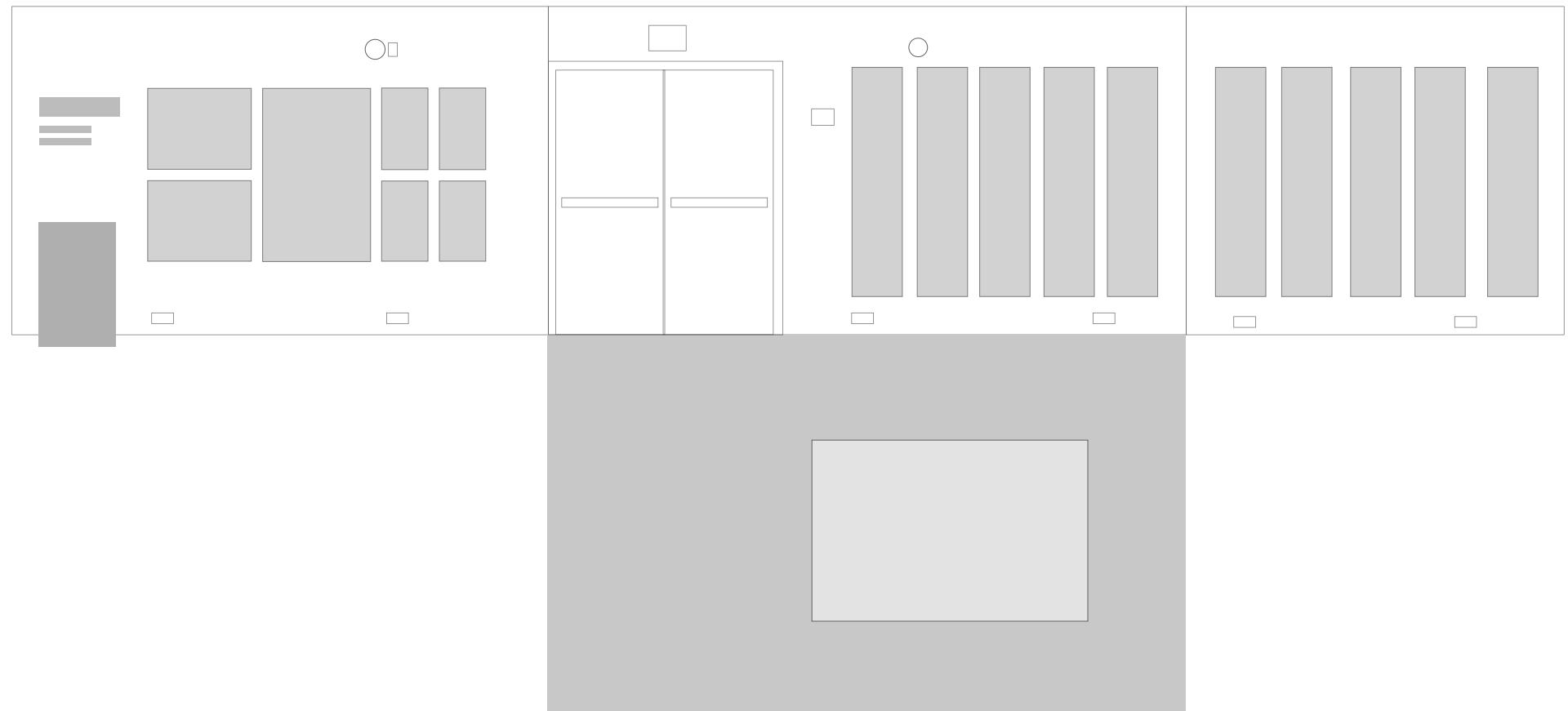
Prototype



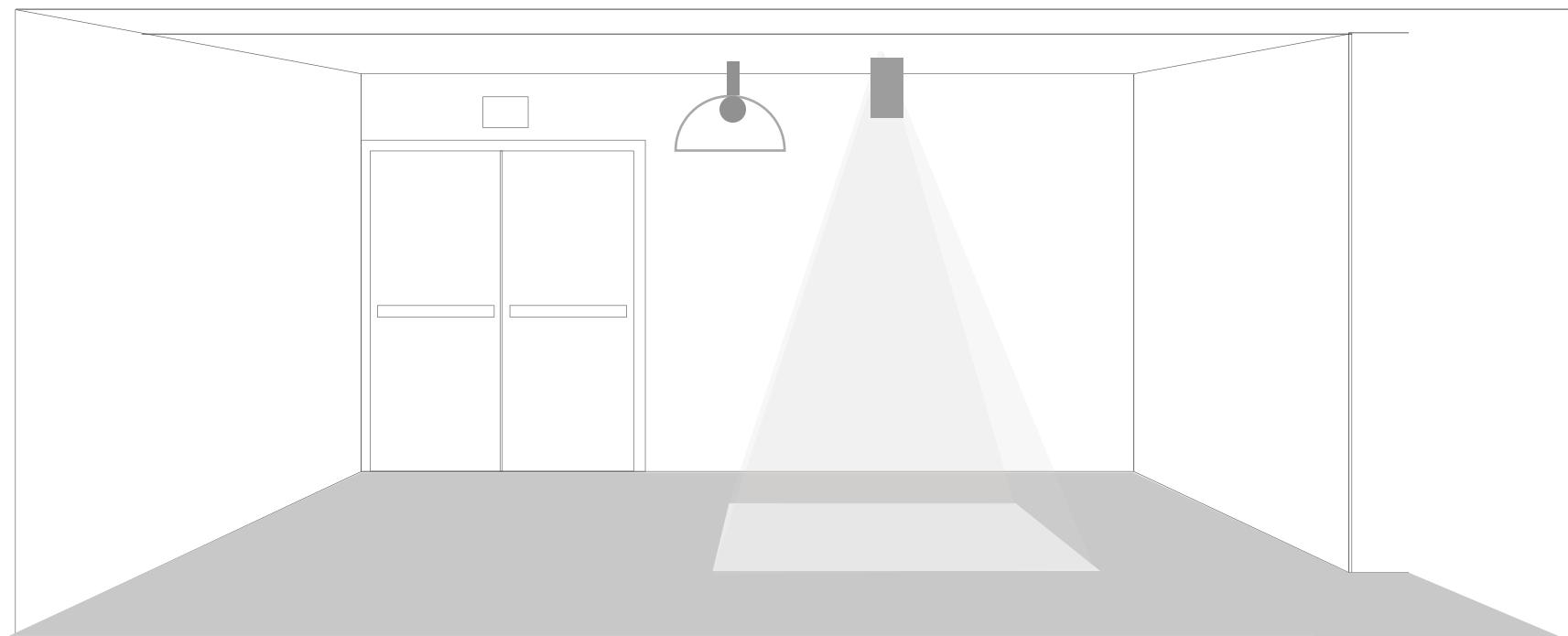
Gallery Plan



Gallery Plan



Gallery Plan



Gallery Plan

