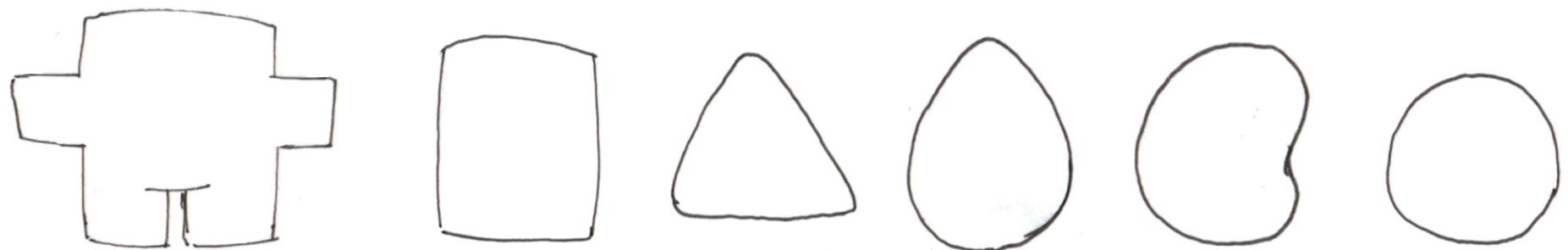
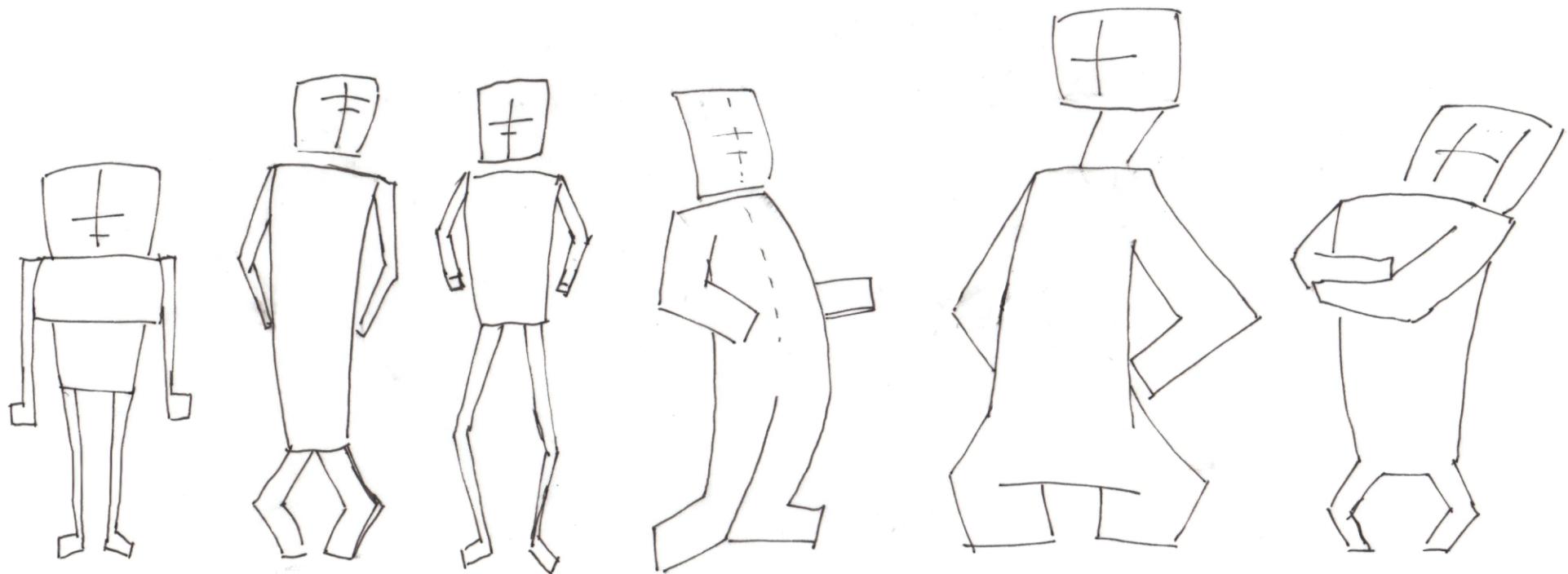


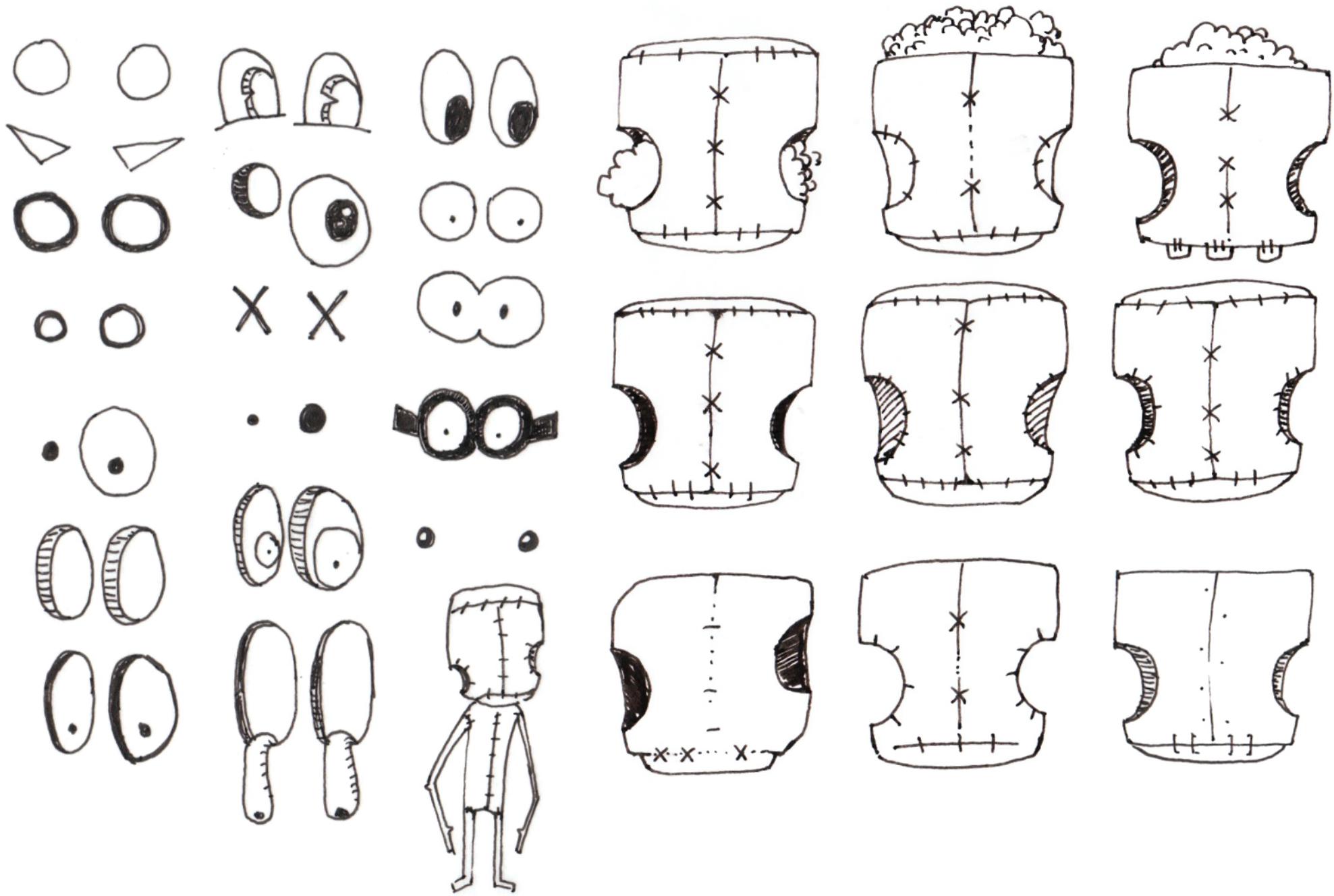
*Statement*

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

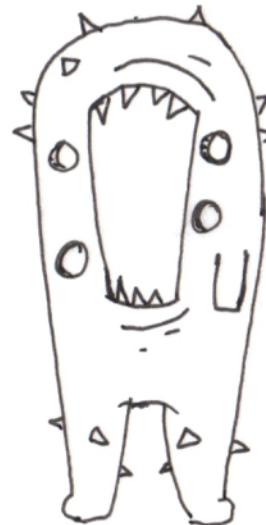
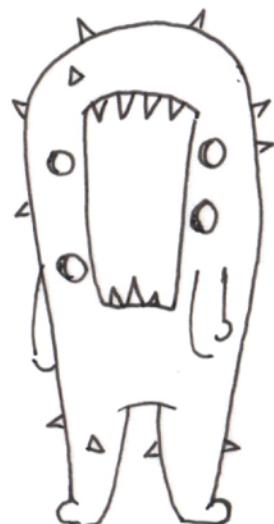
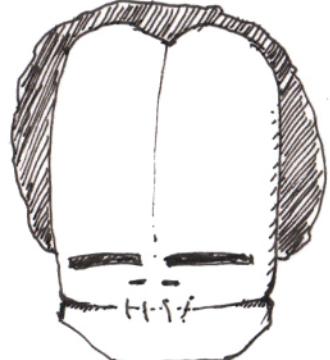
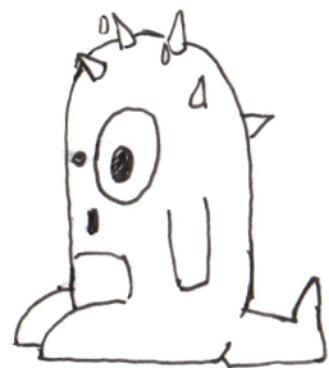
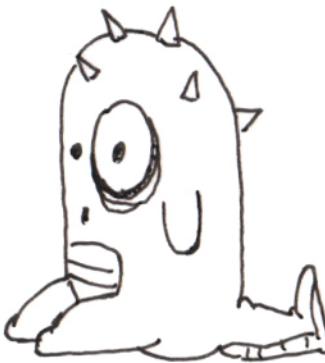
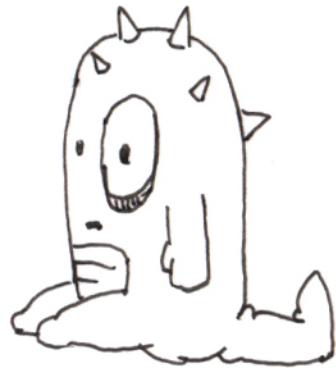
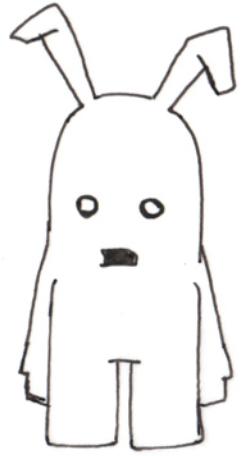
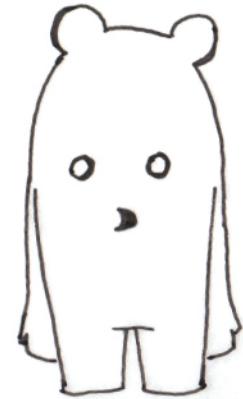
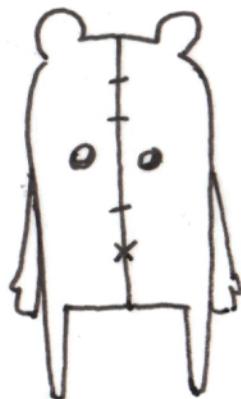
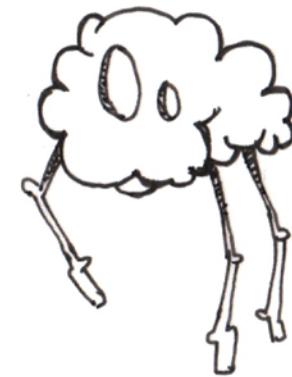
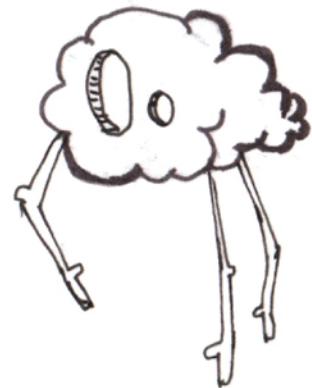
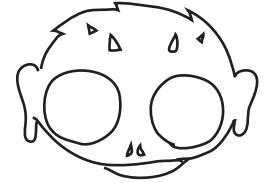
*Parts and Labor*



*Parts and Labor*



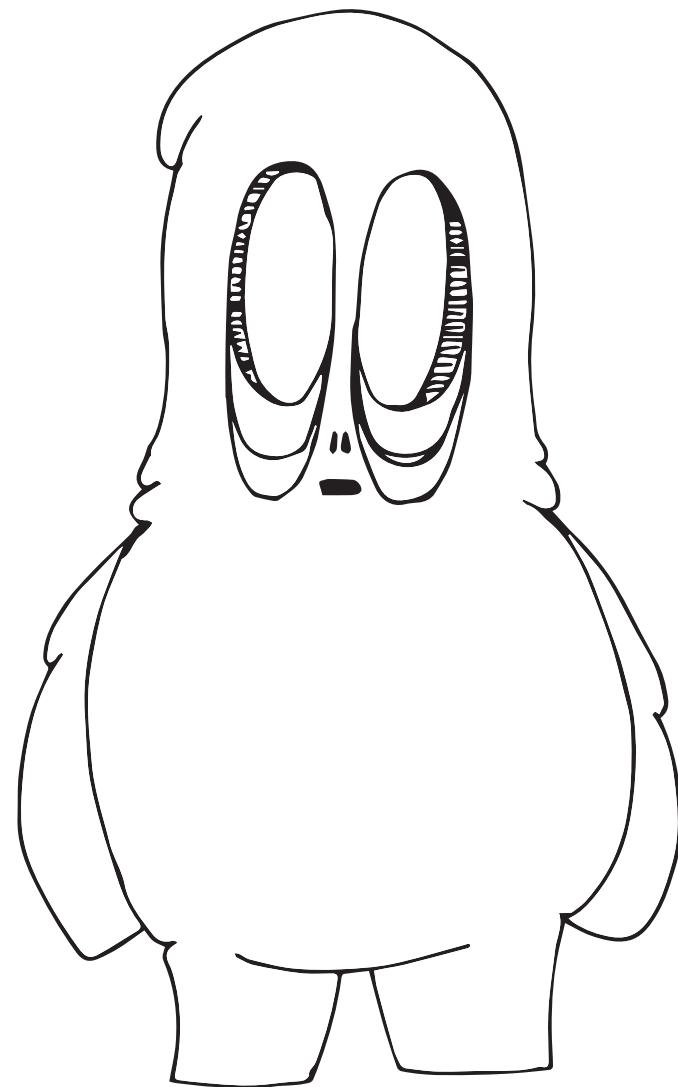
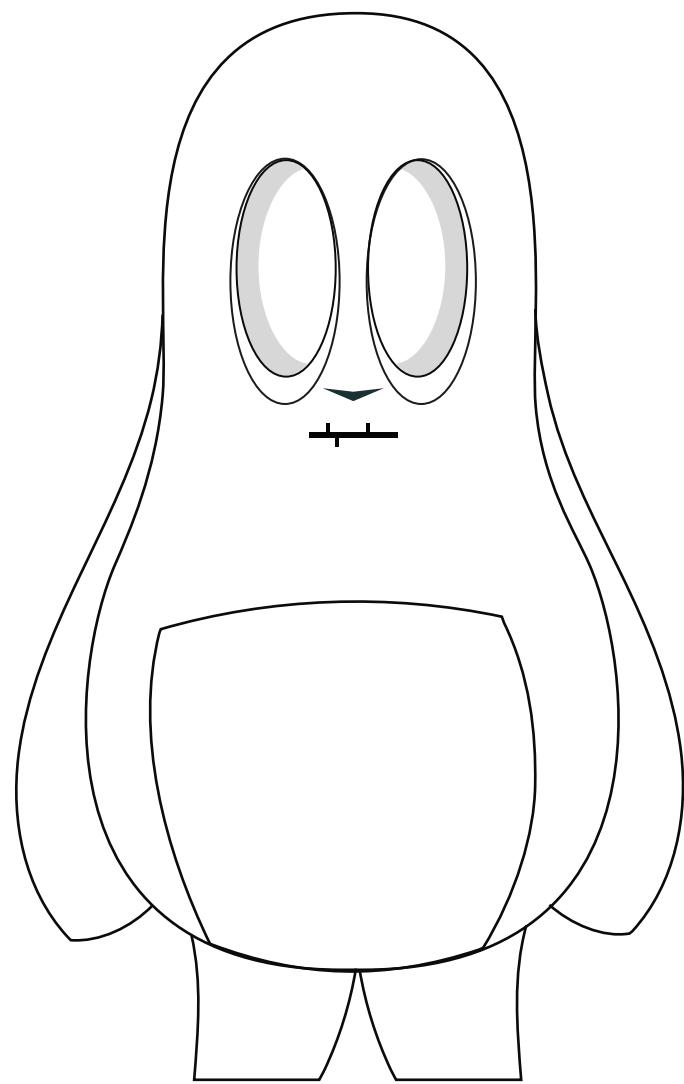
*Parts and Labor*



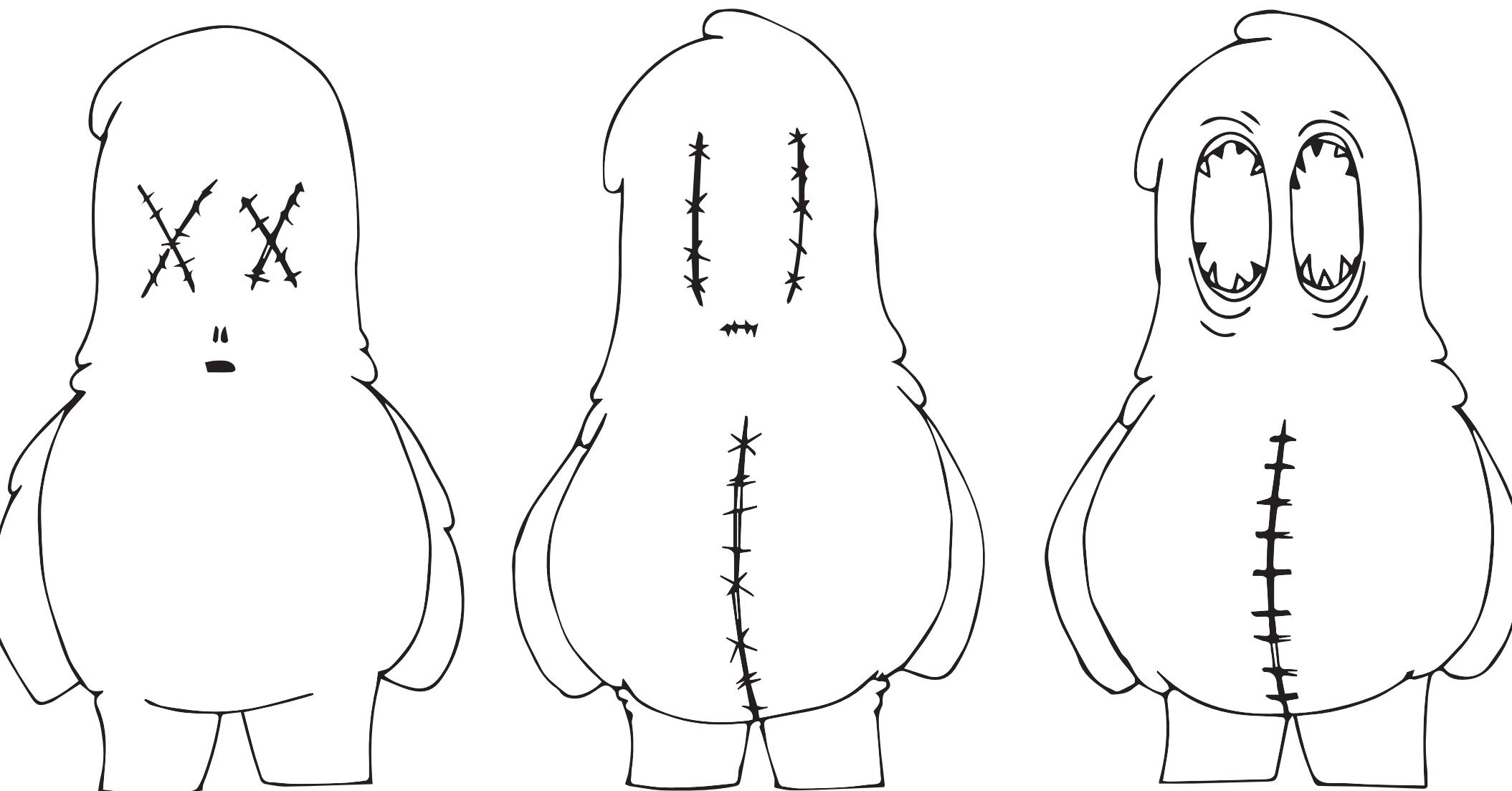
*Character Development*



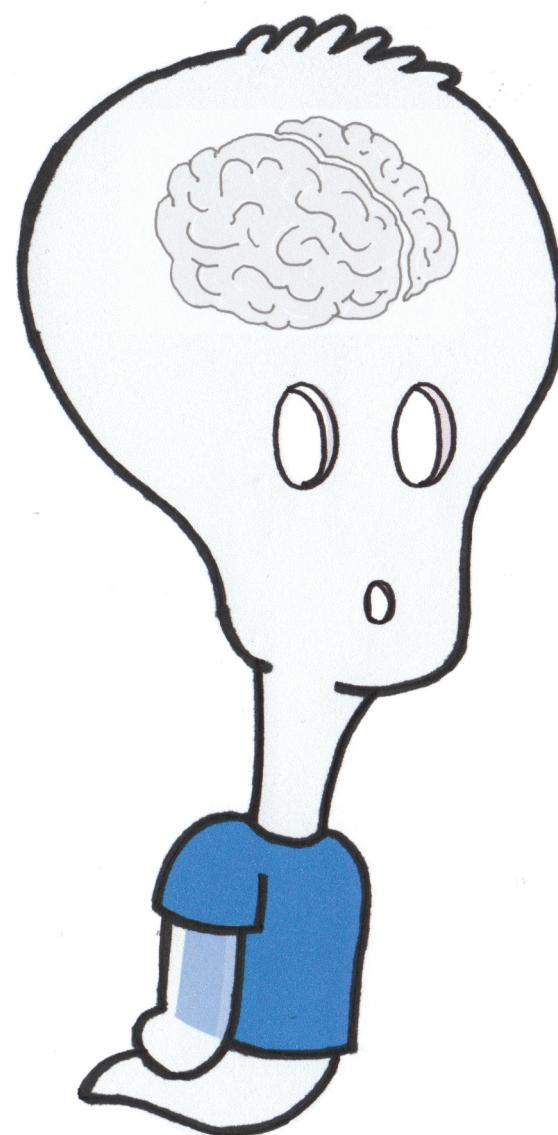
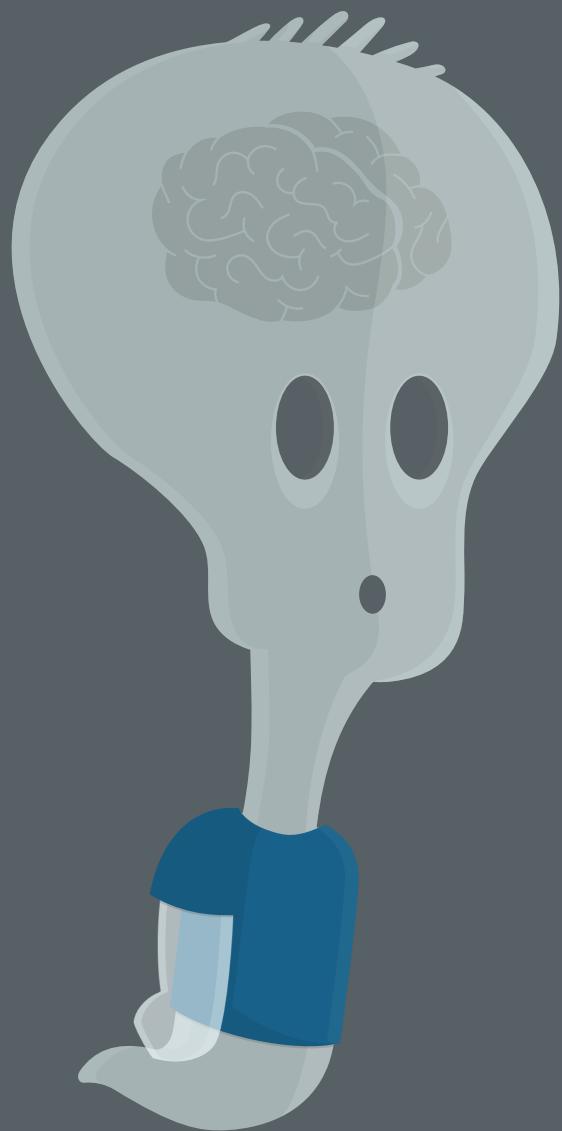
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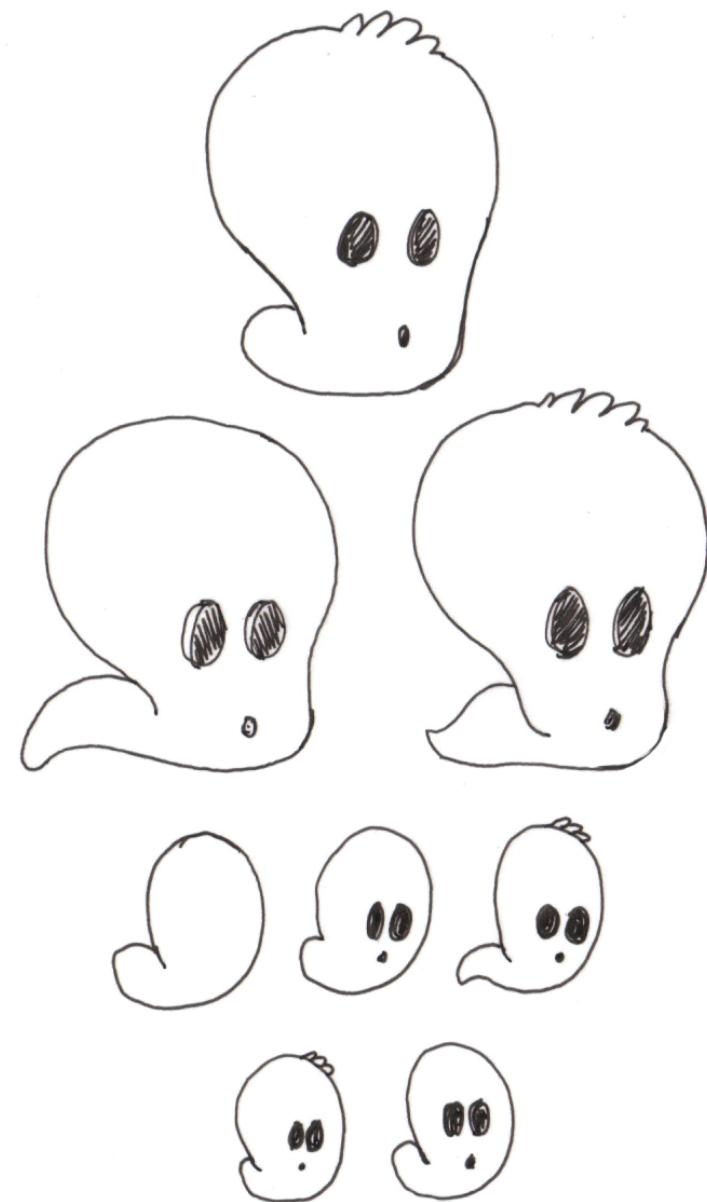
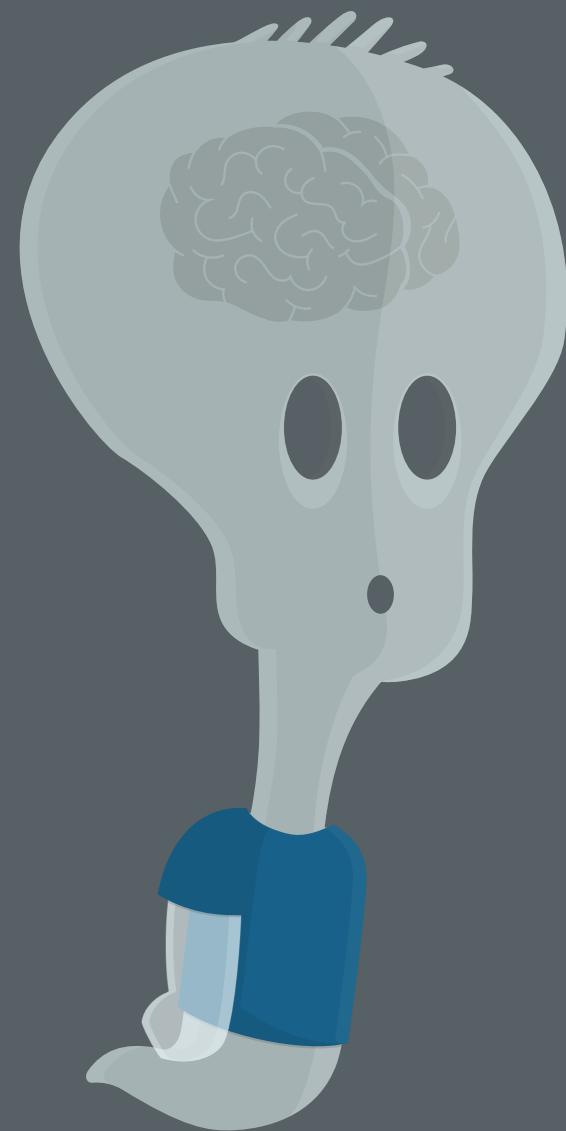
*Character Development*



*Character Development*



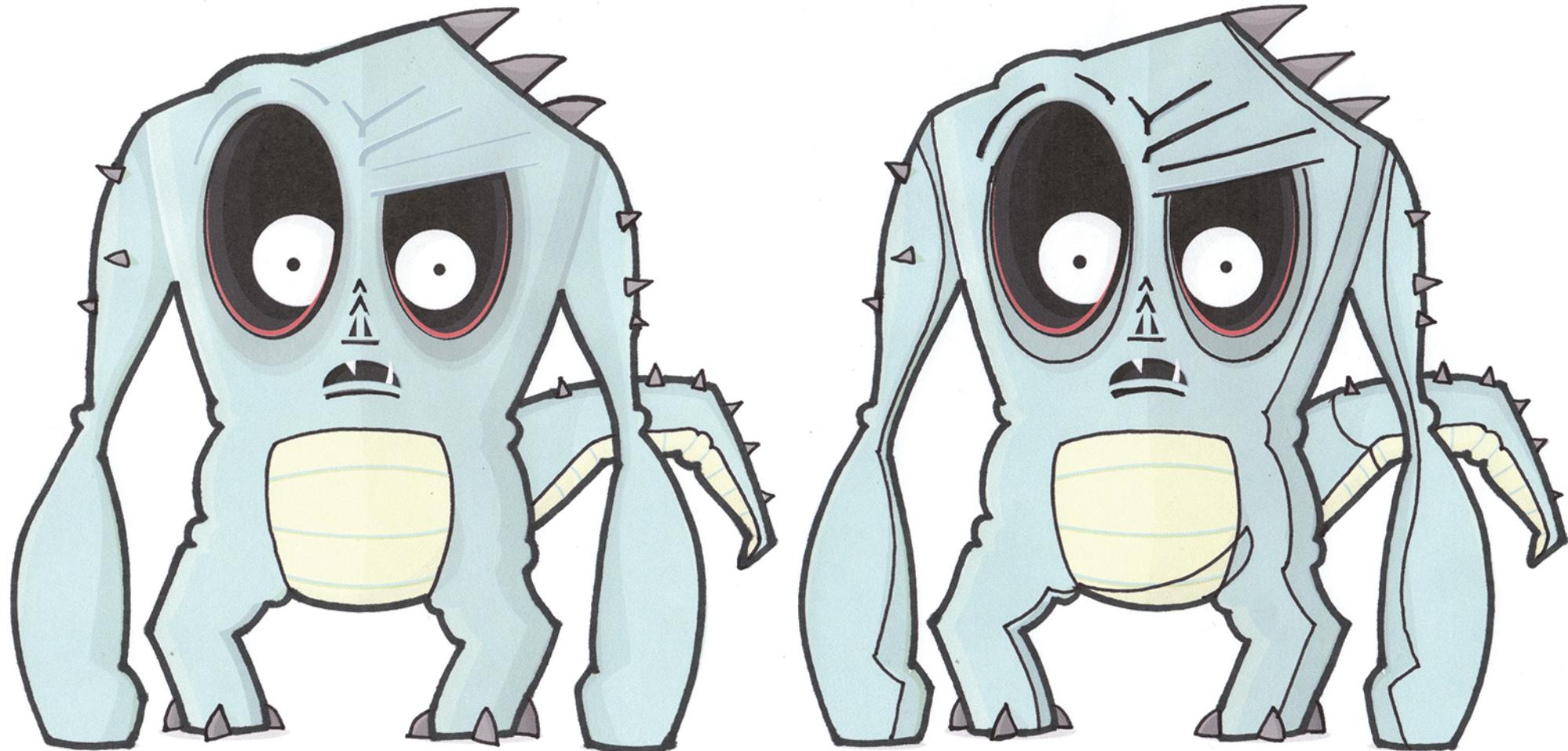
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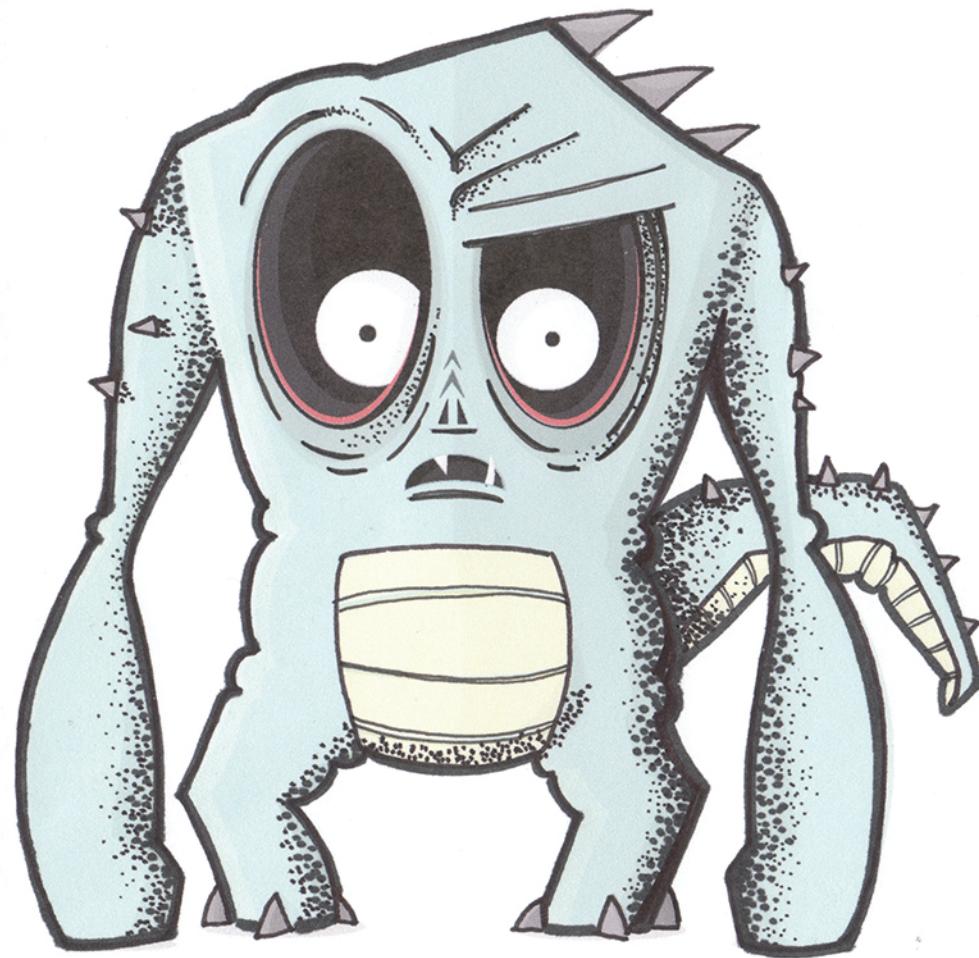
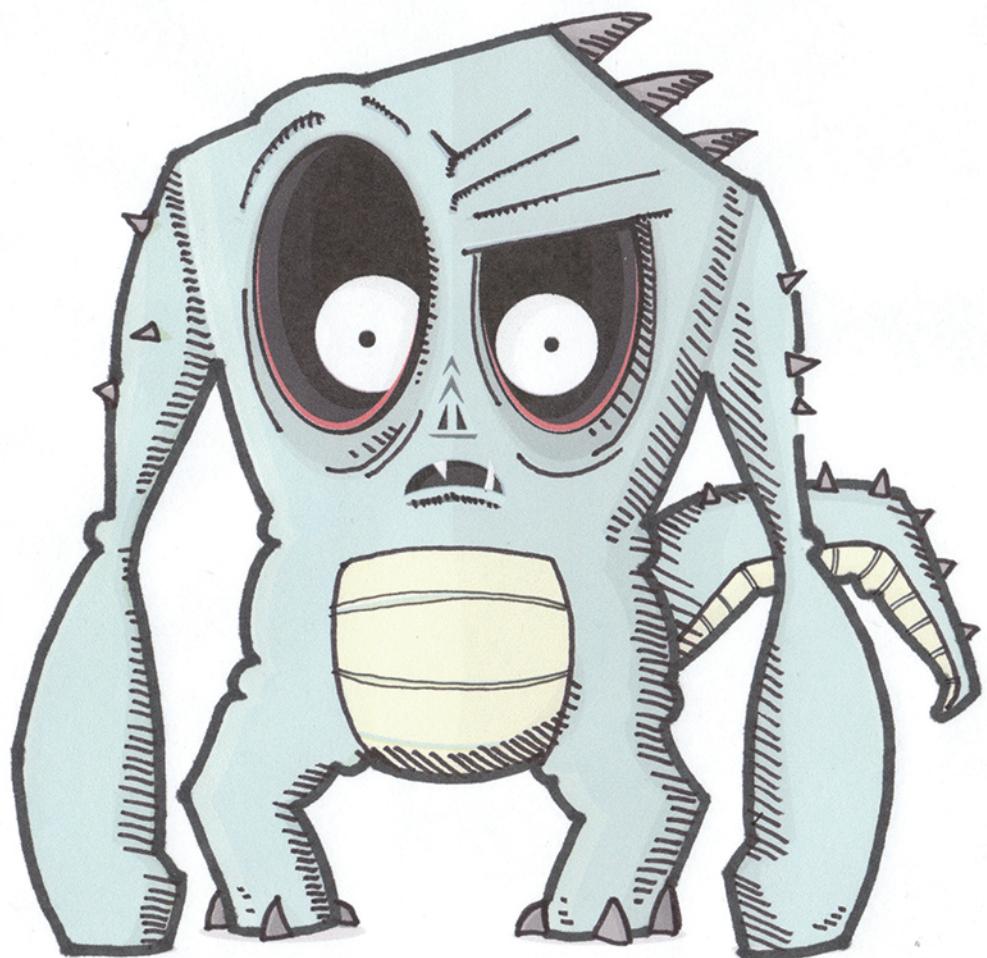


MINOS

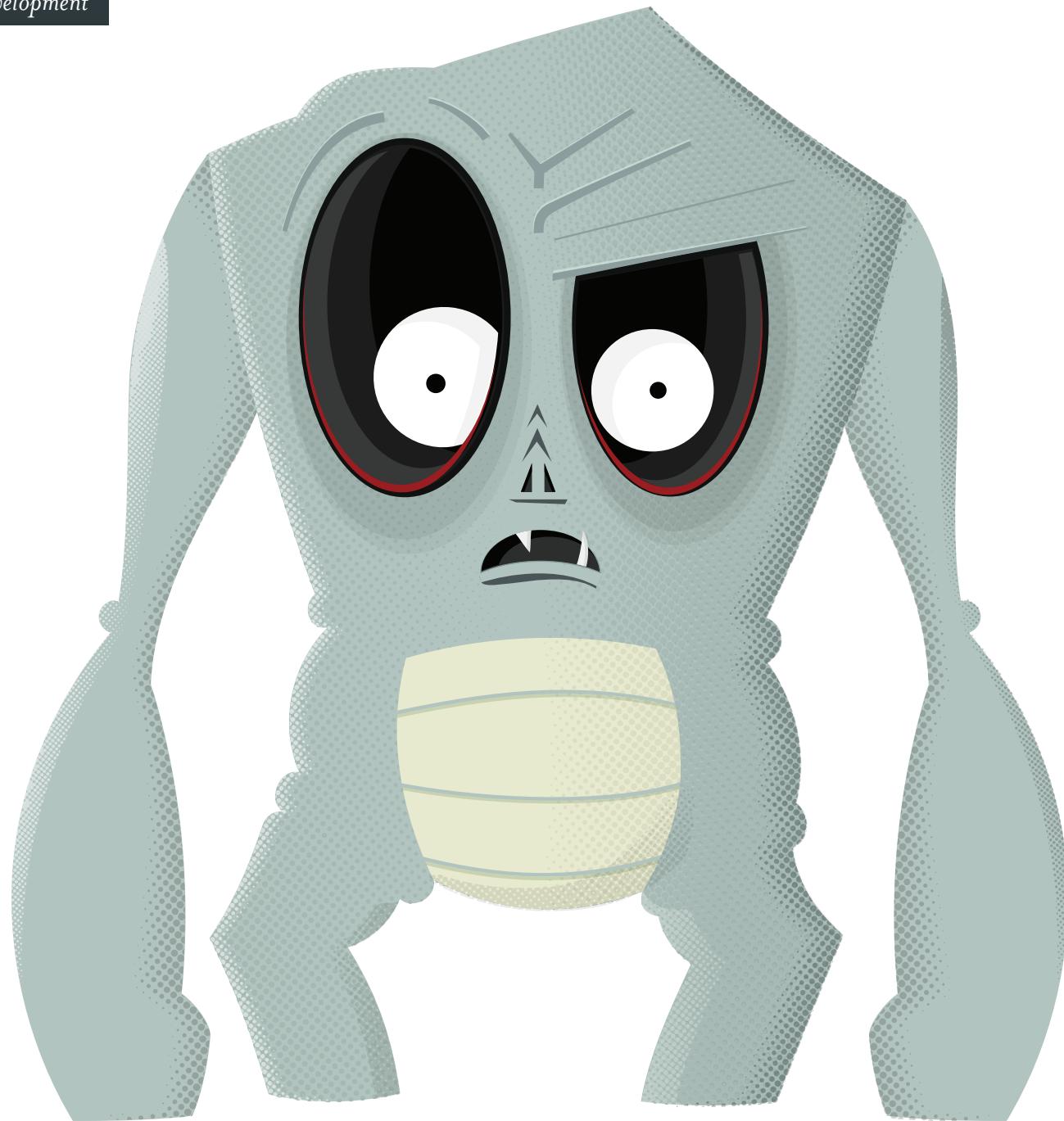
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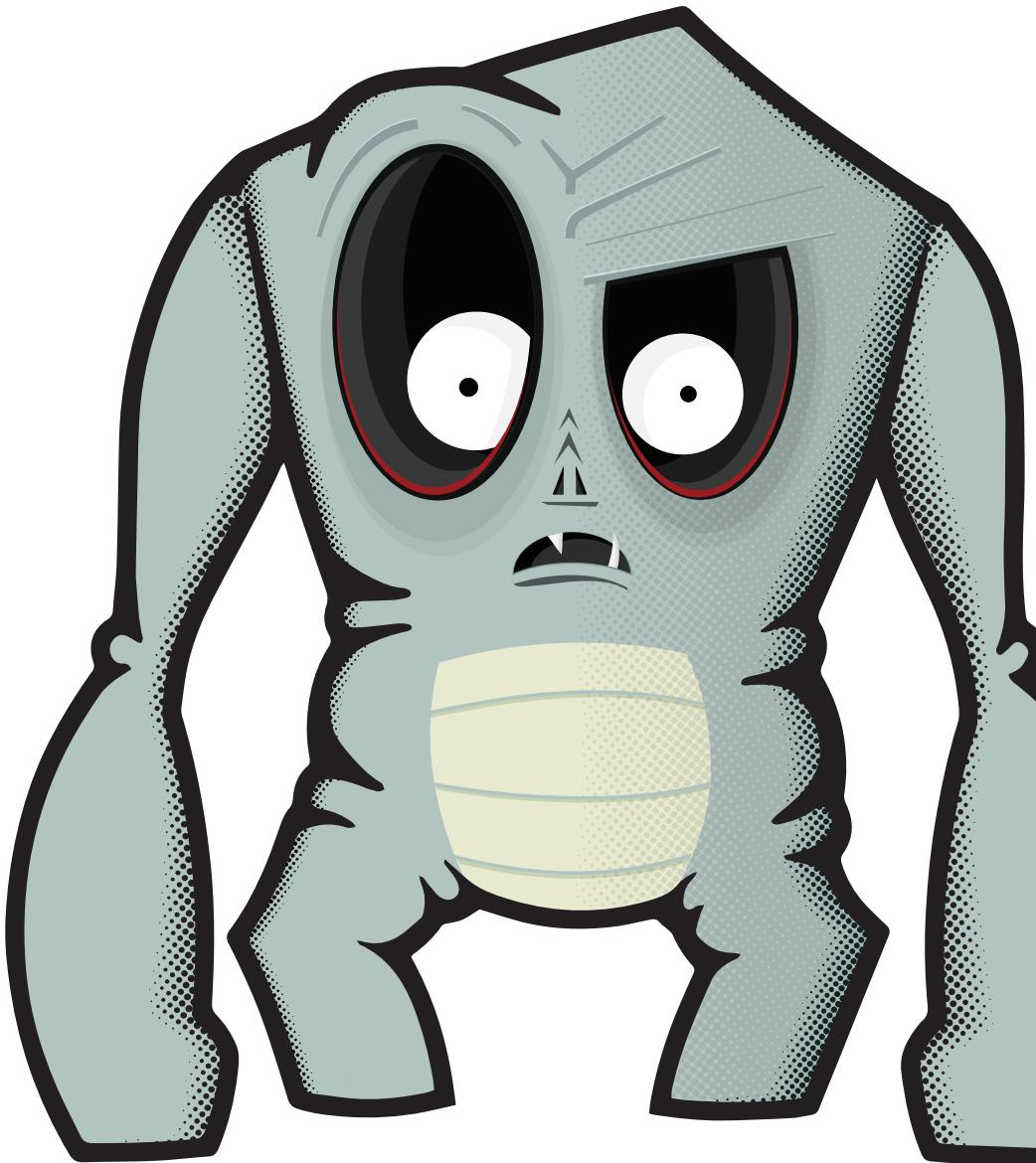
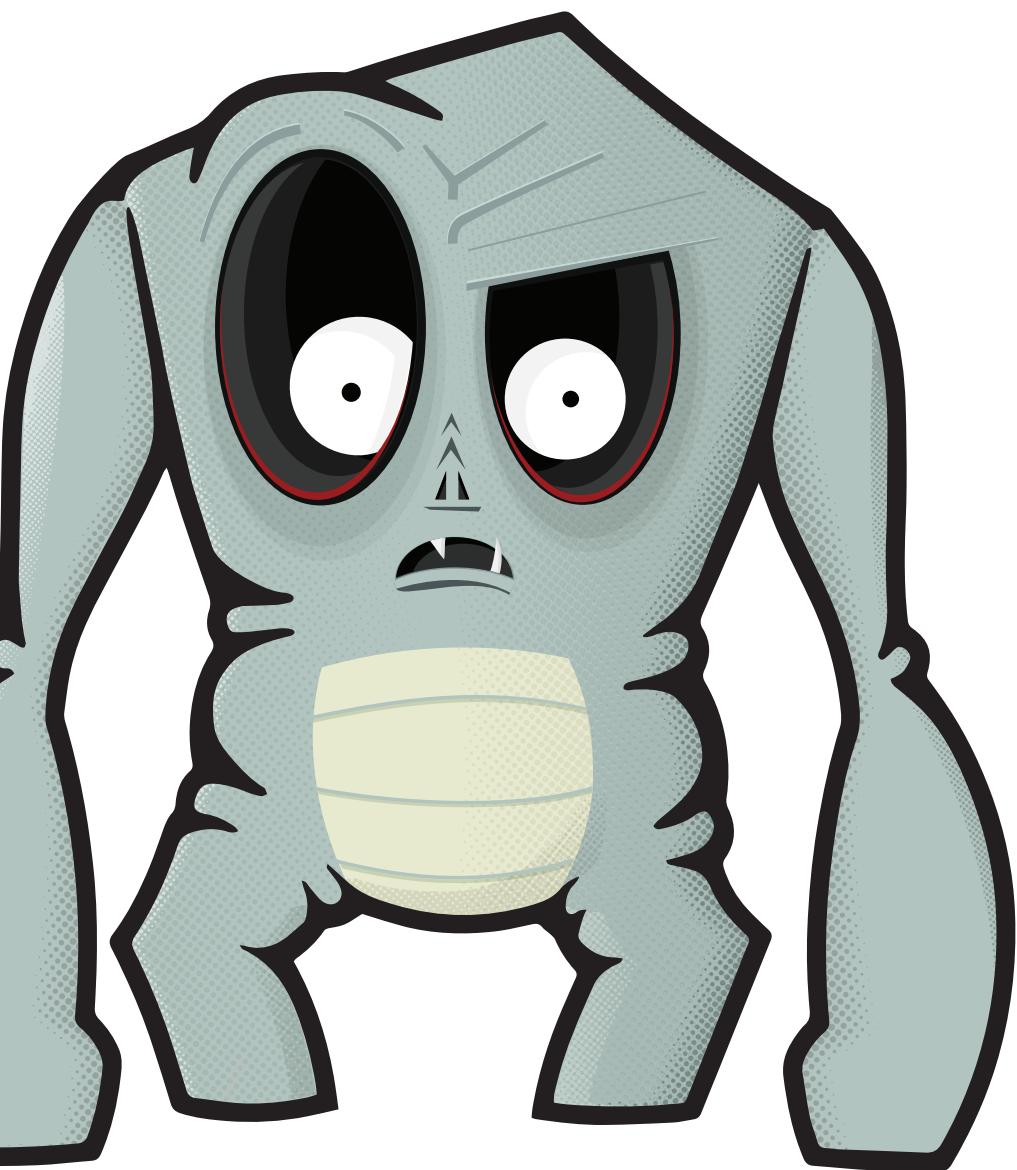
*Character Development*



*Character Development*



*Character Development*



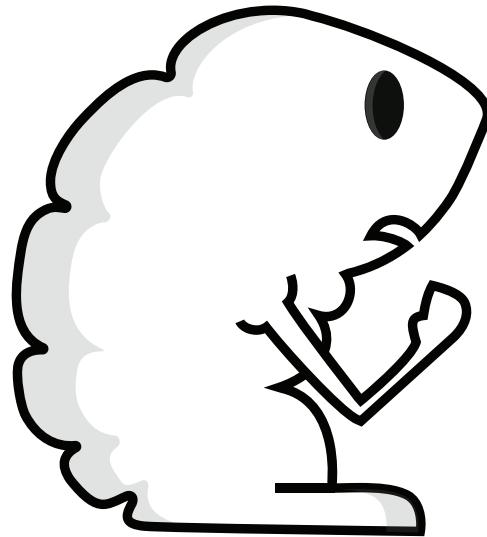
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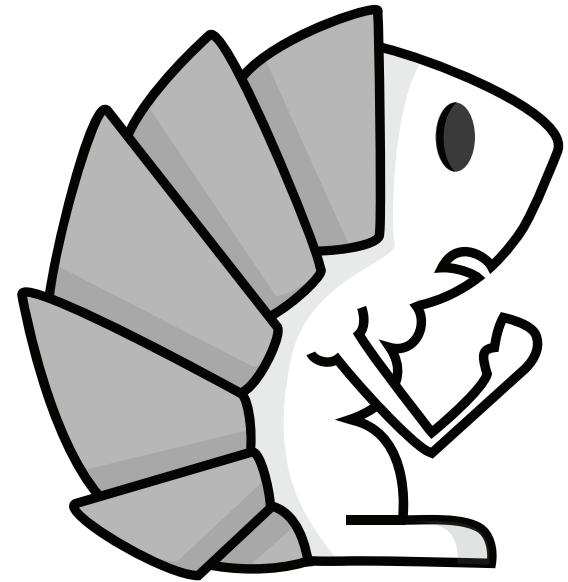
*Character Development*



Upper Hell



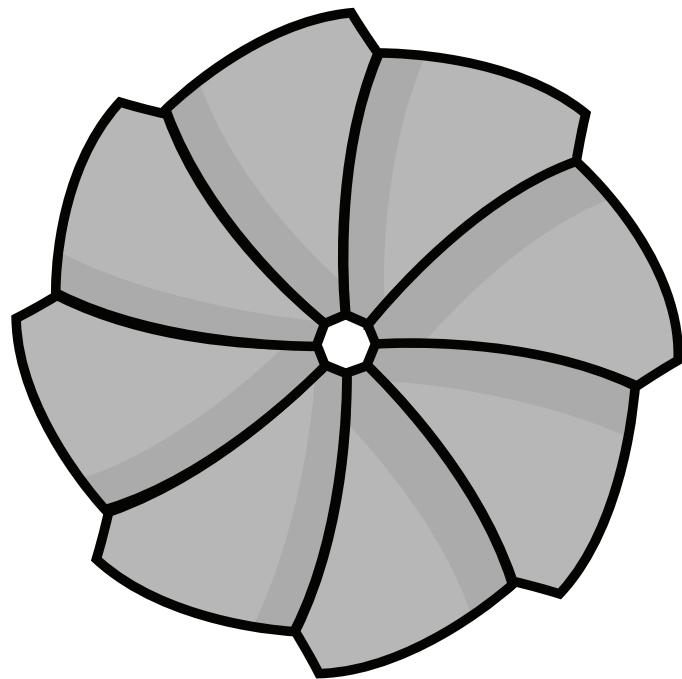
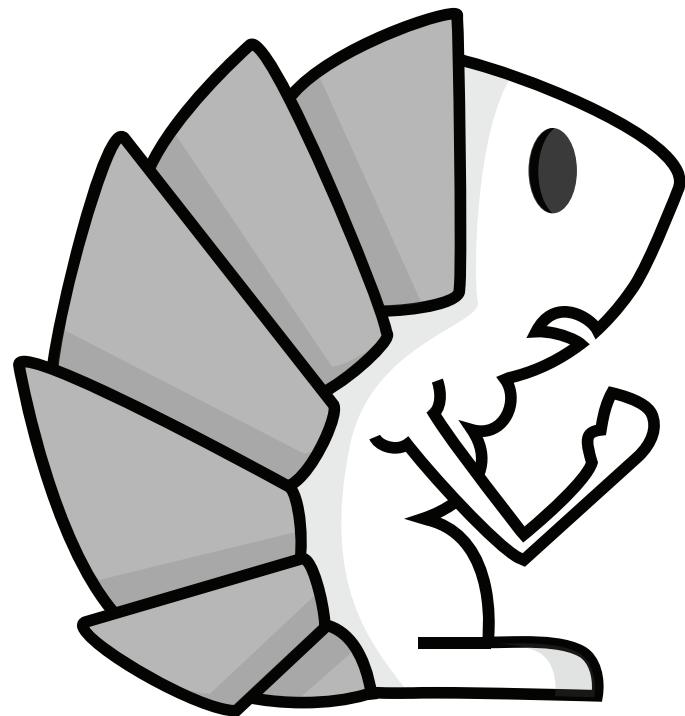
City of Dis



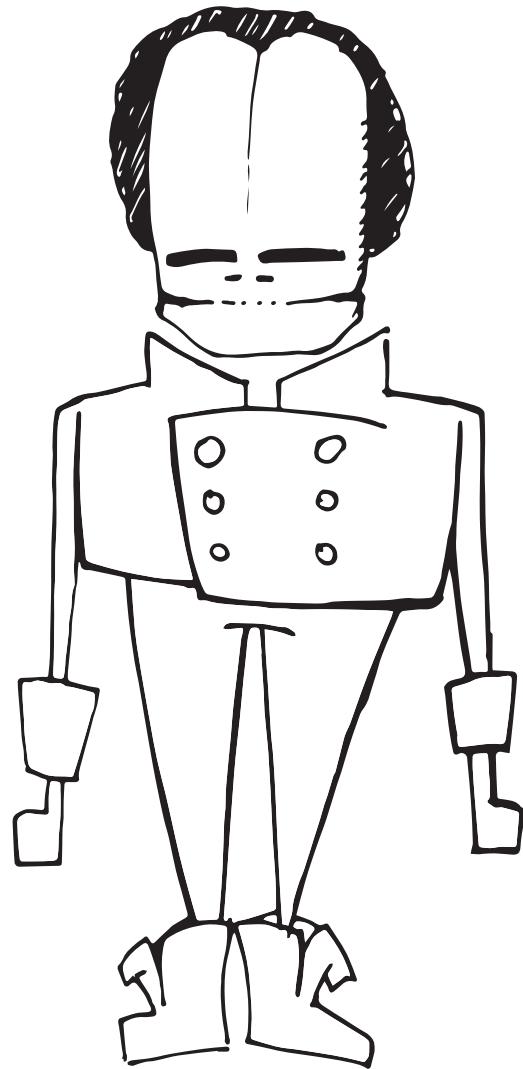
Cocytus

DANTE

*Character Development*



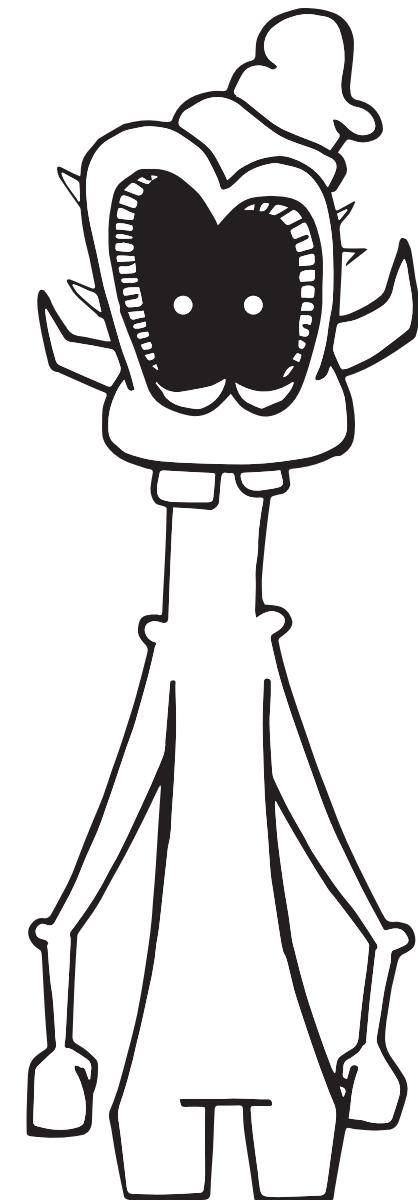
*Character Development*



CHARON

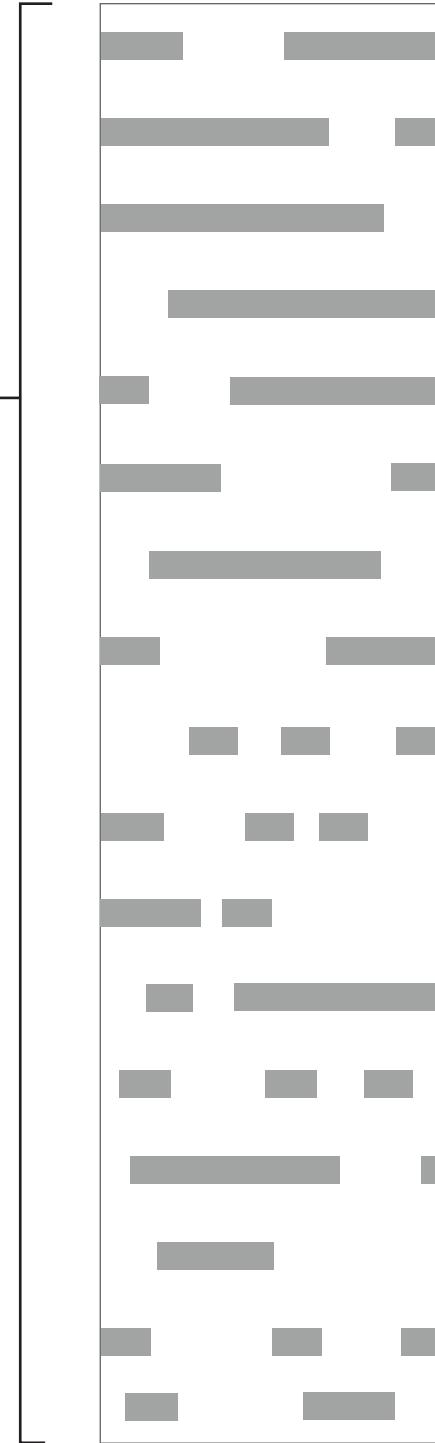
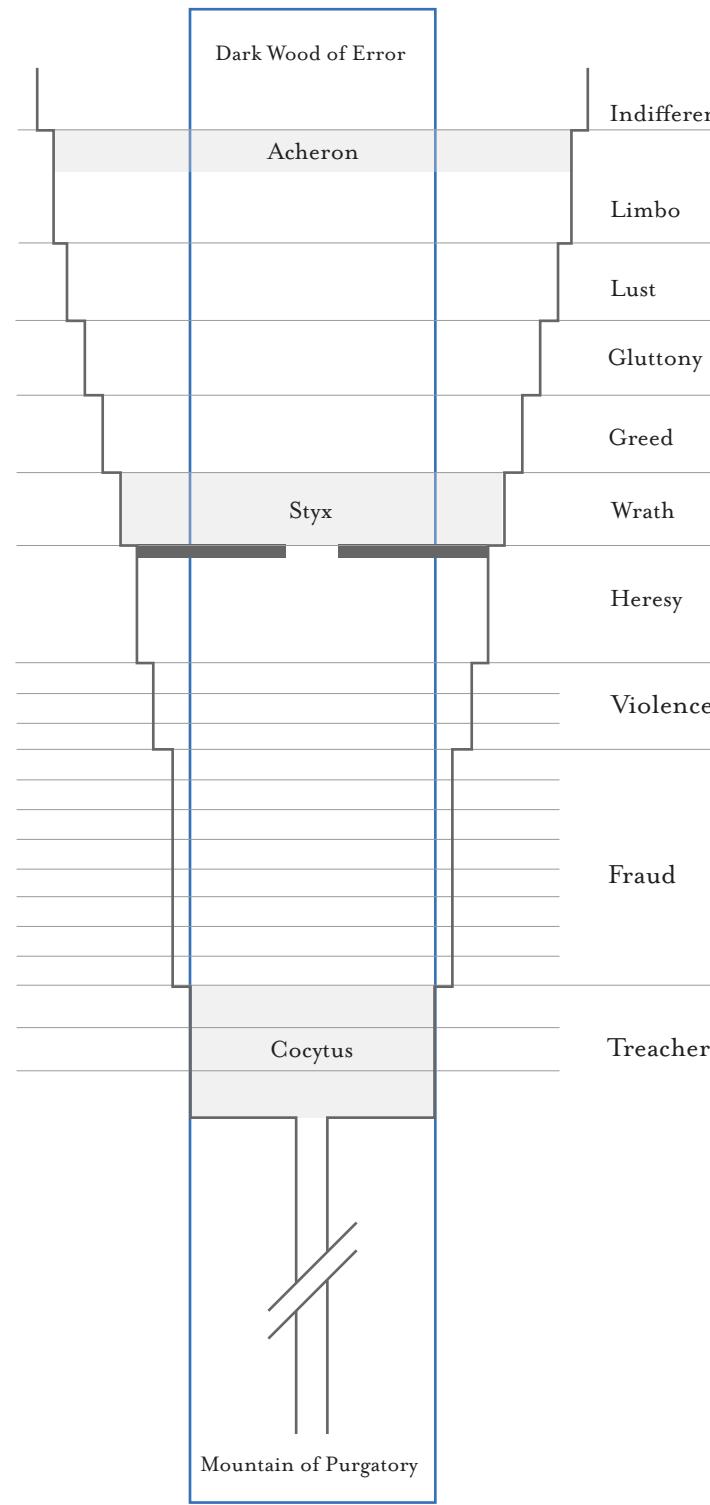


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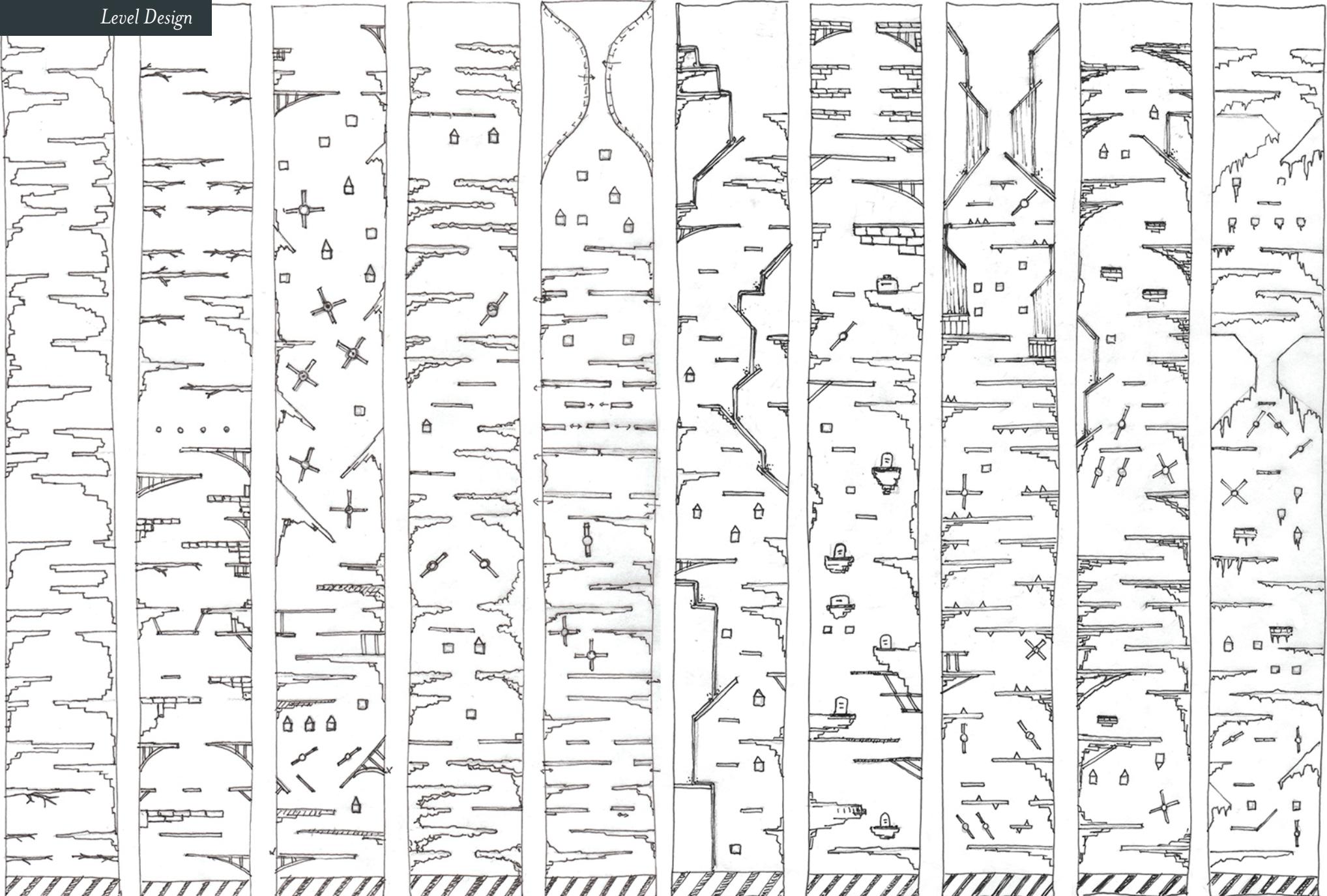


NIMROD

## User Flow



*Level Design*



ANTE INFERNO  
UNCOMMITTED

CIRCLE 1  
LIMBO

CIRCLE 2  
LUST

CIRCLE 3  
GLUTTONY

CIRCLE 4  
GREED

CIRCLE 5  
WRATH

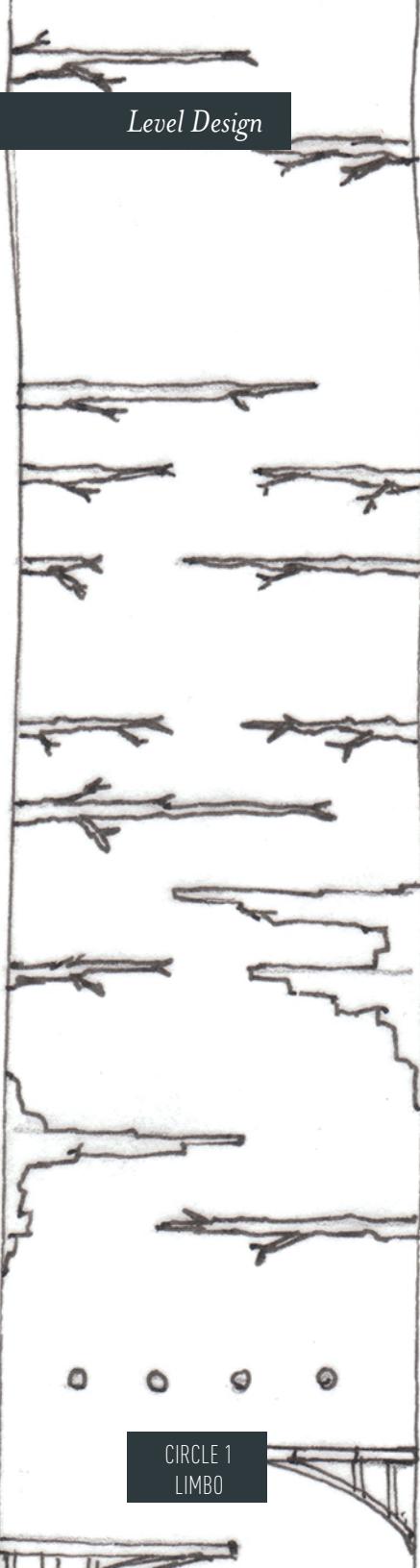
CIRCLE 6  
HERECY

CIRCLE 7  
VIOLENCE

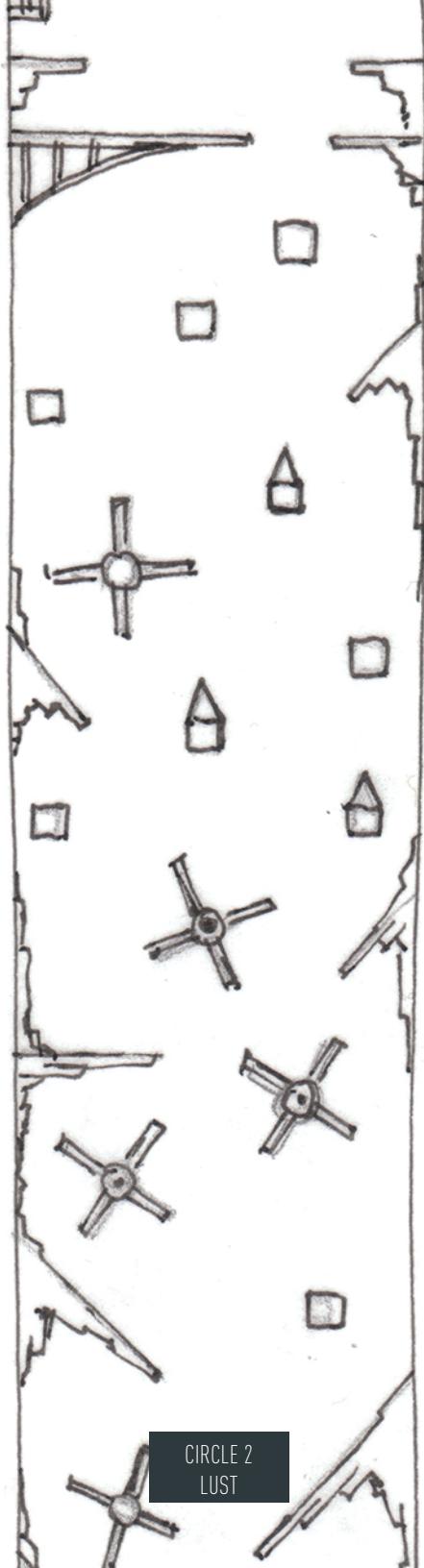
CIRCLE 8  
FRAUD

CIRCLE 9  
TREACHERY

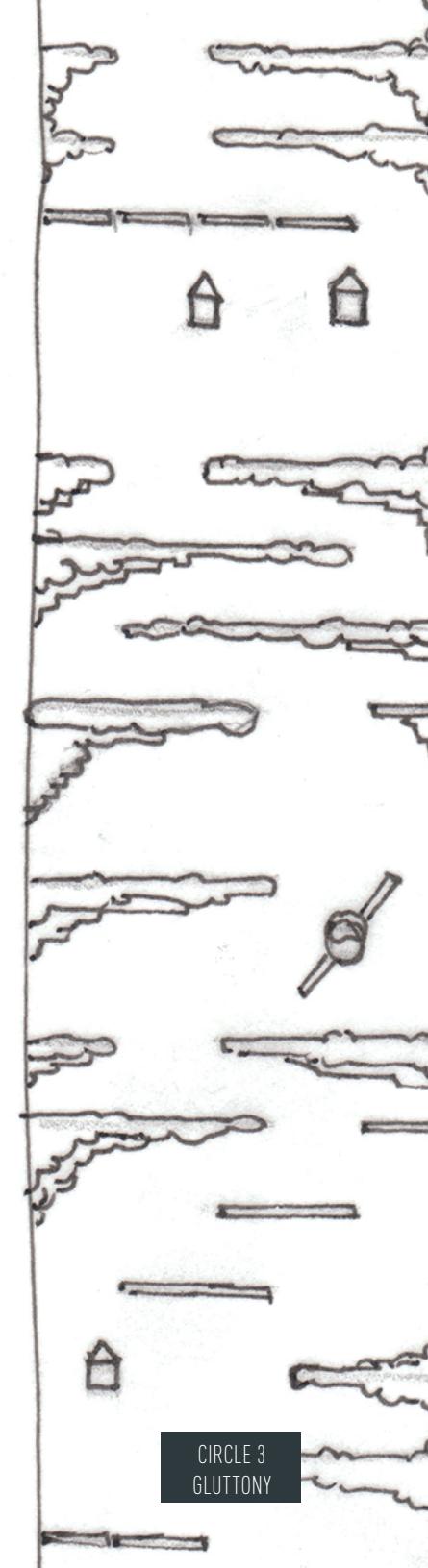
## Level Design



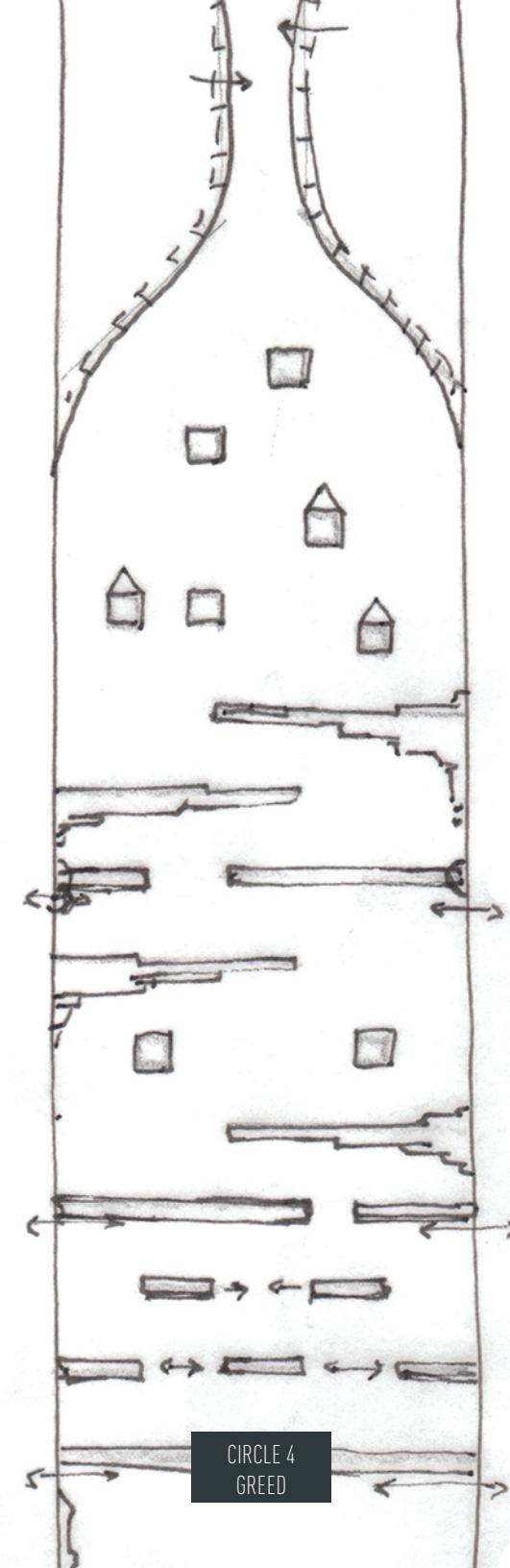
CIRCLE 1  
LIMBO



CIRCLE 2  
LUST

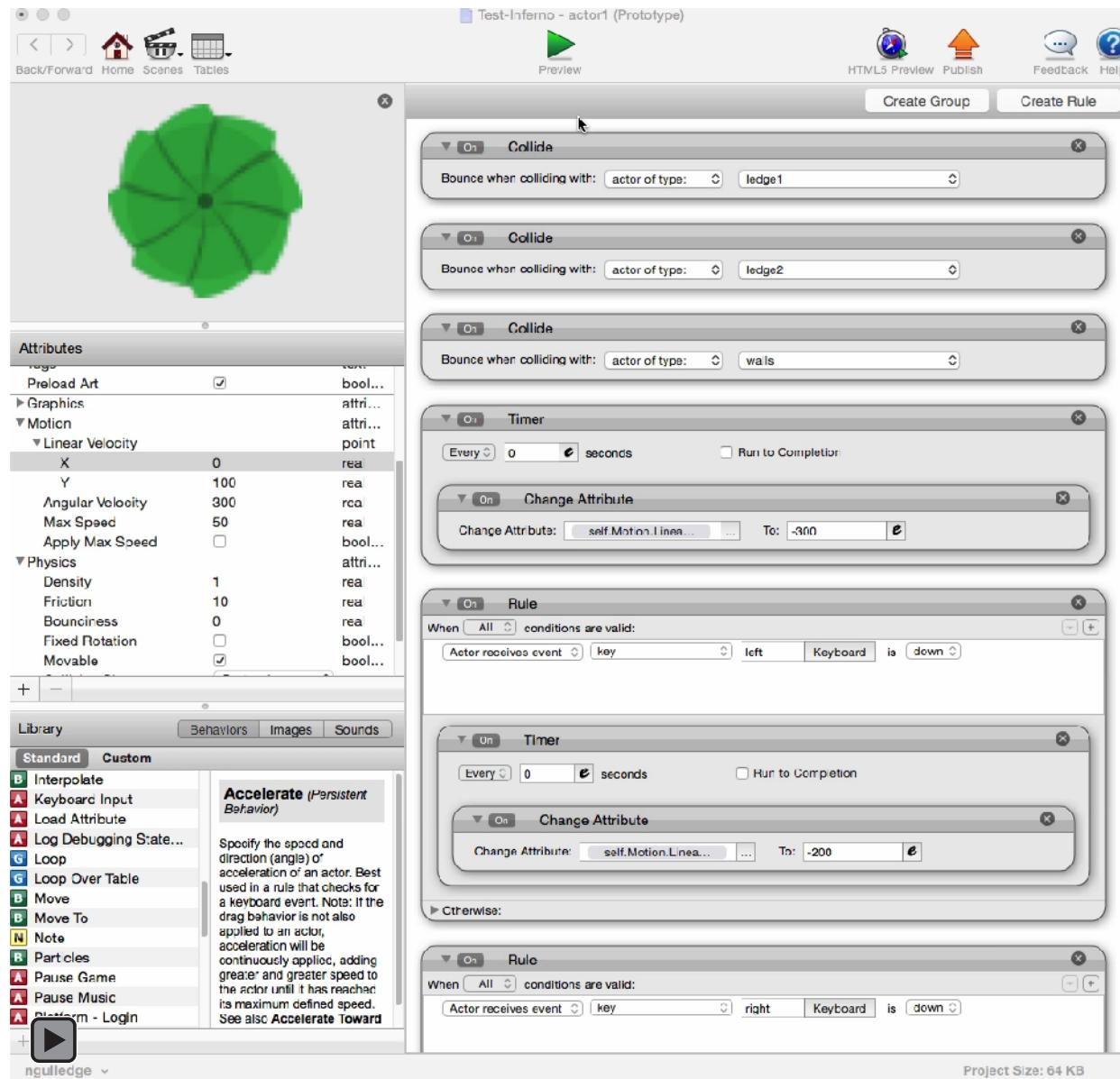


CIRCLE 3  
GLUTTONY

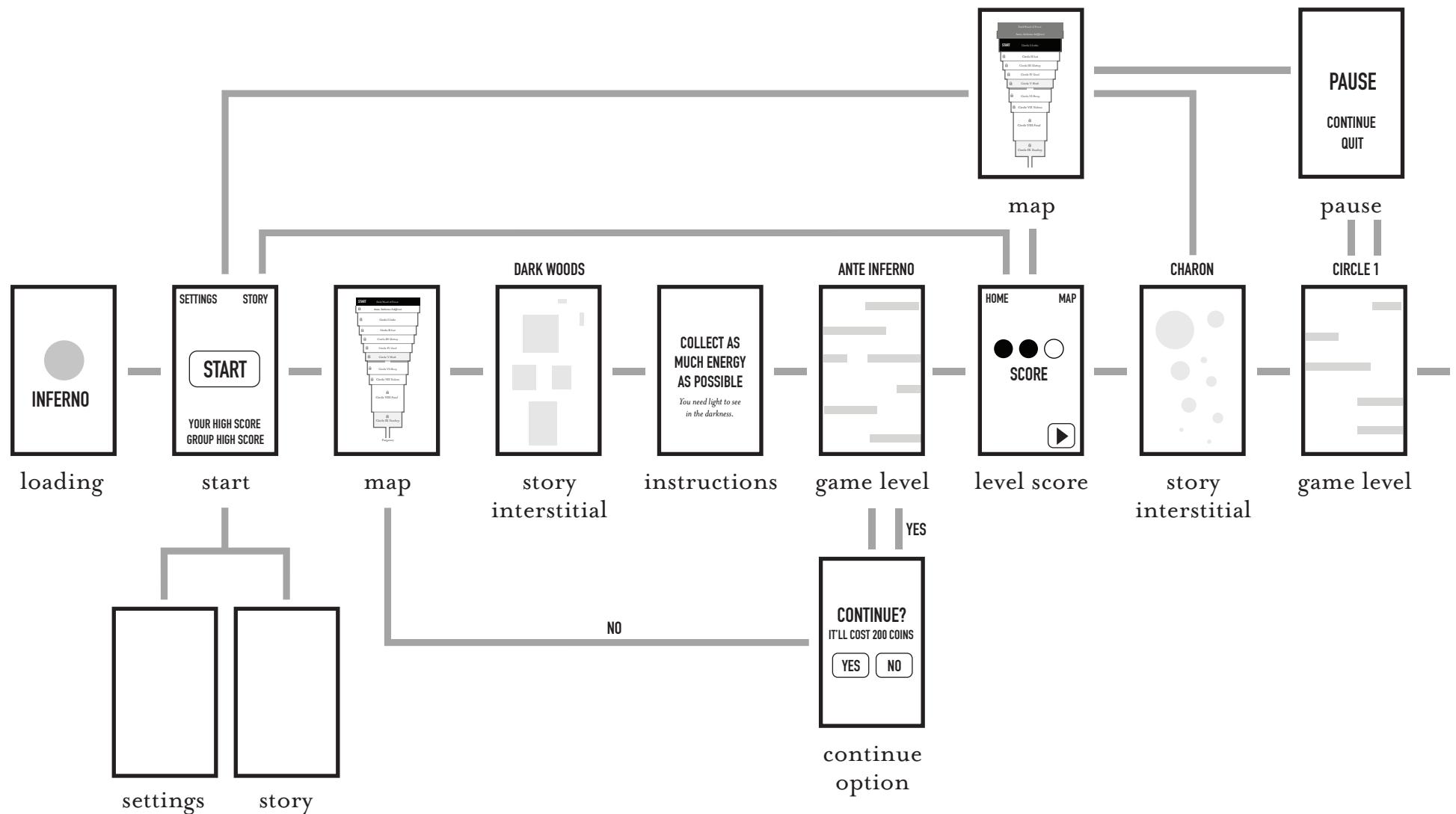


CIRCLE 4  
GREED

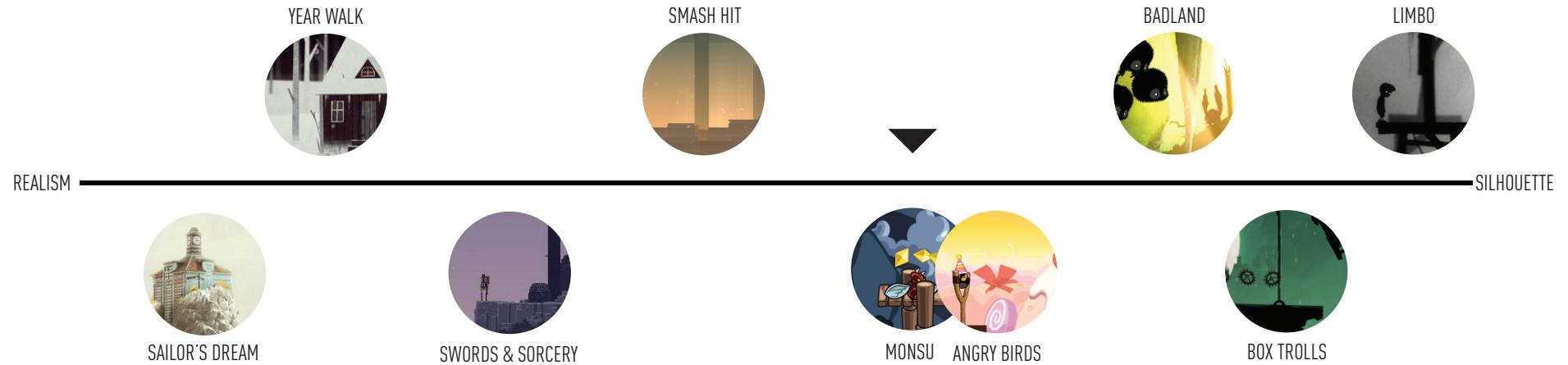
## Prototype



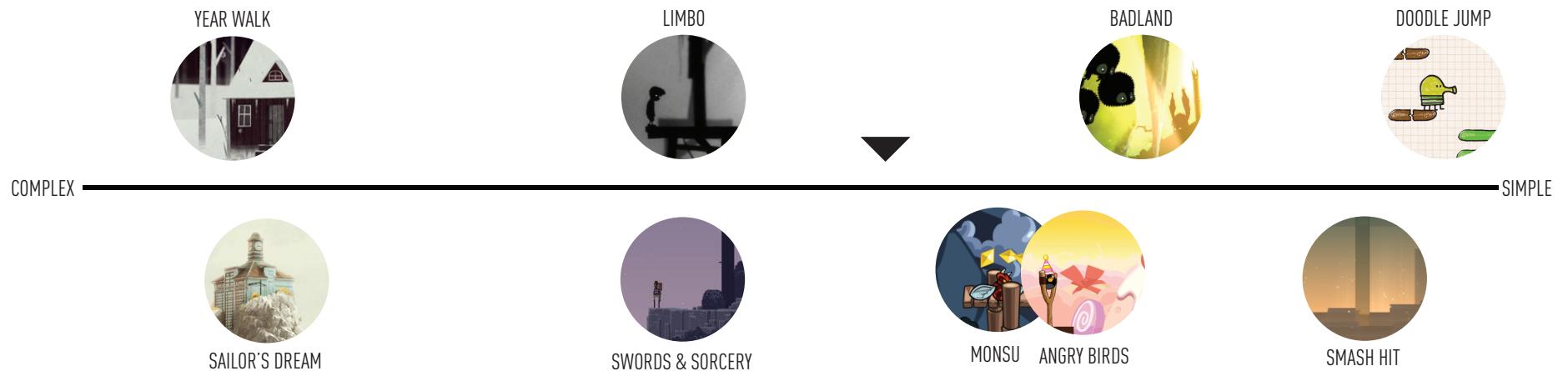
## User Flow



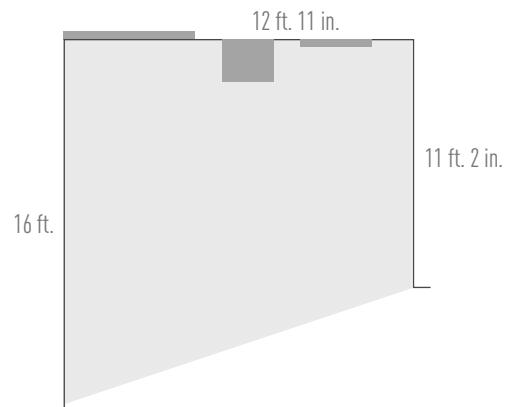
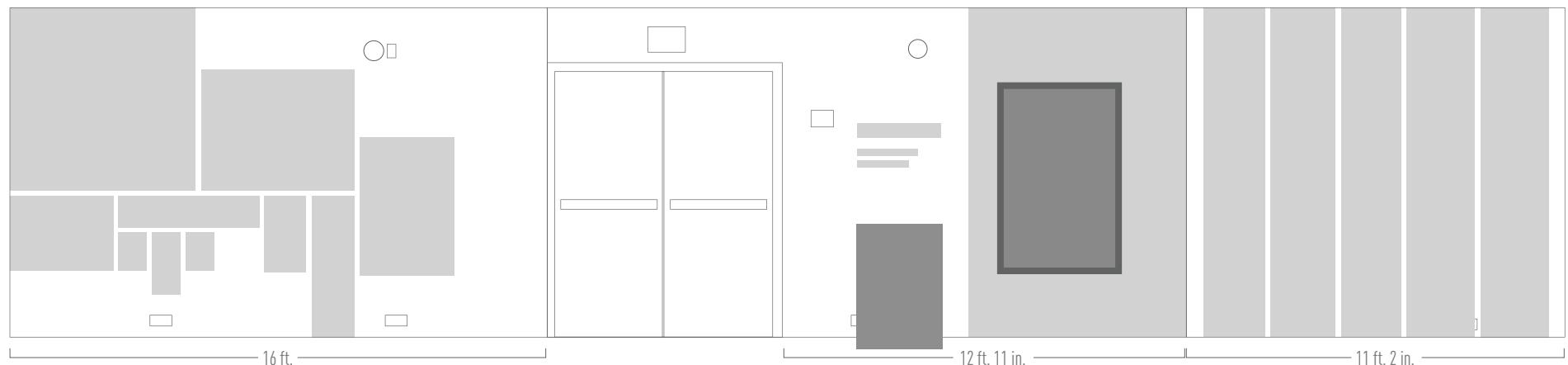
## VISUAL DIRECTION



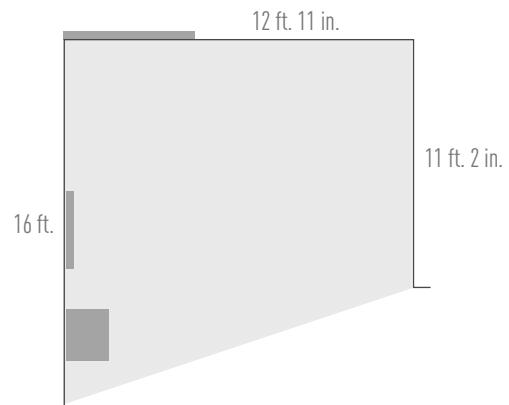
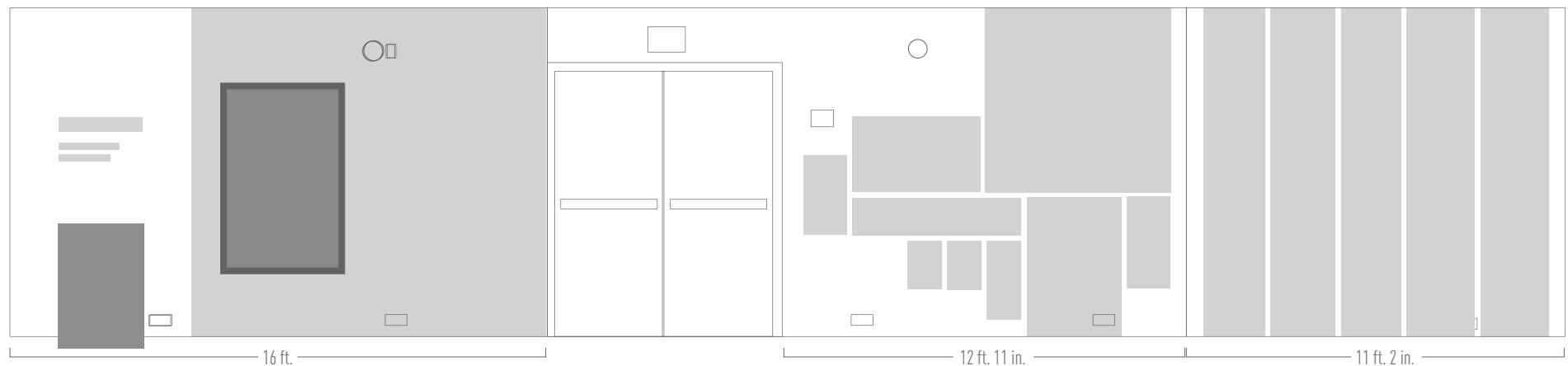
## STORY DIRECTION



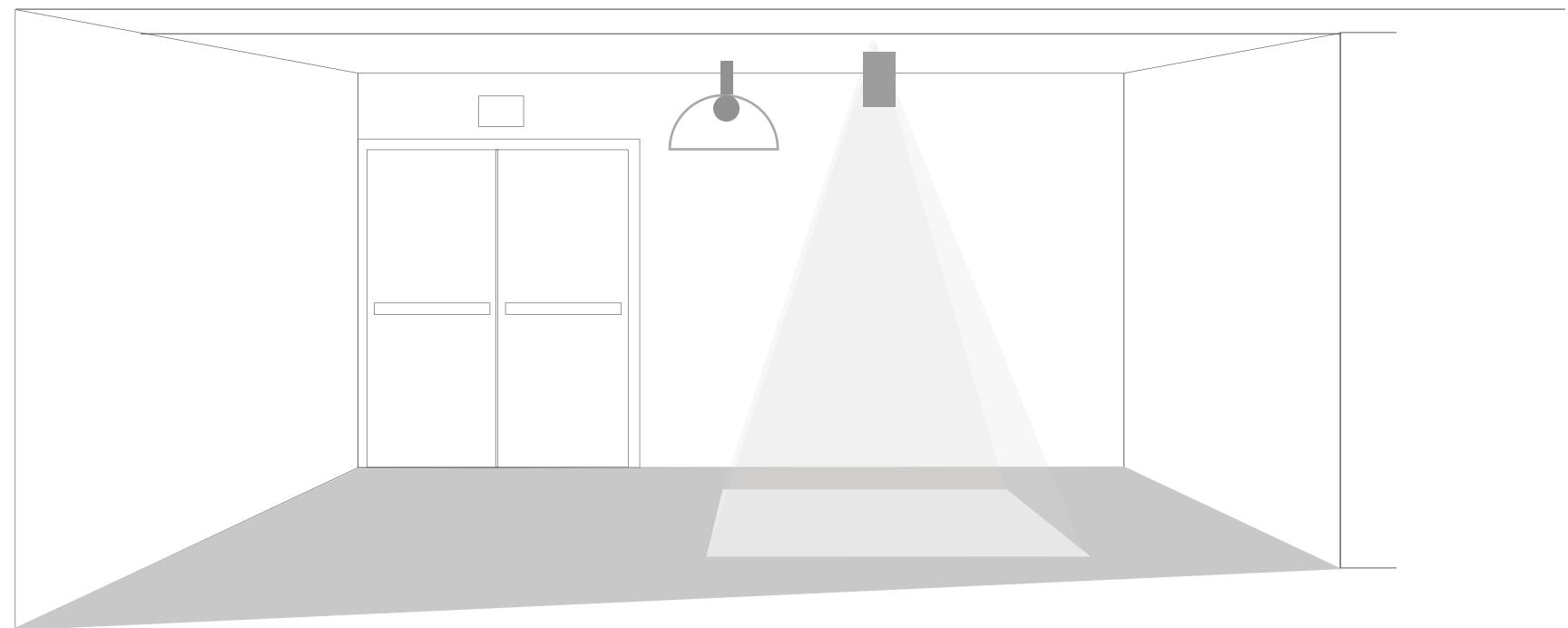
## *Gallery Plan*



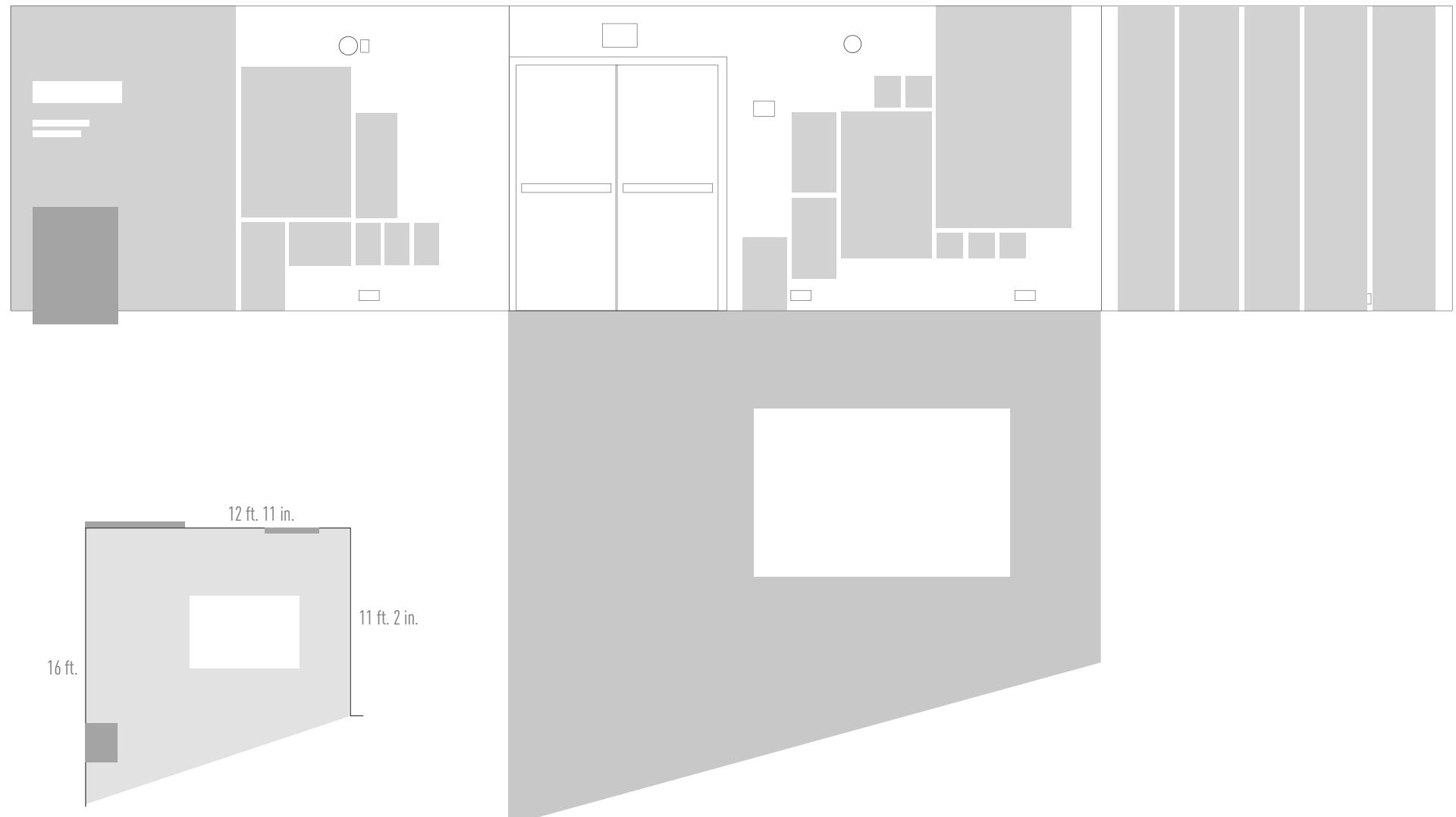
## *Gallery Plan*



*Gallery Plan*



## *Gallery Plan*



## Gallery Plan

