

NO WAY OUT

RICO GAMES

Groupe 4:

**Sara Rejimand, Pamela Rakotoarijaona, Leon Carter,
Antoine Basset, Paul Pauly**



RICO GAMES

Sara

Leon

Pamela

Paul

Antoine

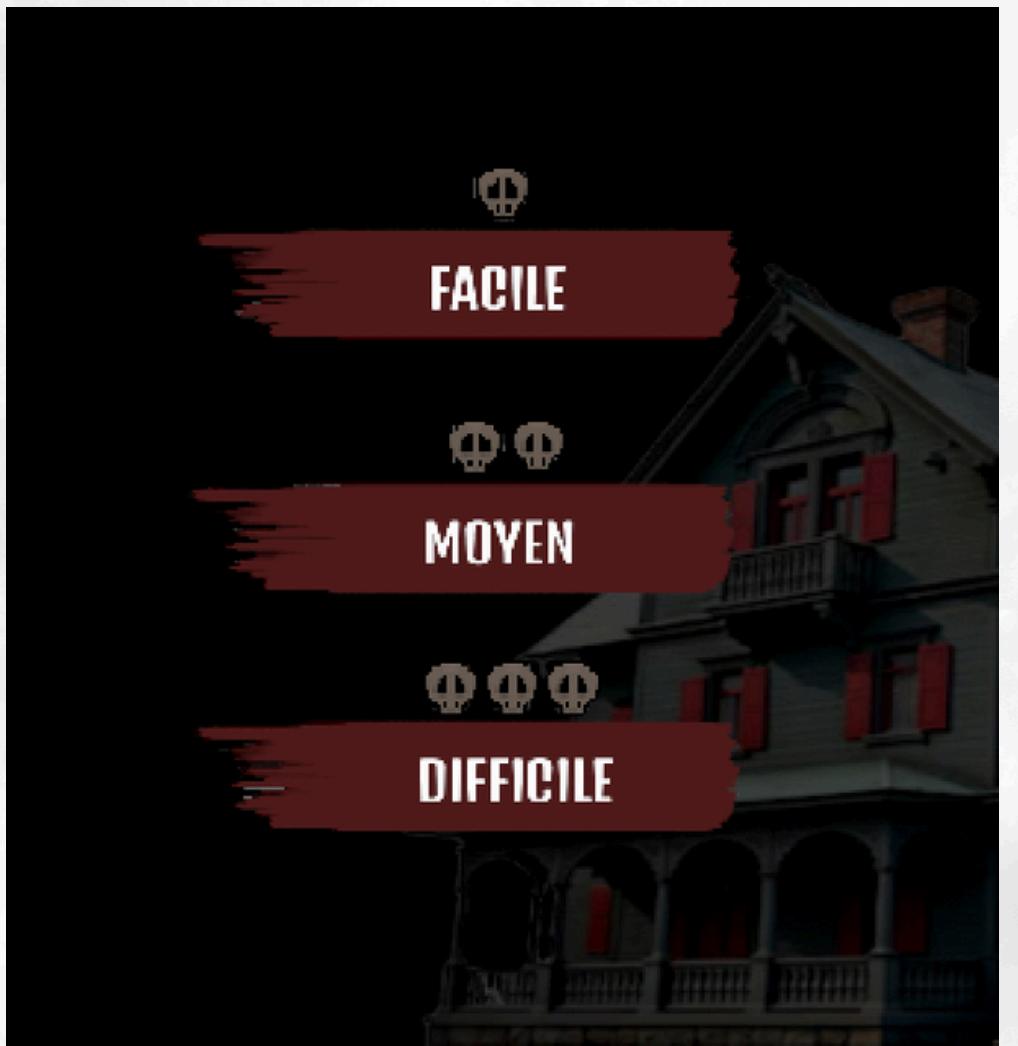




Un jeu d'horreur

Tous
niveaux

+14



Emotion



spooky jumpscare mansion



Challenge



**Différents
niveaux**



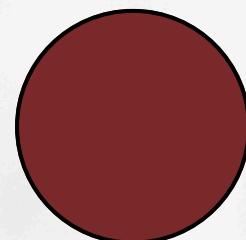
Nouveauté

**Suscite la
curiosité**

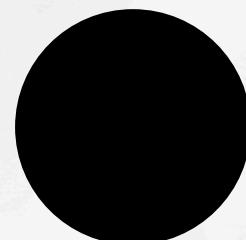


TITRES - WHO ASKS SATAN

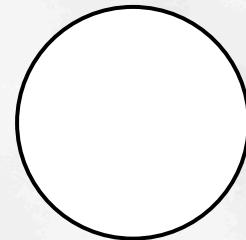
Texts et boutons - Denk One



PRIMAIRE



SECONDAIRES



SECONDAIRES



JOUER

NO WAY OUT

Enfermé

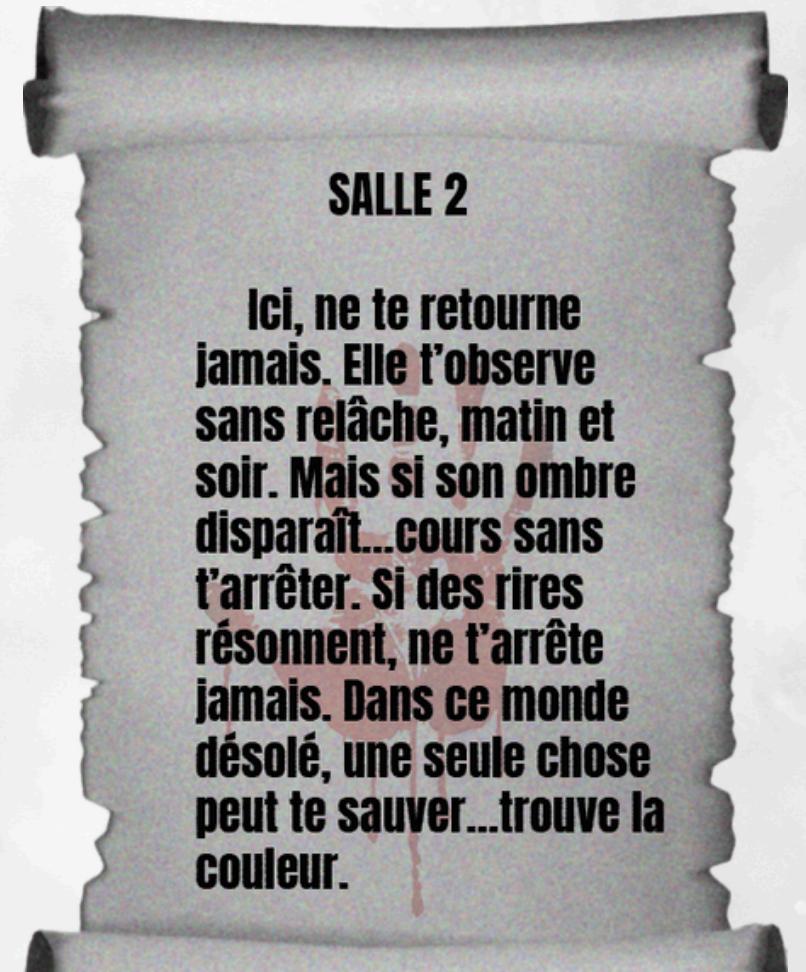
Traverser des salles

S'échapper

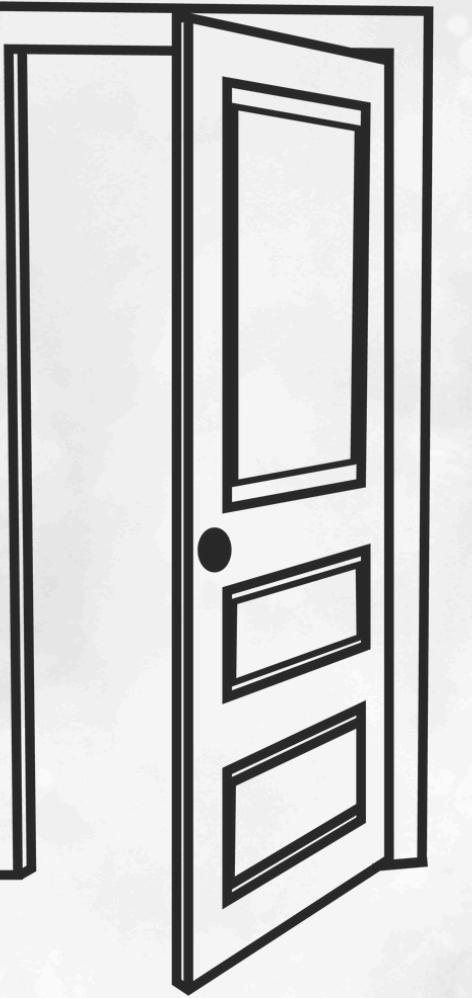




Enigme

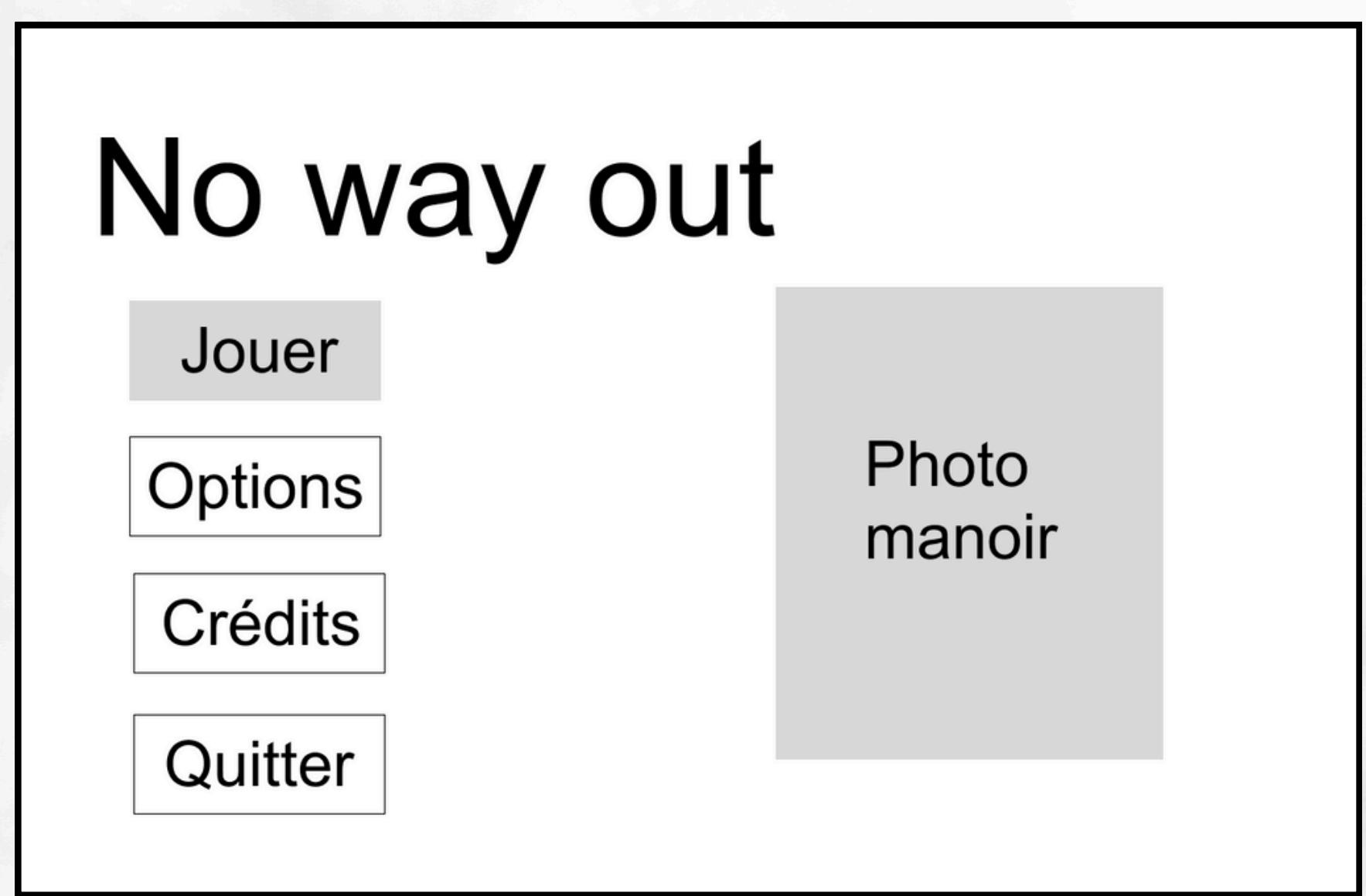
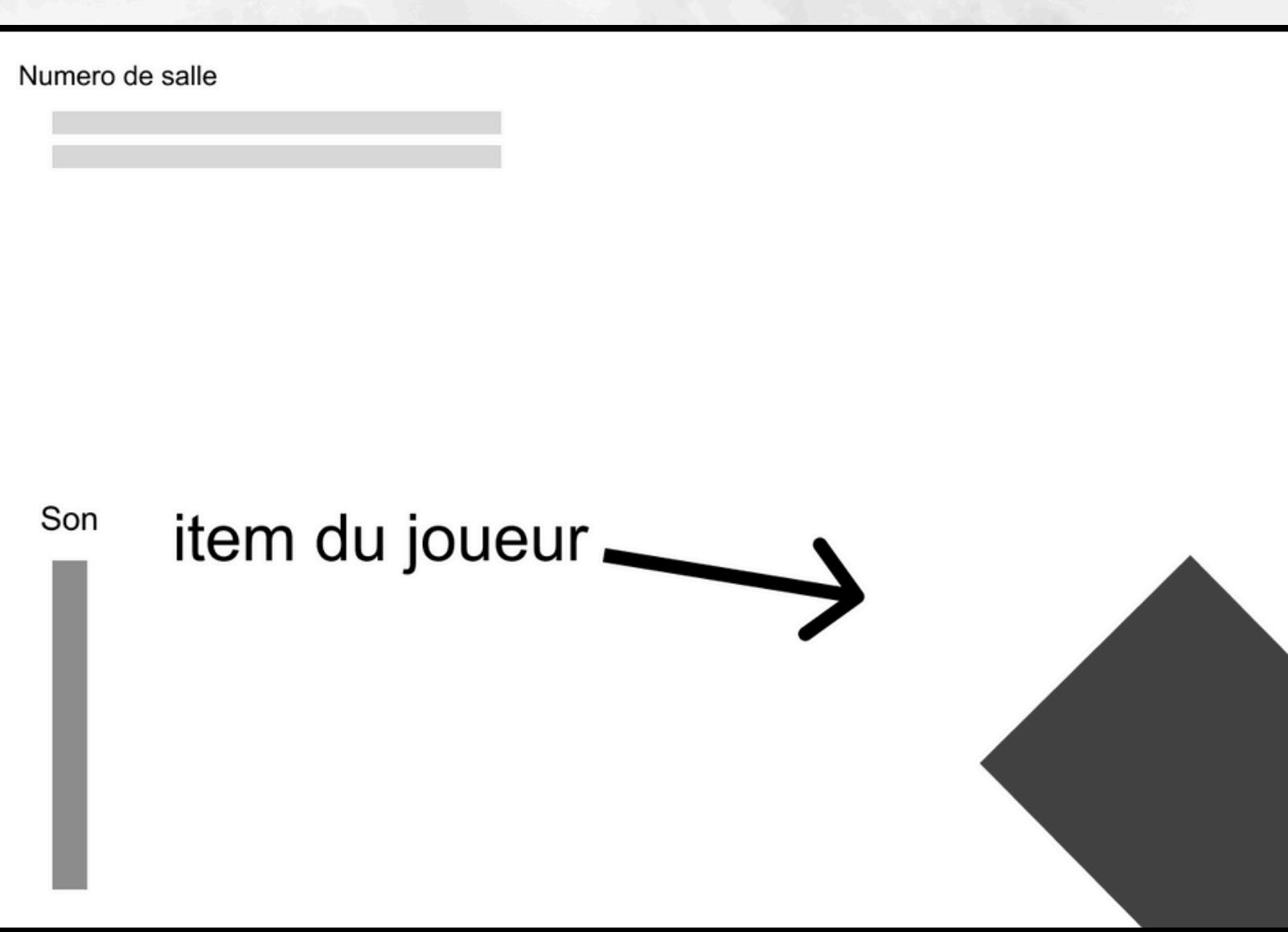


Survie



Fuite





JOUER

OPTIONS

QUITTER

CRÉDITS

Réessayez

Retour au menu

REESSAYER

RETOUR AU MENU

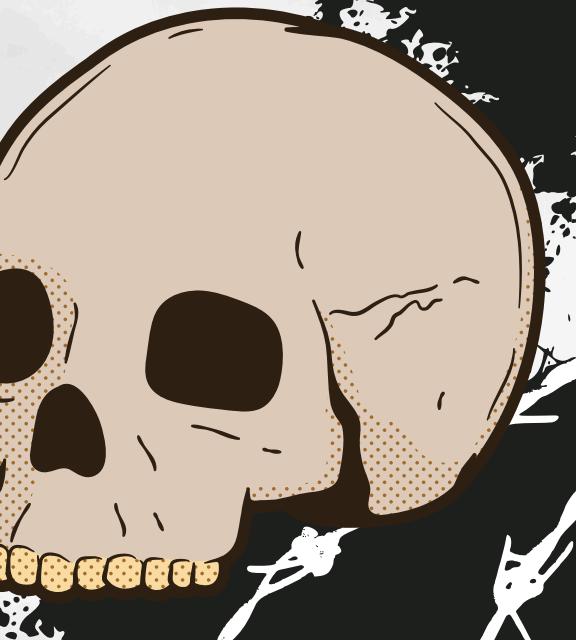
Salle Aléatoire

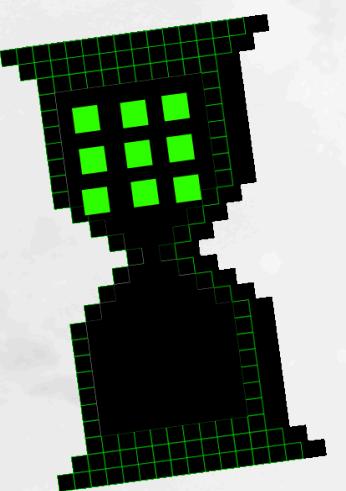
Niveau Facile



Niveau difficile





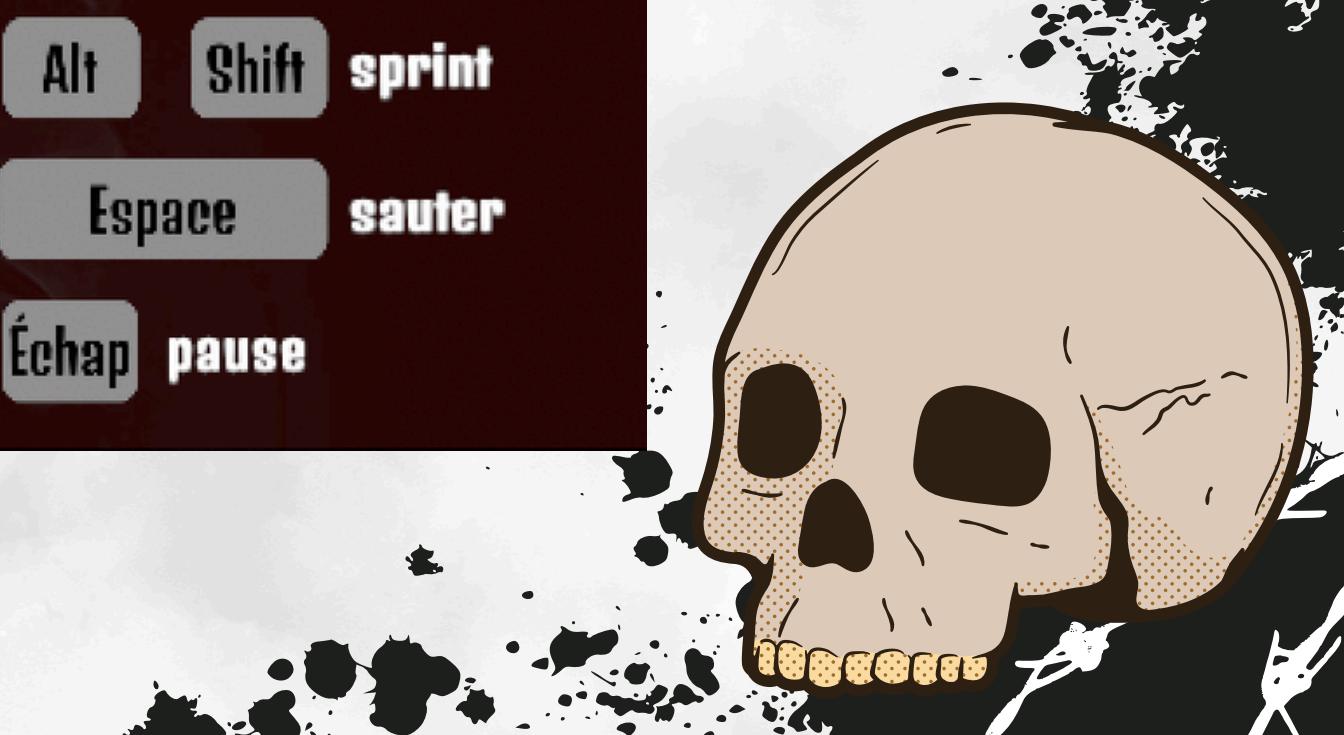
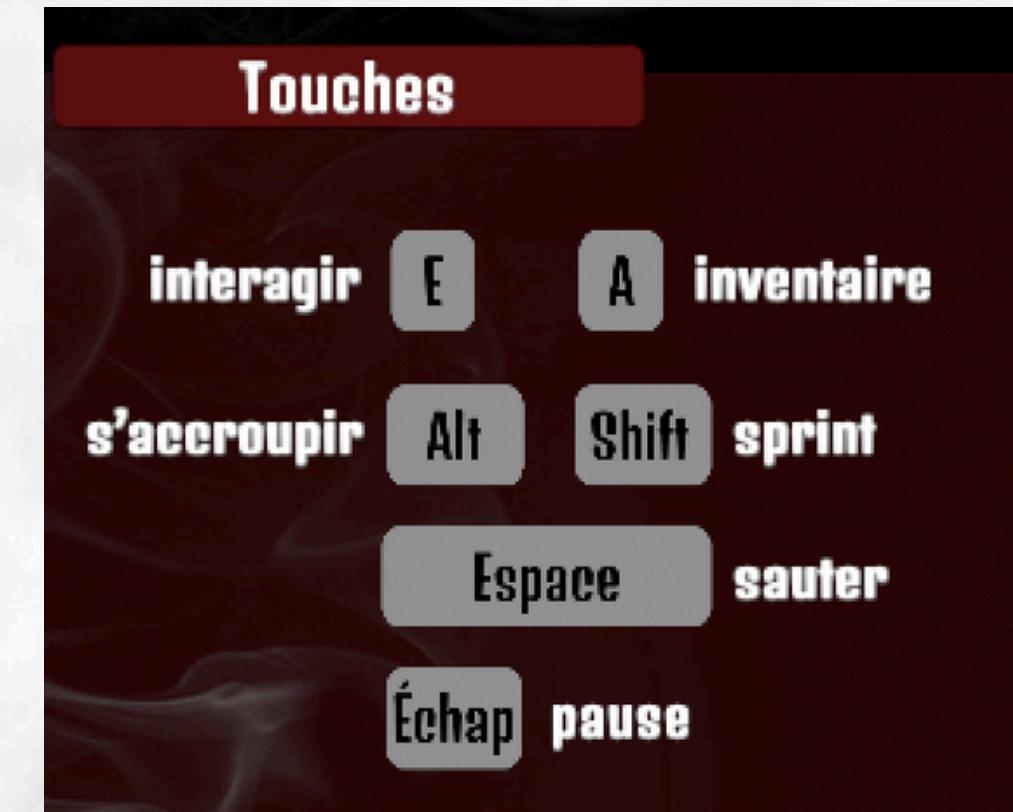




Entraînement



Mouvement du joueur



Acheter des objets



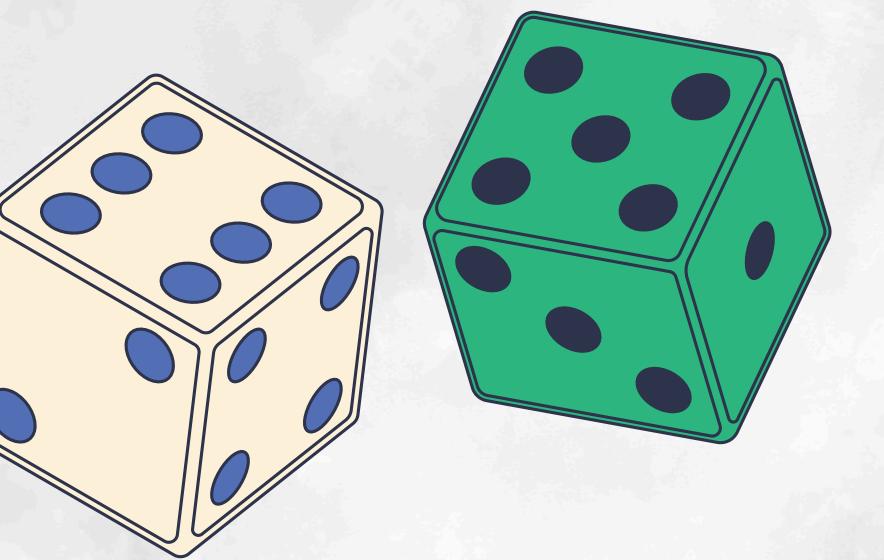
Prendre

Utiliser les objets



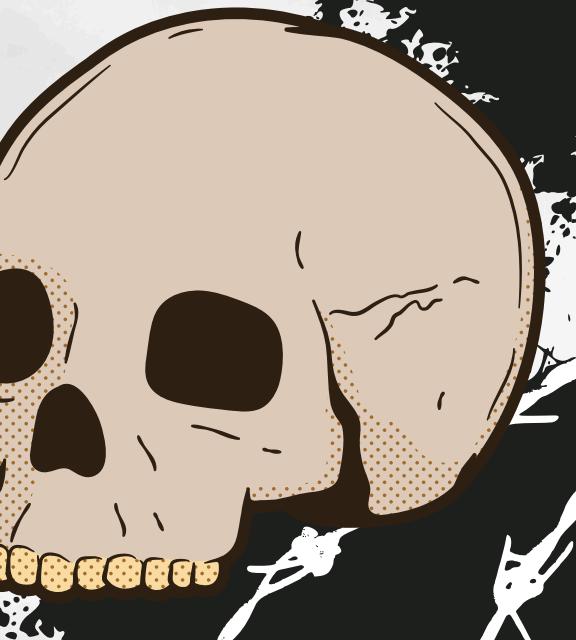
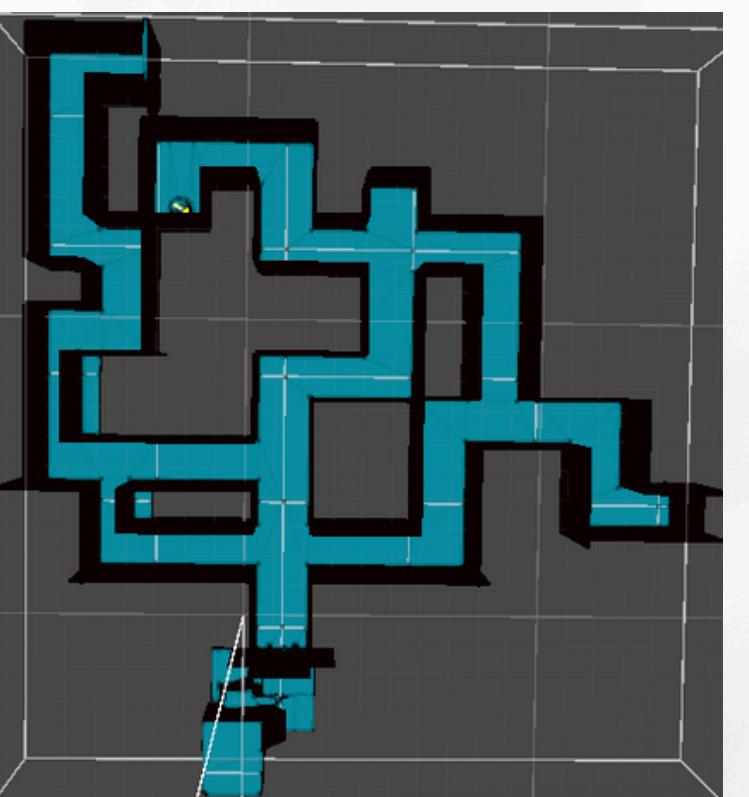
DIFFICULTÉS

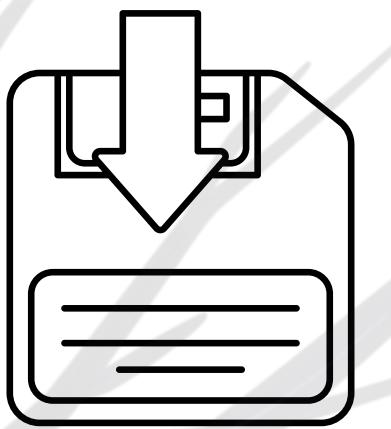
L'inventaire



Génération aléatoire

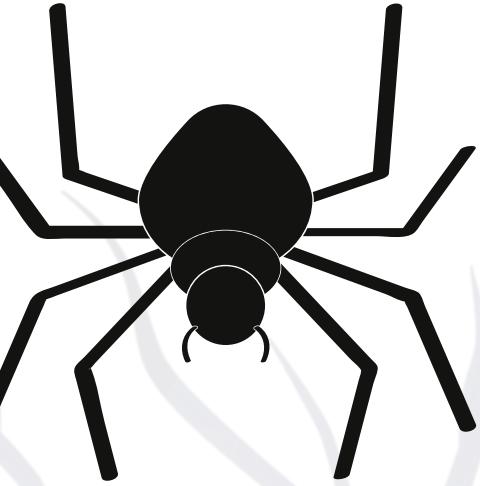
AI Navigation



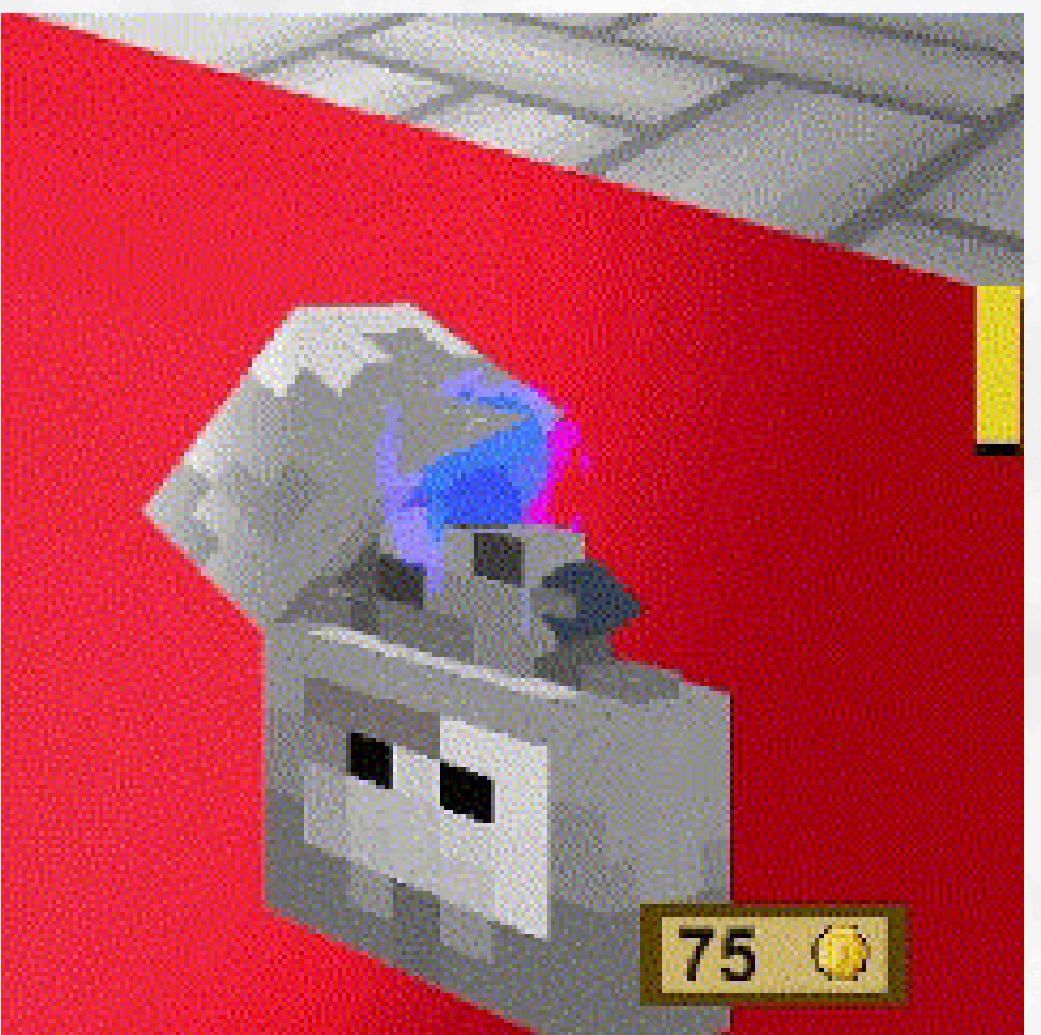


Sauvegarde

+ salles



Ennemi : Dave



Montre



Inventaire



Pièce



Conception de jeu

Conception en 3D, pixel

Bonne performance (UX)





ENRICHISSANT

DECOUVERTE

AMELIORATION