

LUCKY FIGHTERS



Game Design:

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Game Development:

Bruno Müller
Felix Merkl
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Game Play

Character Design & Animation

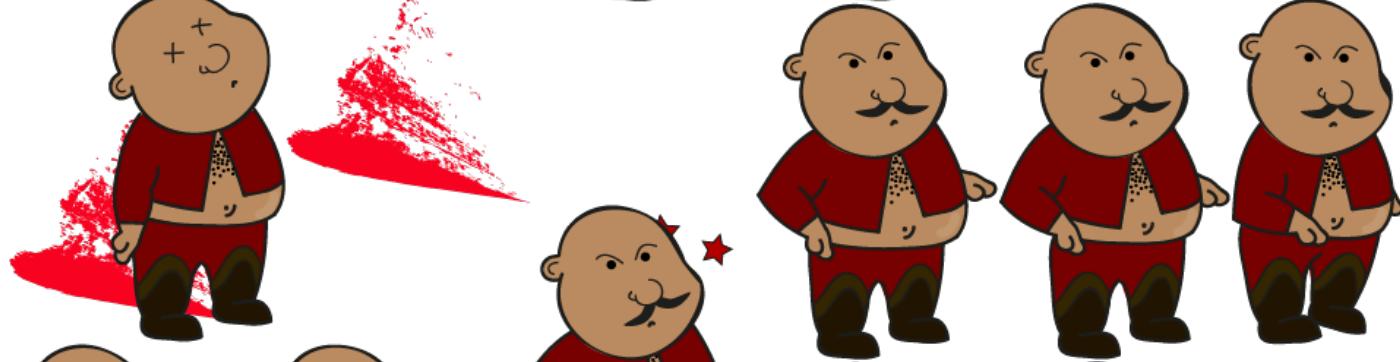
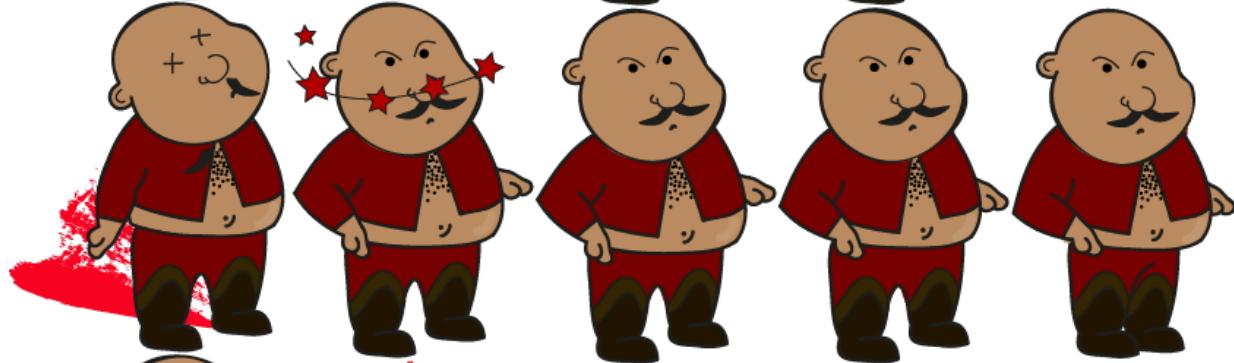
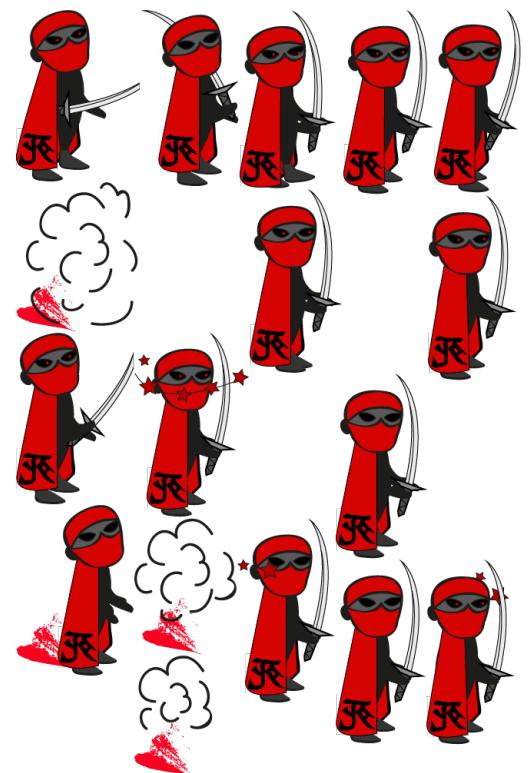
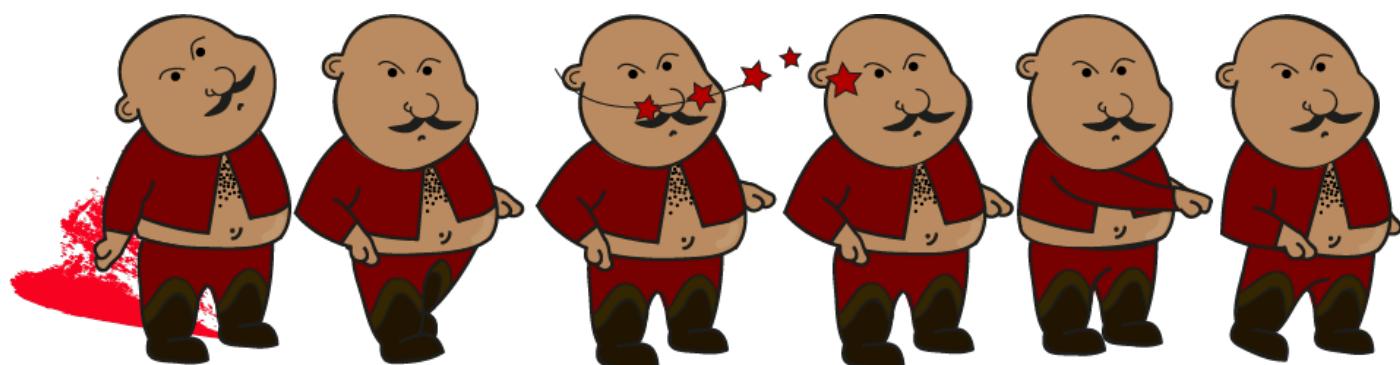










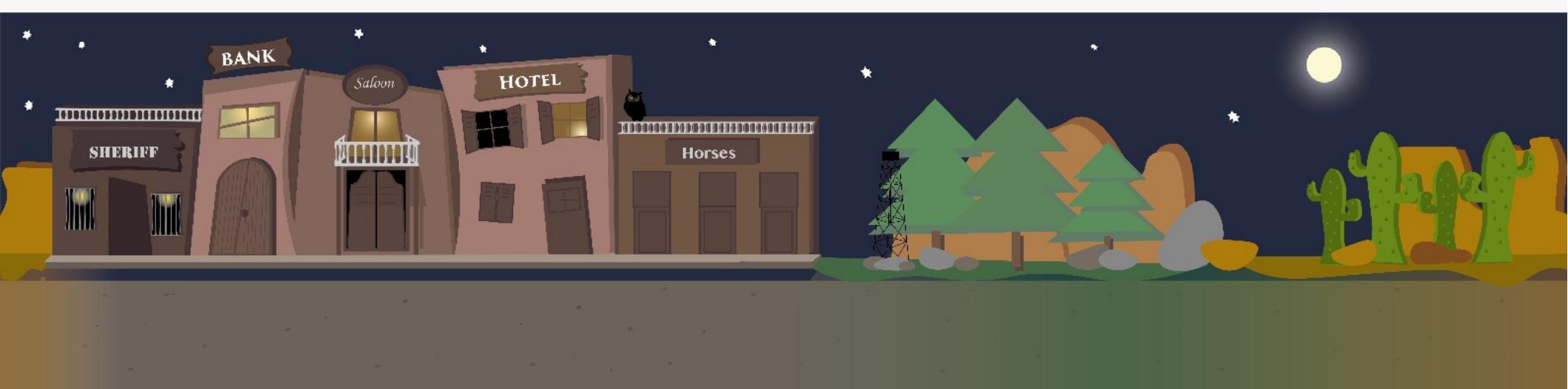


GUI

Start Game

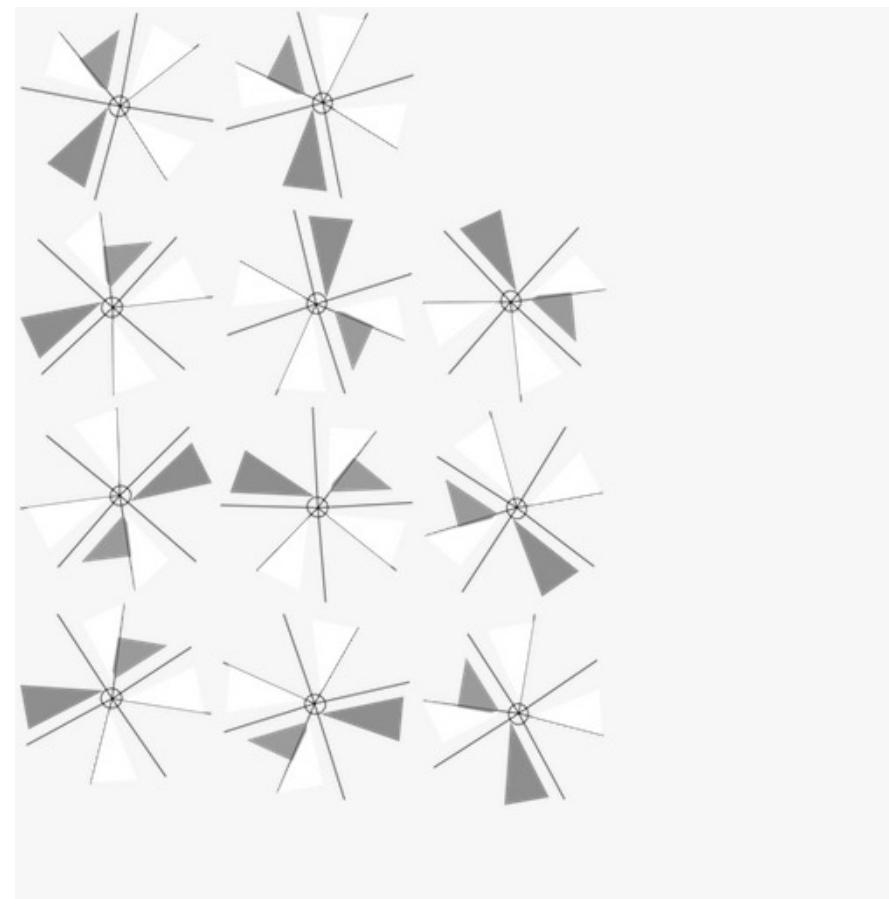
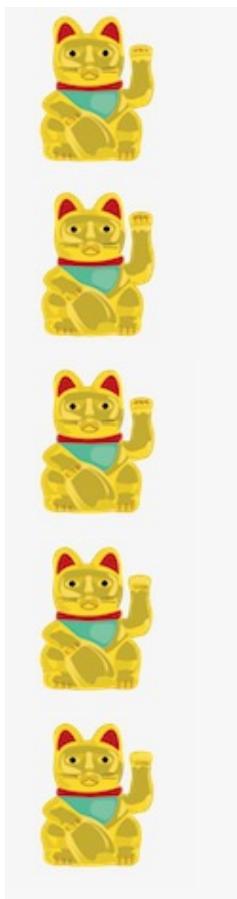


Level Design & Animation









Sound & Music



www.freesound.org

Music from the middle ages – <https://www.freesound.org/people/Kyster/sounds/197111/>

The Wild Wild West – <https://www.freesound.org/people/That1lightskin/sounds/360636/>

Wind Chimes – <https://www.freesound.org/people/InspectorJ/sounds/353194/>

Thunder, Very Close, Rain – <https://www.freesound.org/people/InspectorJ/sounds/360328/>

Cicadas – <https://www.freesound.org/people/snotch/sounds/125742/>

Spring Night Rain – <https://www.freesound.org/people/Ali@k/sounds/156049/>

Birds – <https://www.freesound.org/people/cajo/sounds/34207/>

Scream - Ugh – <https://www.freesound.org/people/ArtOrDie/sounds/338145/>

Hurt – <https://www.freesound.org/people/thecheeseman/sounds/44428/>

Pain – <https://www.freesound.org/people/Michel88/sounds/76968/>
<https://www.freesound.org/people/Michel88/sounds/76966/>

Pistol – <https://www.freesound.org/people/senitiel/sounds/220612/>

Footsteps – <https://www.freesound.org/people/Legowanwan/sounds/268758/>

**Vielen Dank für
Ihre
Aufmerksamkeit!**