

Title

Optional subtitle

Pitch

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Option a. Project visual portrait (photo, rendering, sketch...)

Option b. Project visual landscape (photo, rendering, sketch...)

OPTIONAL Additional project visuals

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Visual Interaction Loop

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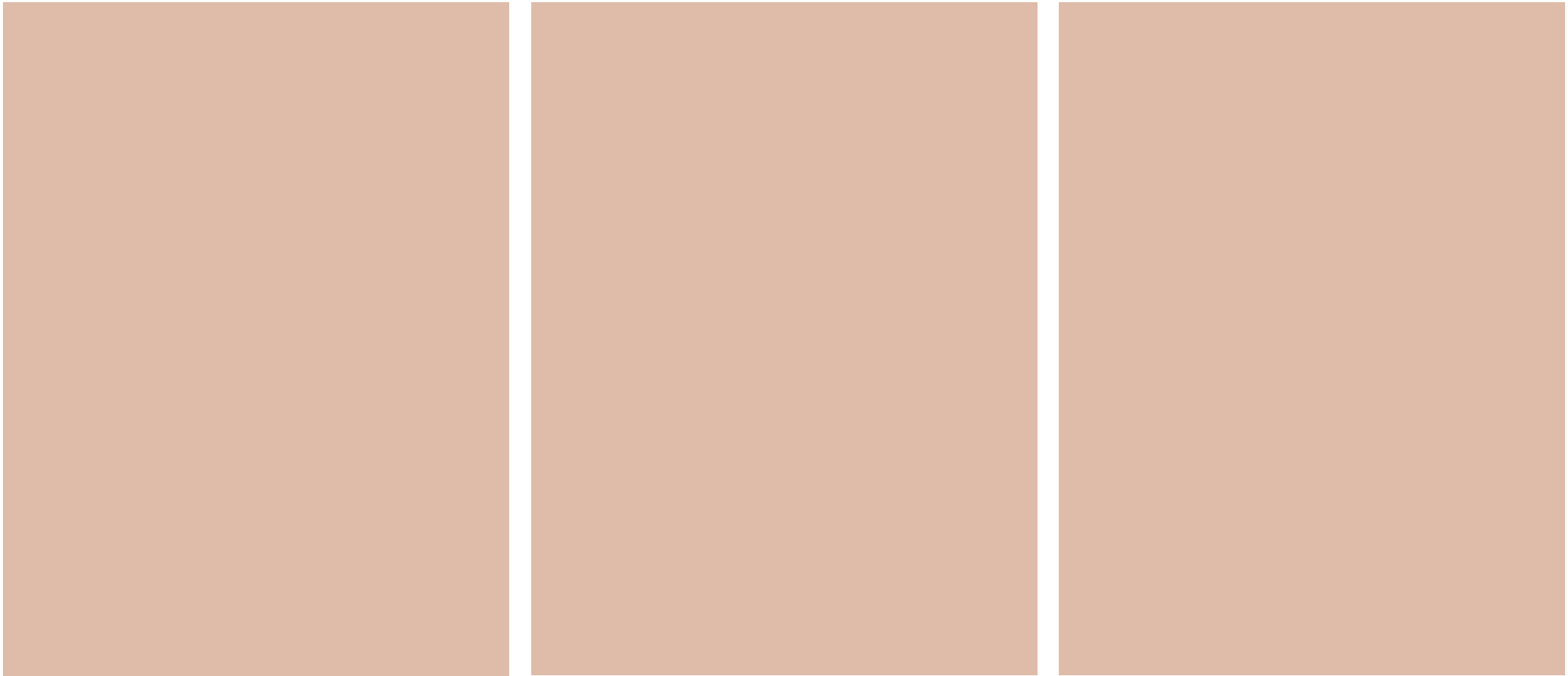
Point of view

From what perspectives is the player seeing the world?

Expressed through reference images, sketches, diagrammes or...

Asset creation

What did you scan from the real world?



Devlog

Any optional devlog elements to communicate
the essence of the project

