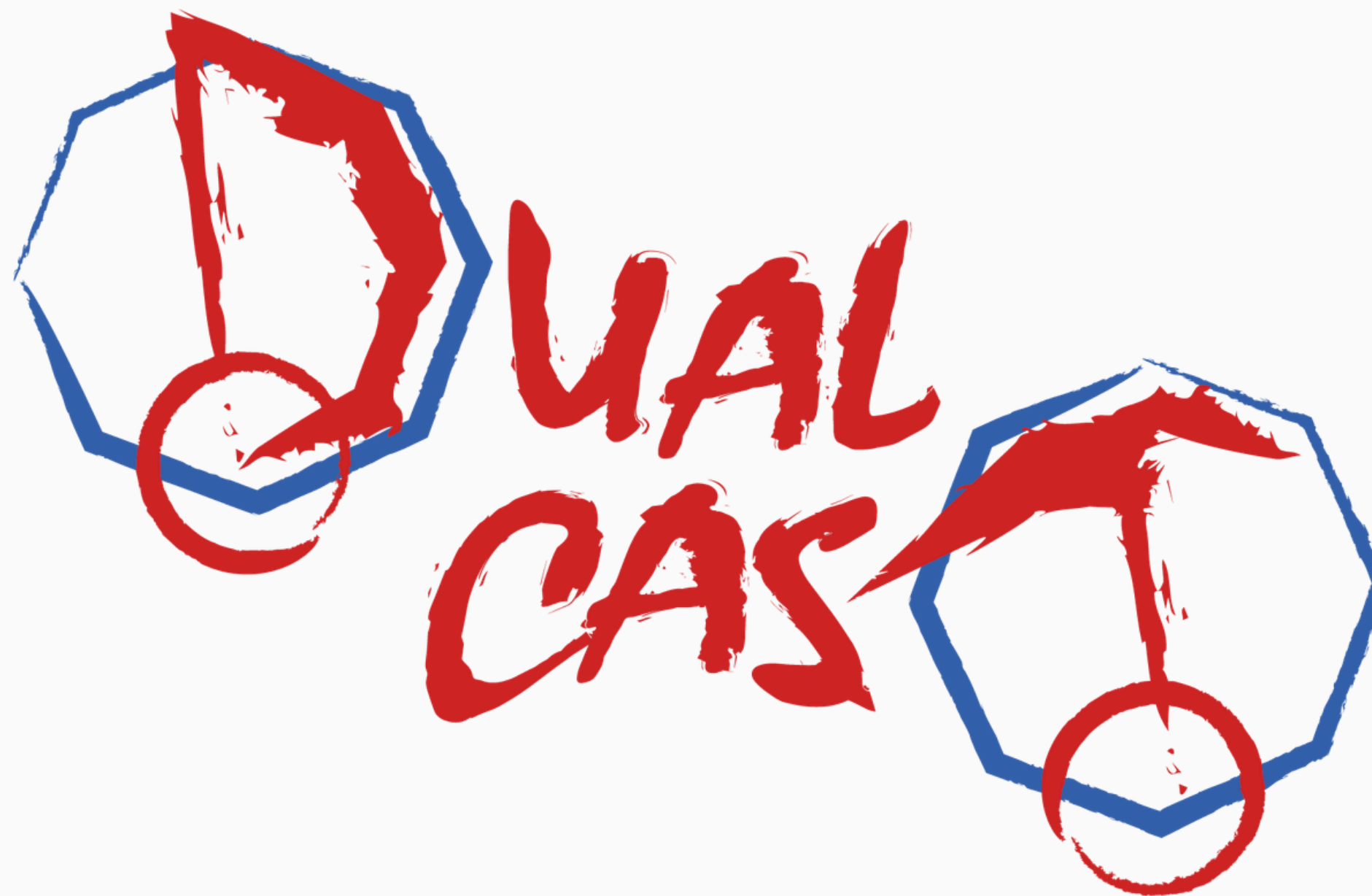
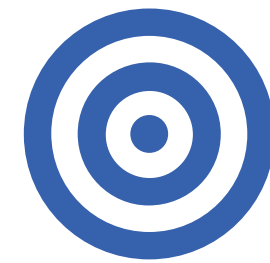




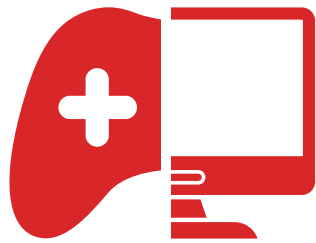
Concept PFE - GD2  
Theo YOSHIURA



Combat en arène  
Multijoueur Local  
2 joueurs



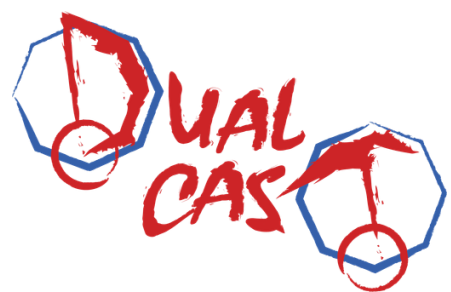
Joueurs en recherche  
d'action frénétique et  
rivalité



Console / PC  
Manette requise



Coordination  
Tactique  
Réflexe





## Bataille de mages

**1**

**Contrôles  
non-conformes**

**2**

**Traçage de  
motifs**

**3**

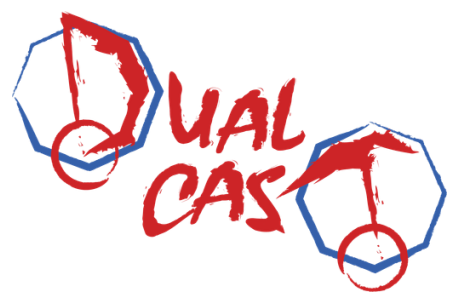
**Déluge de  
sorts**

# Caméra désaxée / tracking

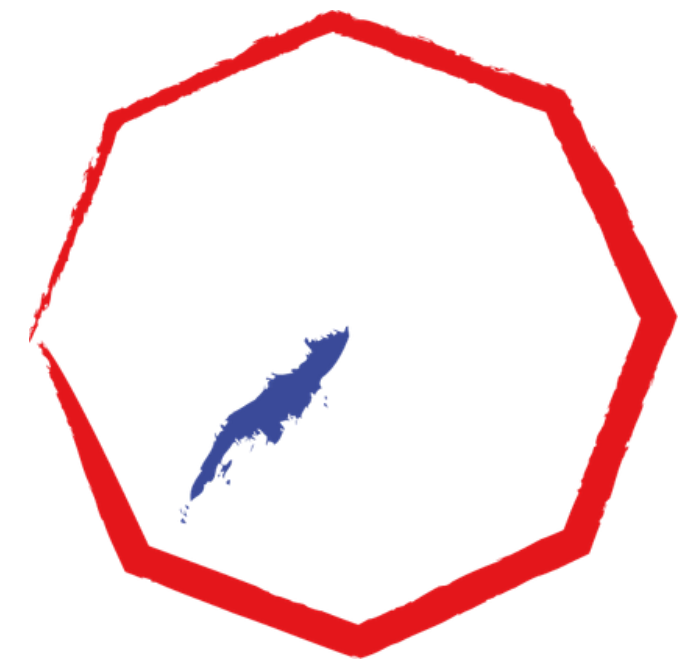
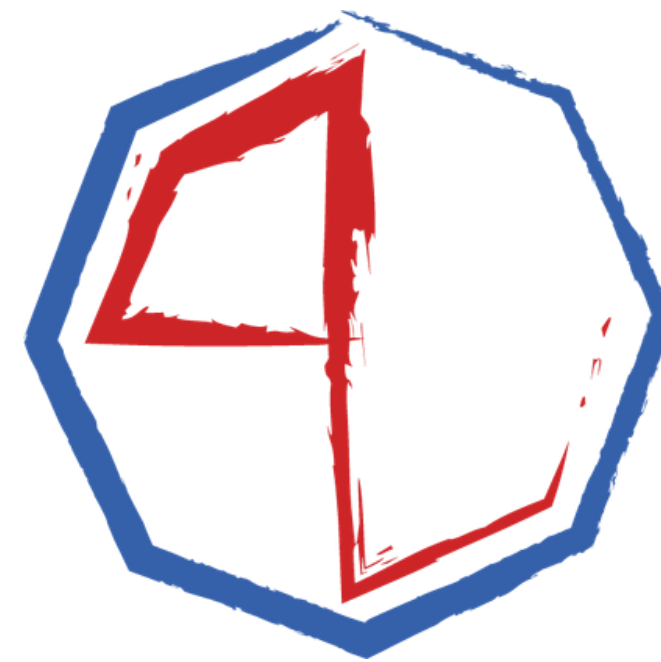
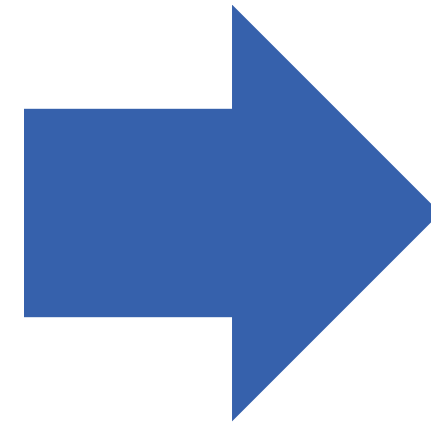
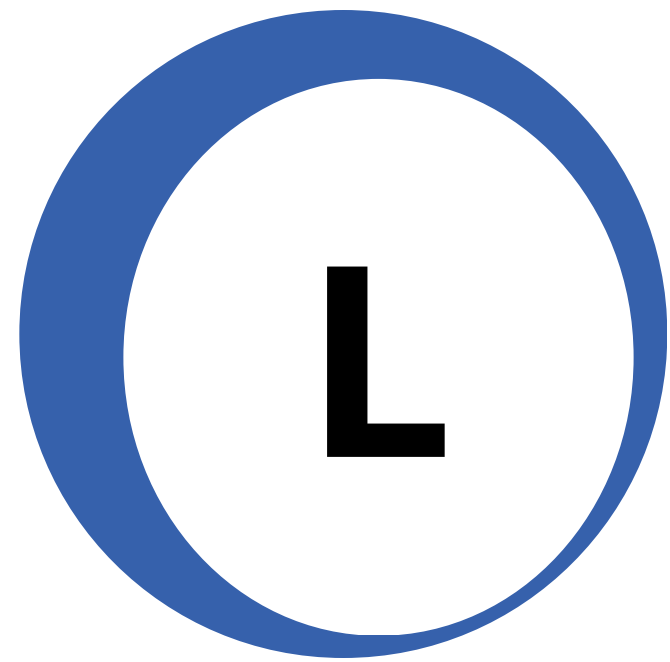
Changement d'orientation selon qui est en offensive



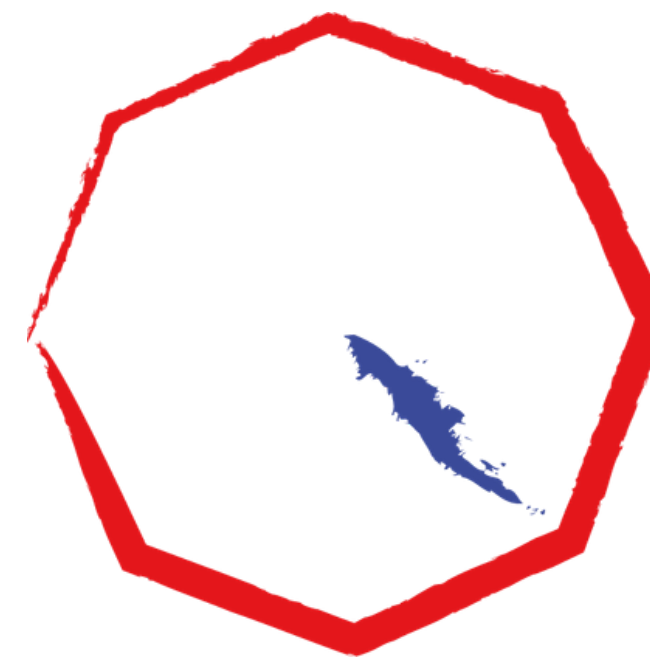
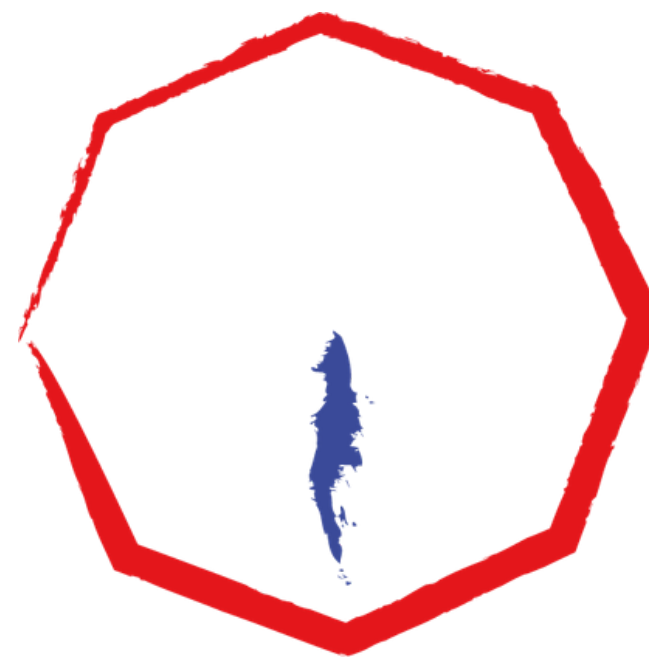
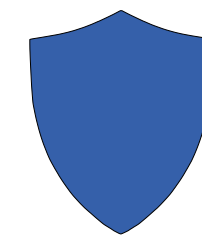
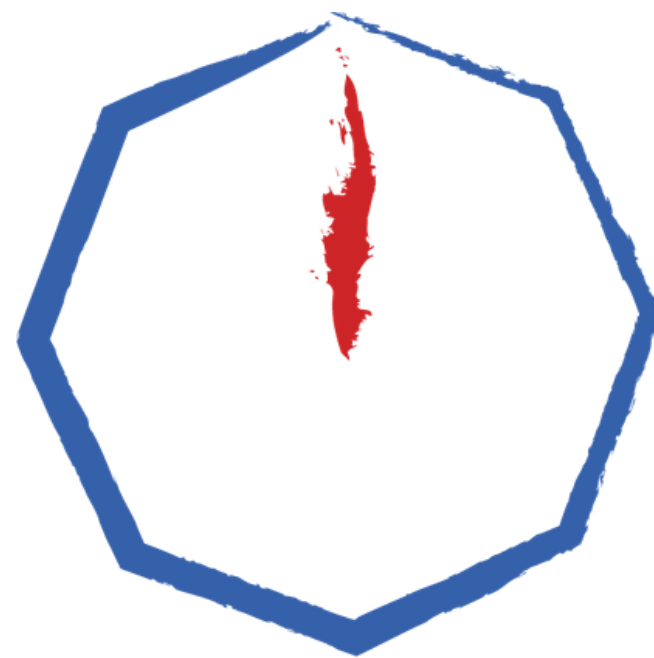
Référence Caméra de Kill la Kill IF



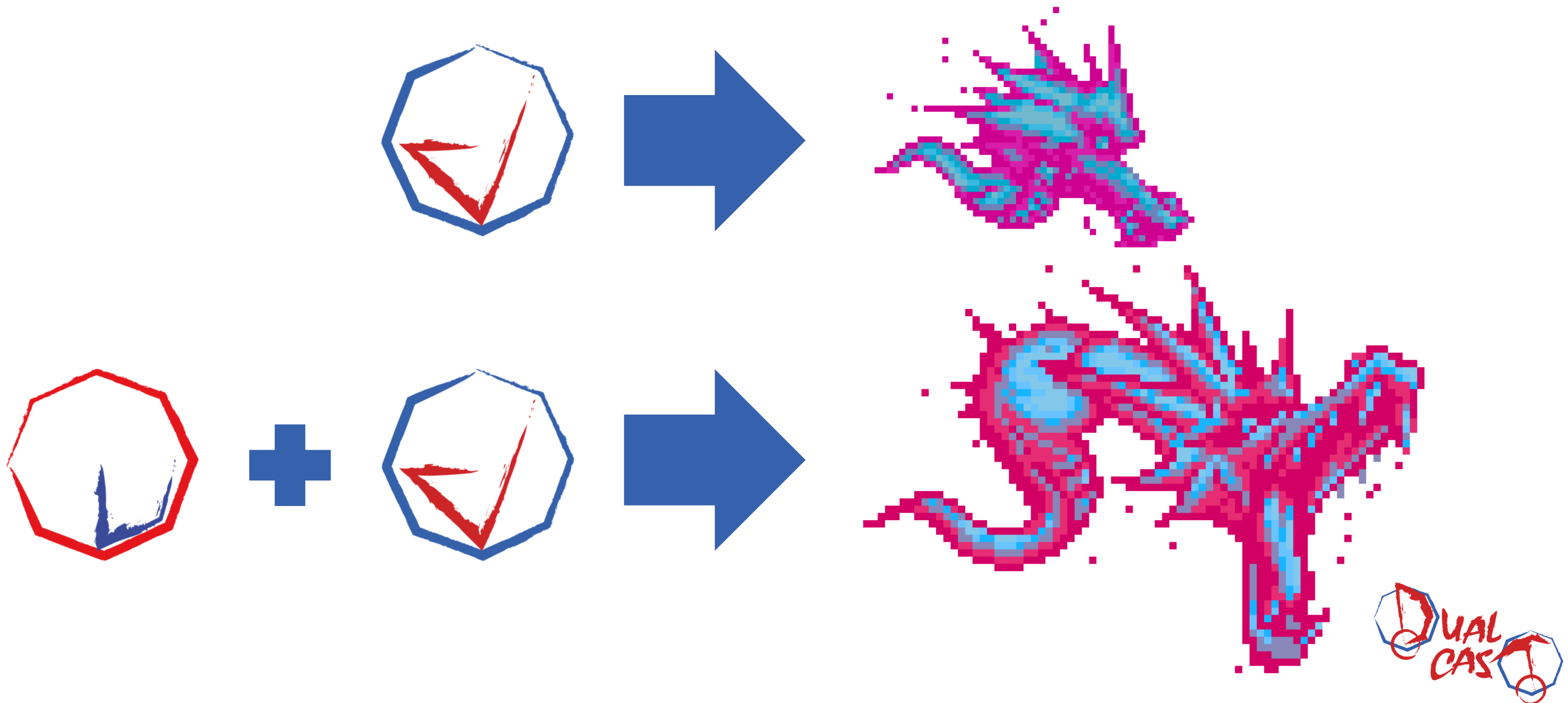
## Tracer des motifs



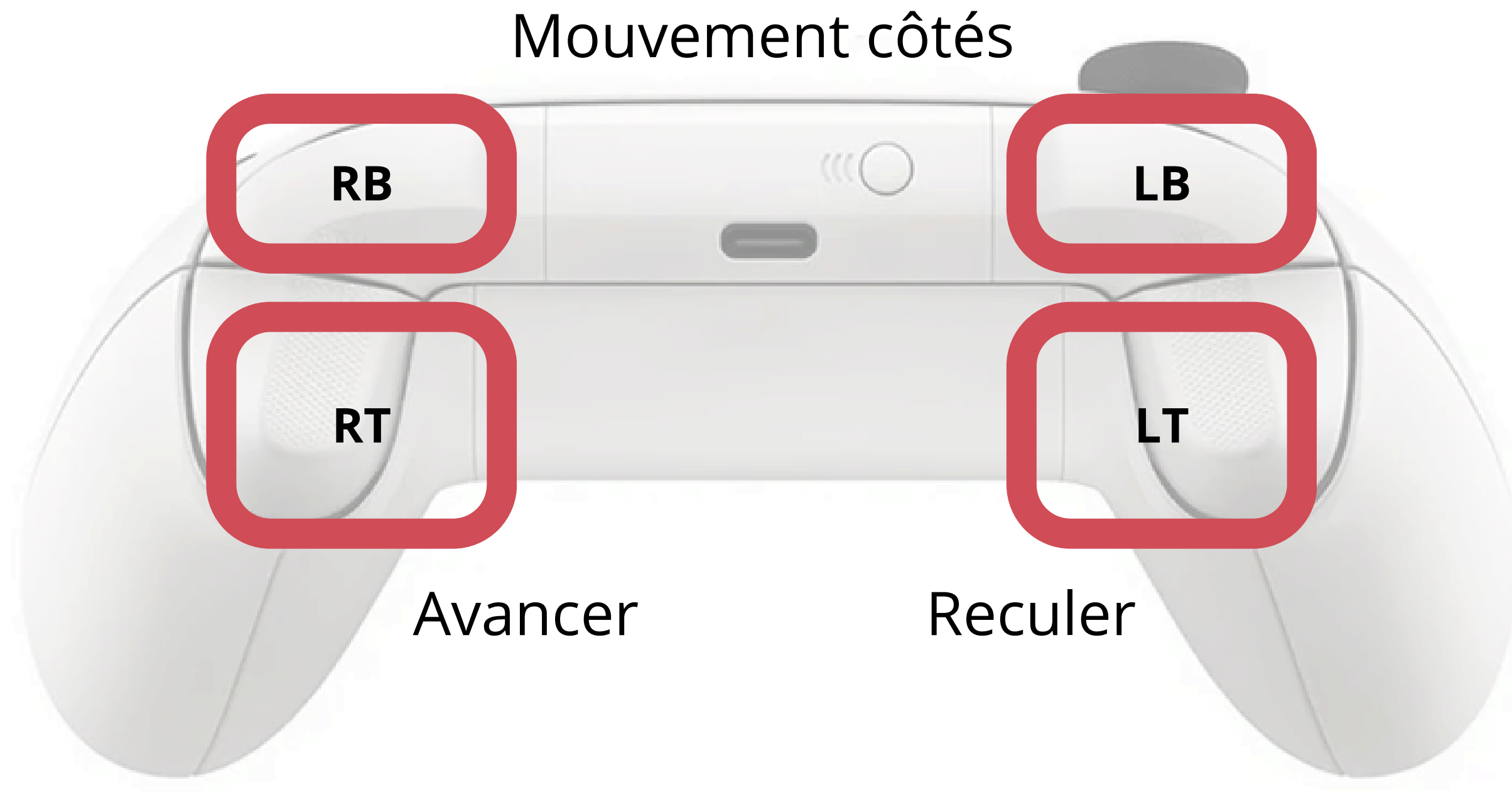
# Actions de base simples et permissives



# Sorts et Combinaisons

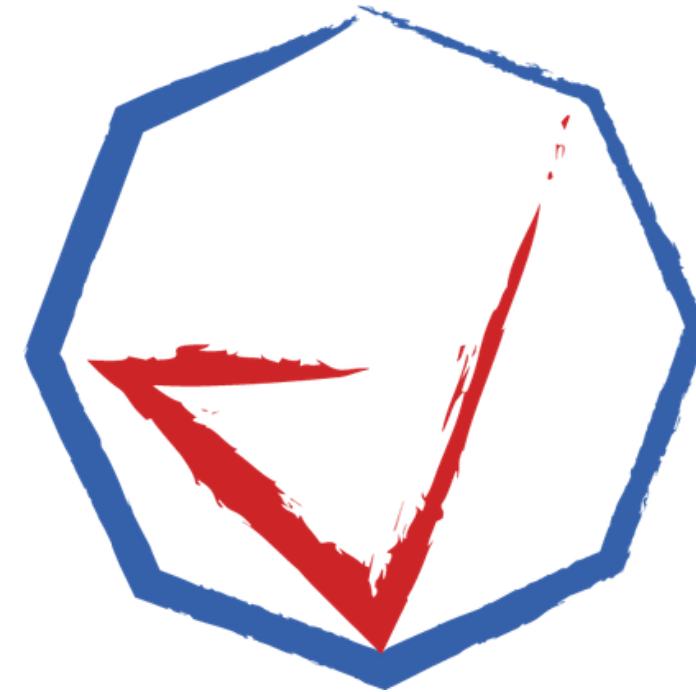


# Déplacements aux gâchettes



# Difficulté des motifs

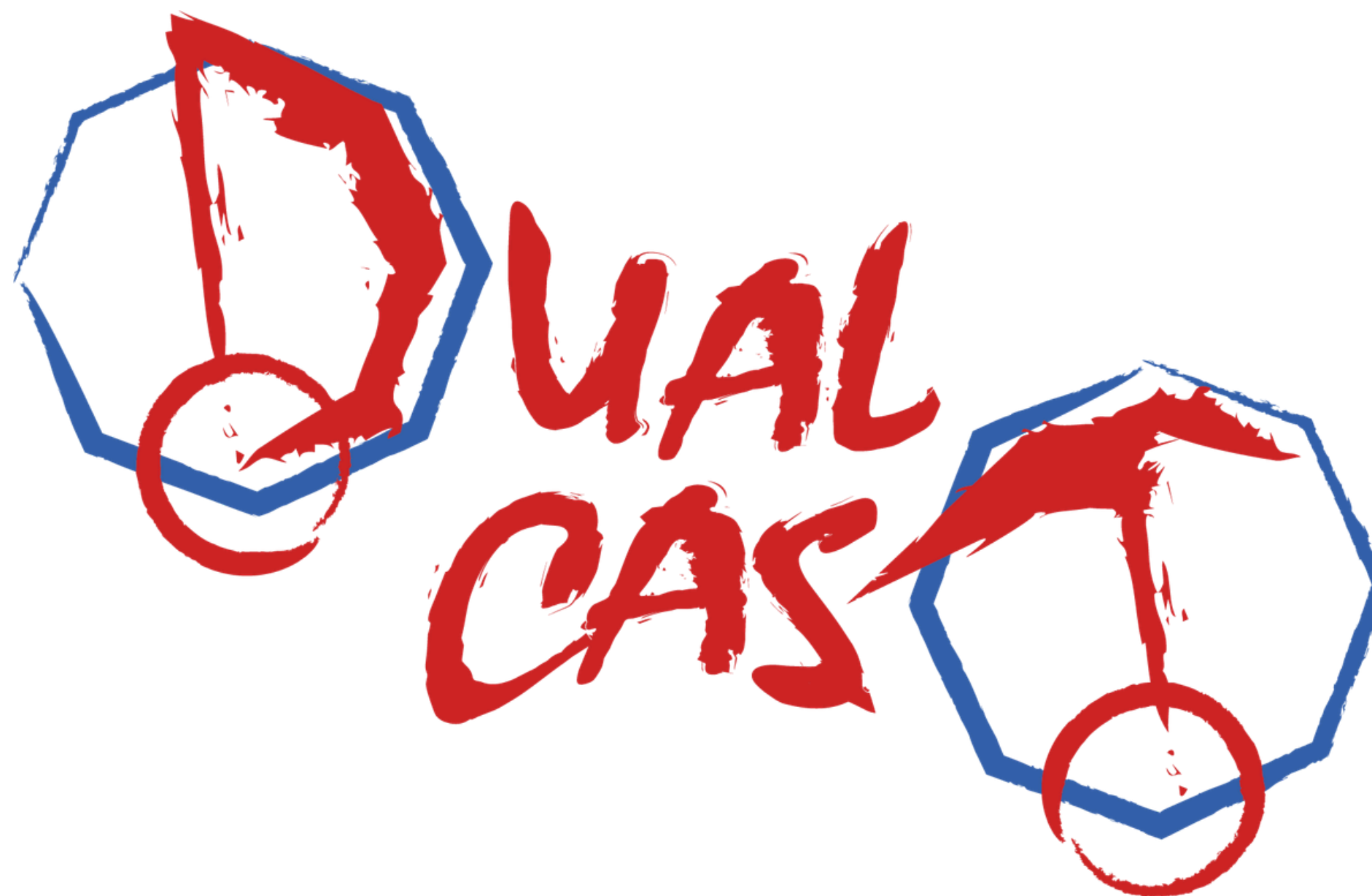
Des motifs plus complexes pour des super sorts



# Ce que feront les artistes



- 2 Personnages avec le même rig
- 1 Animation pour les déplacements
- 1 Animation pour lancer un sort
- 1 Animation pour la prise de dégâts
- Les décors de l'arène



**Merci de votre attention!**