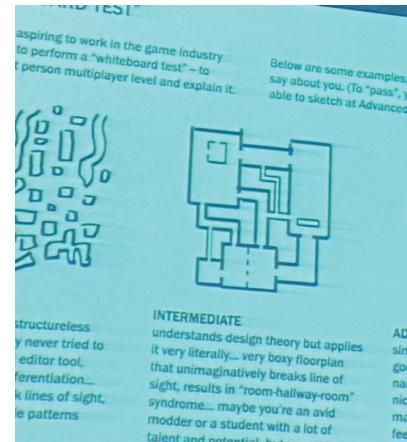


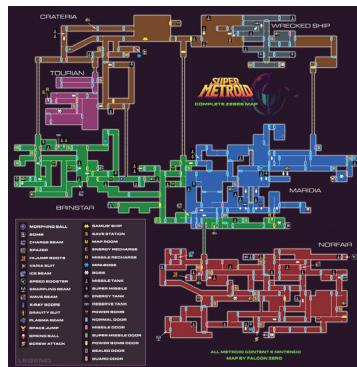


# **SLIME HUNTER**

# Referências - moodboard



Limo  
Original character  
by Dinis Figueira



# Processo

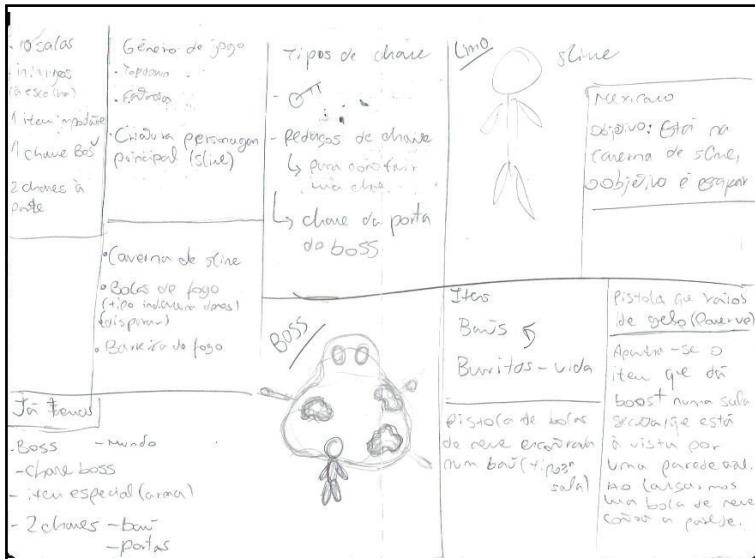


Imagen 1 - Ideias / desenvolvimento da história

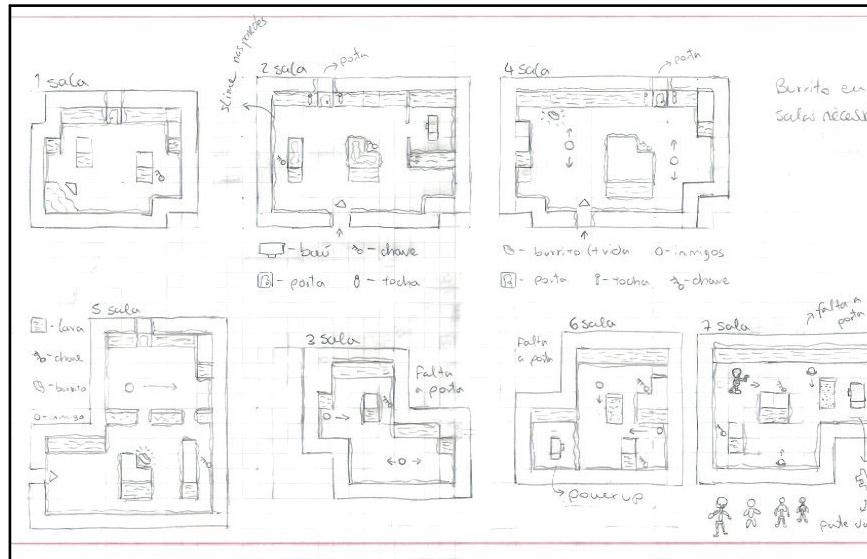


Imagen 2 - Construção das salas (1-7)

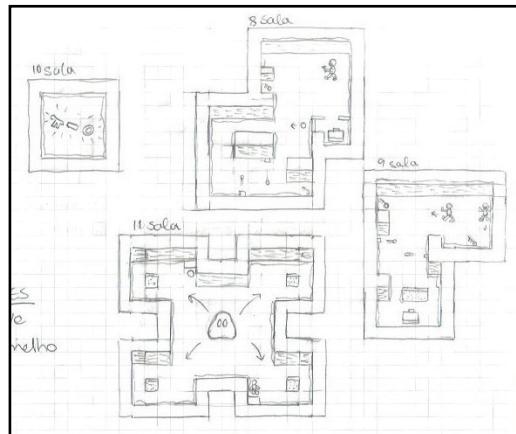
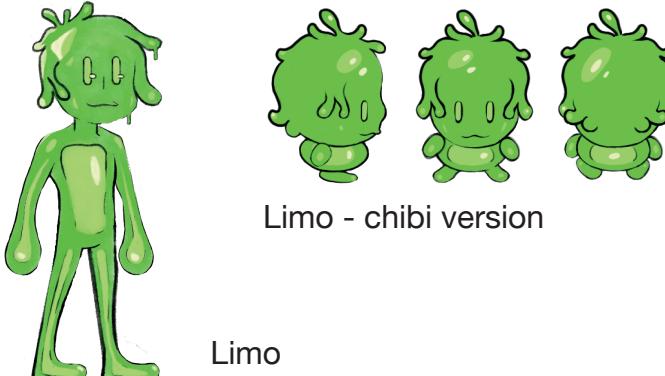


Imagen 2 - Construção das salas (8-11)

# Elementos

- . Personagem principal
- . Inimigos
- . Chaves
- . Item especial
- . Boss
- . Mapa

## Personagem



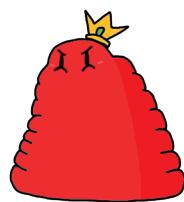
## Inimigos



Blob



Esqueleto



Boss



Fosso de lava



Bolas de fogo

## Itens



Chave do boss



arma de gelo



Baú



Burrito



Chaves de baús  
e portas

# **Mapa - organização**

# UI - Interface

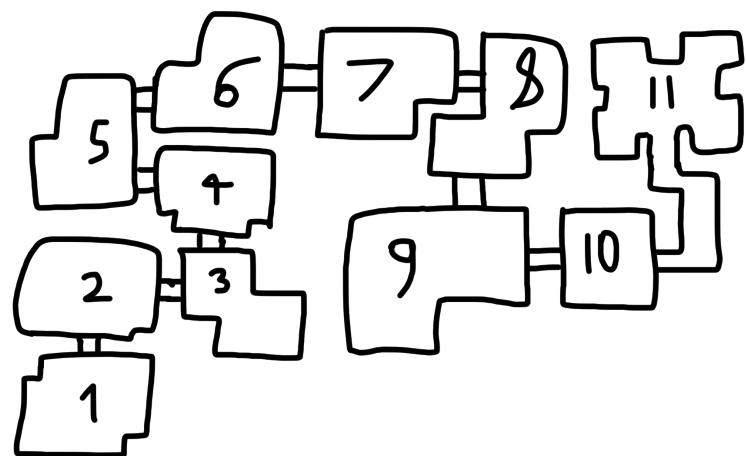
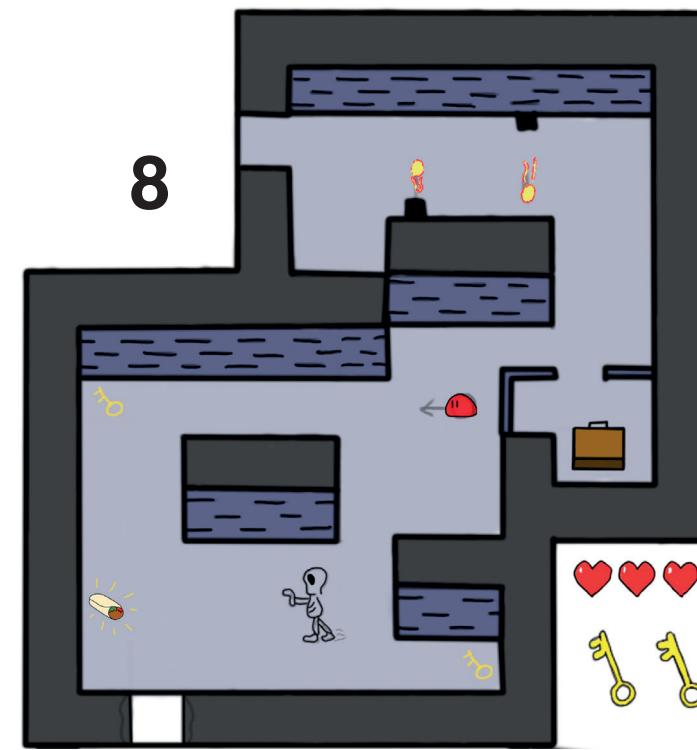
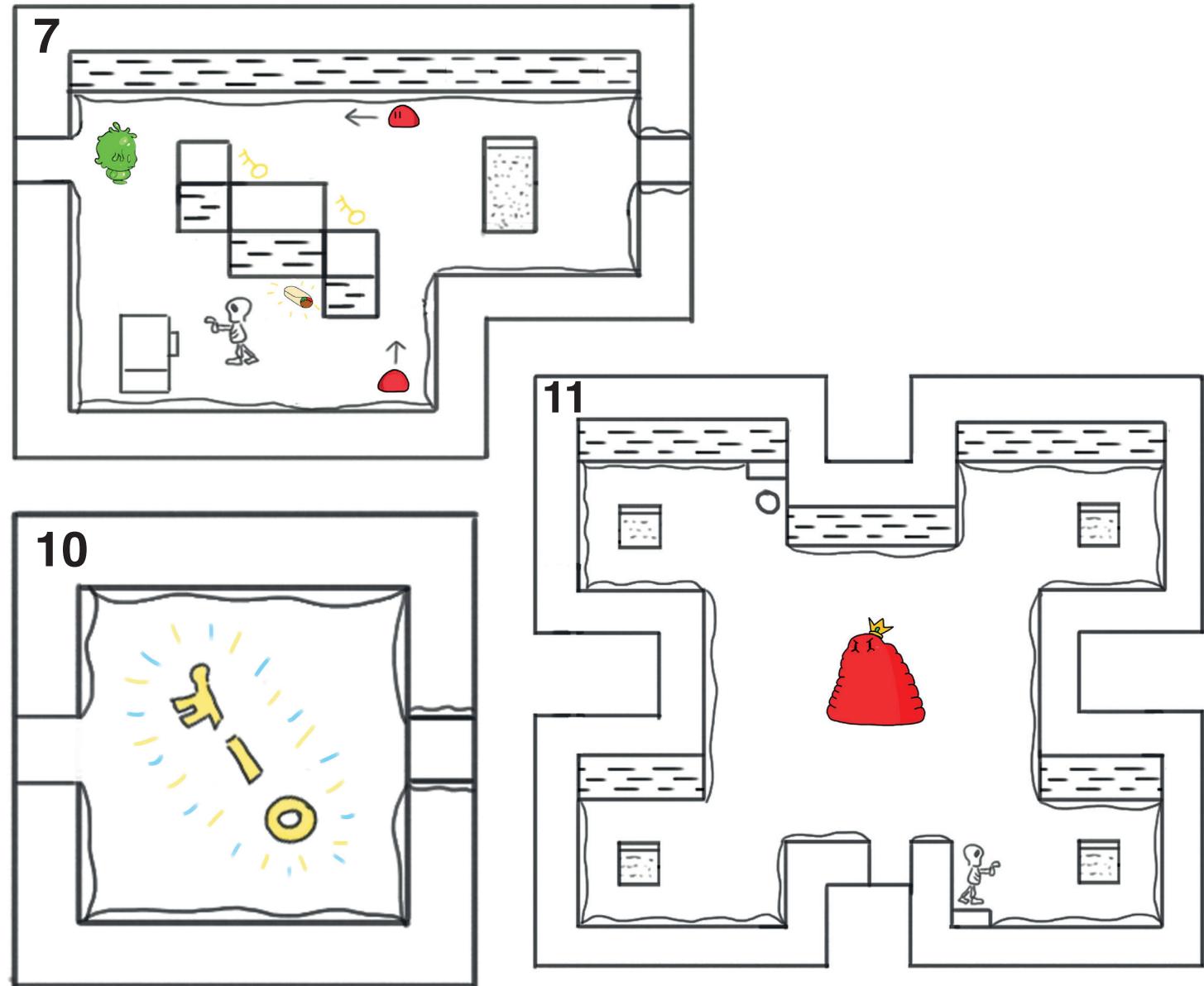


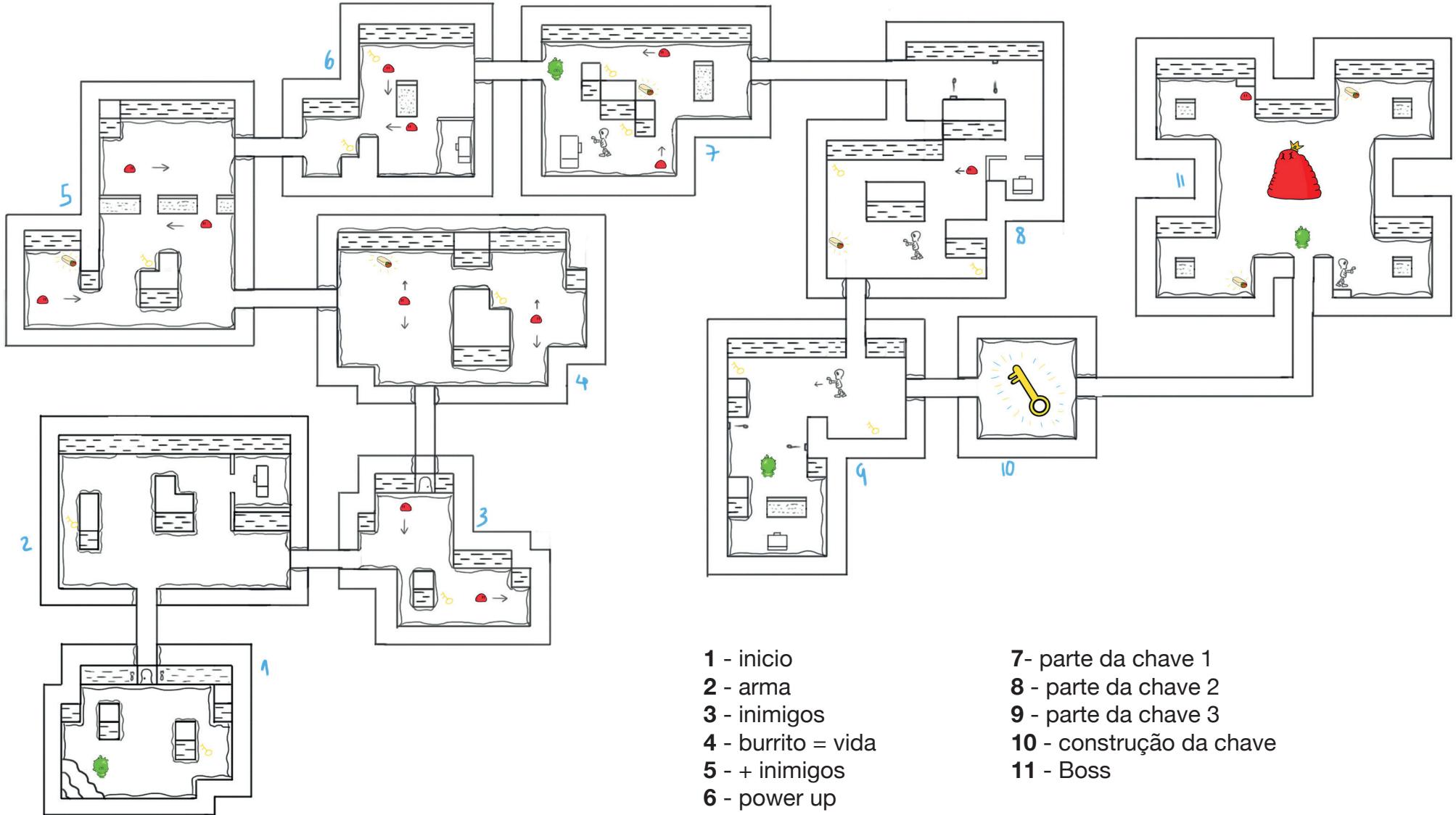
Imagen 3 - Posição das salas



# Exemplos de salas

- . Personagem principal
- . Inimigos
- . Chaves
- . Item especial
- . Boss





1 - inicio  
2 - arma  
3 - inimigos  
4 - burrito = vida  
5 - + inimigos  
6 - power up

7- parte da chave 1  
8 - parte da chave 2  
9 - parte da chave 3  
10 - construção da chave  
11 - Boss

**OBRIGADO!**