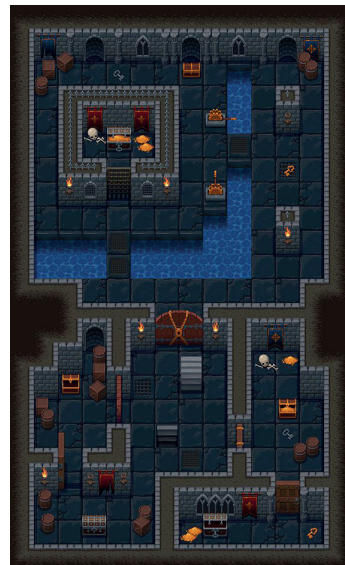
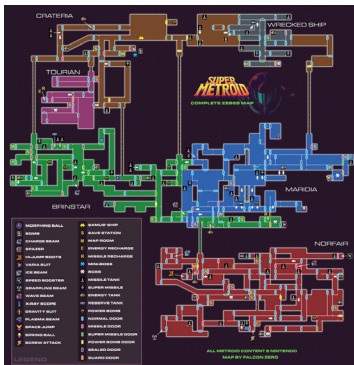
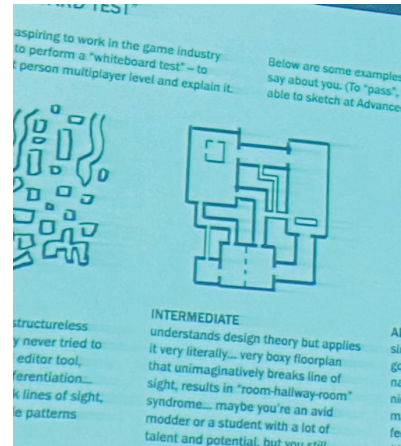
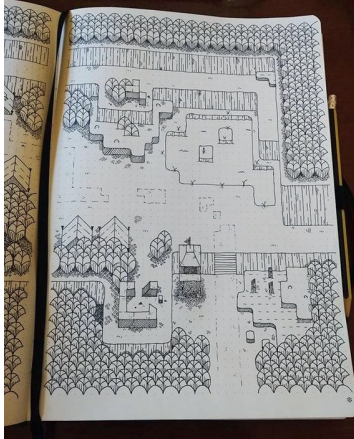




# SLIME HUNTER

# Referências - moodboard



Limo  
Original character  
by Dinis Figueira

# Processo

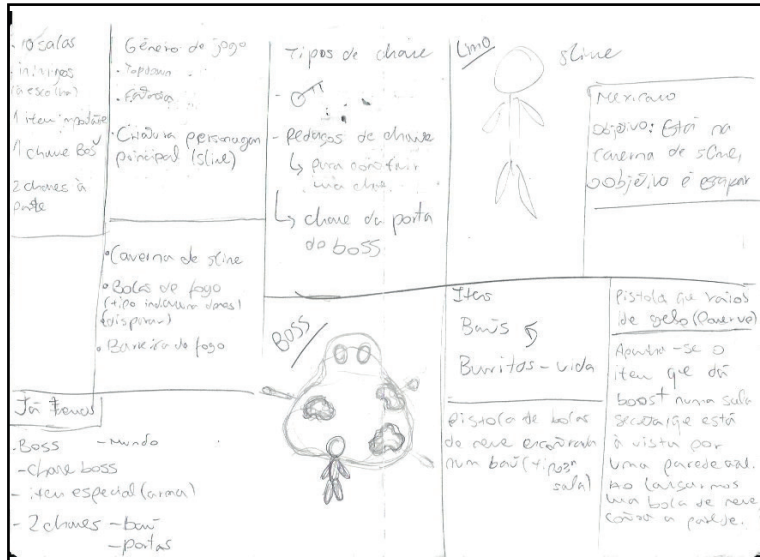


Imagem 1 - Ideias / desenvolvimento da história

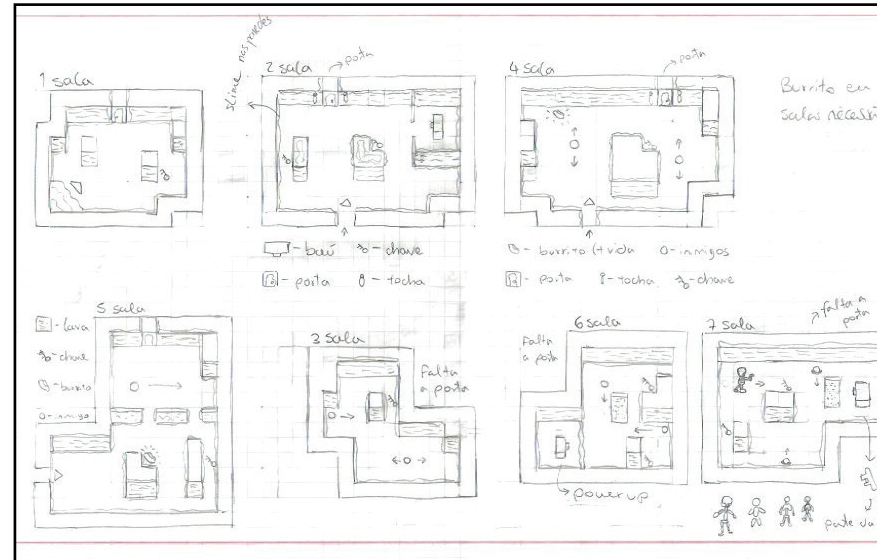


Imagem 2 - Construção das salas (1-7)

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

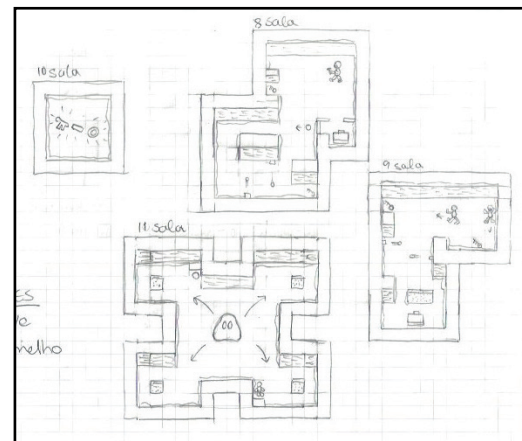


Imagem 2 - Construção das salas (8-11)

# Elementos

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

## Personagem



Limo



Limo - chibi version

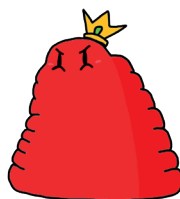
## Inimigos



Blob



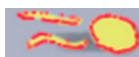
Esqueleto



Boss



Fosso de lava



Bolas de fogo

## Itens



Chave do boss



arma de gelo



Baú

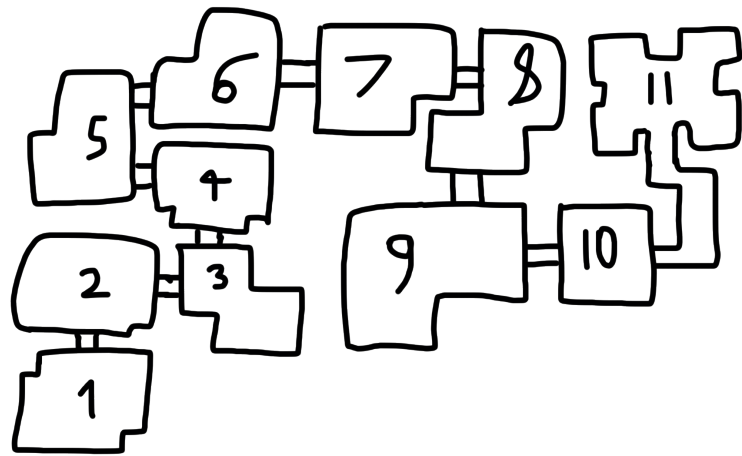


Burrito



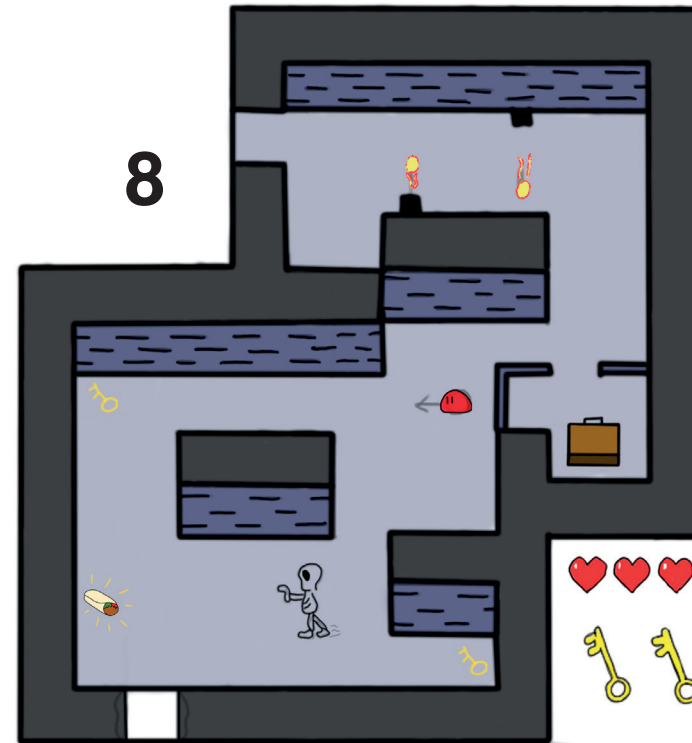
Chaves de baús e portas

## Mapa - organização



### Imagem 3 - Posição das salas

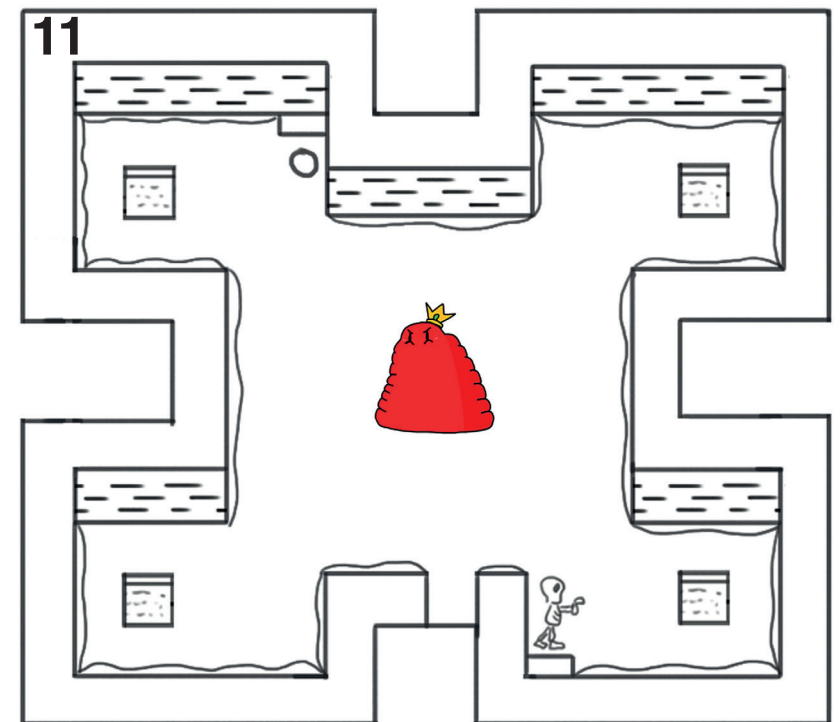
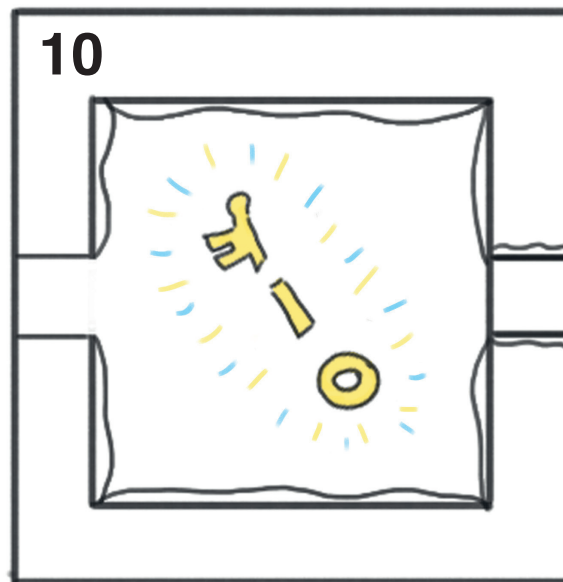
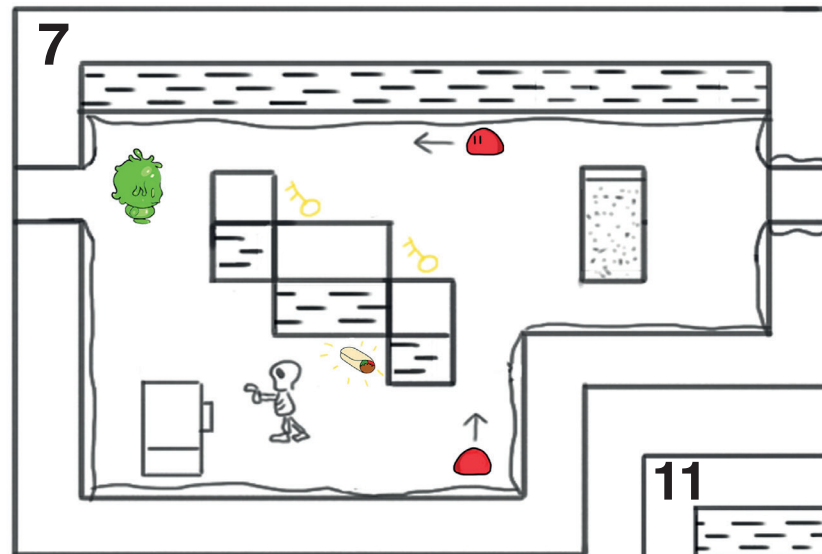
# UI - Interface

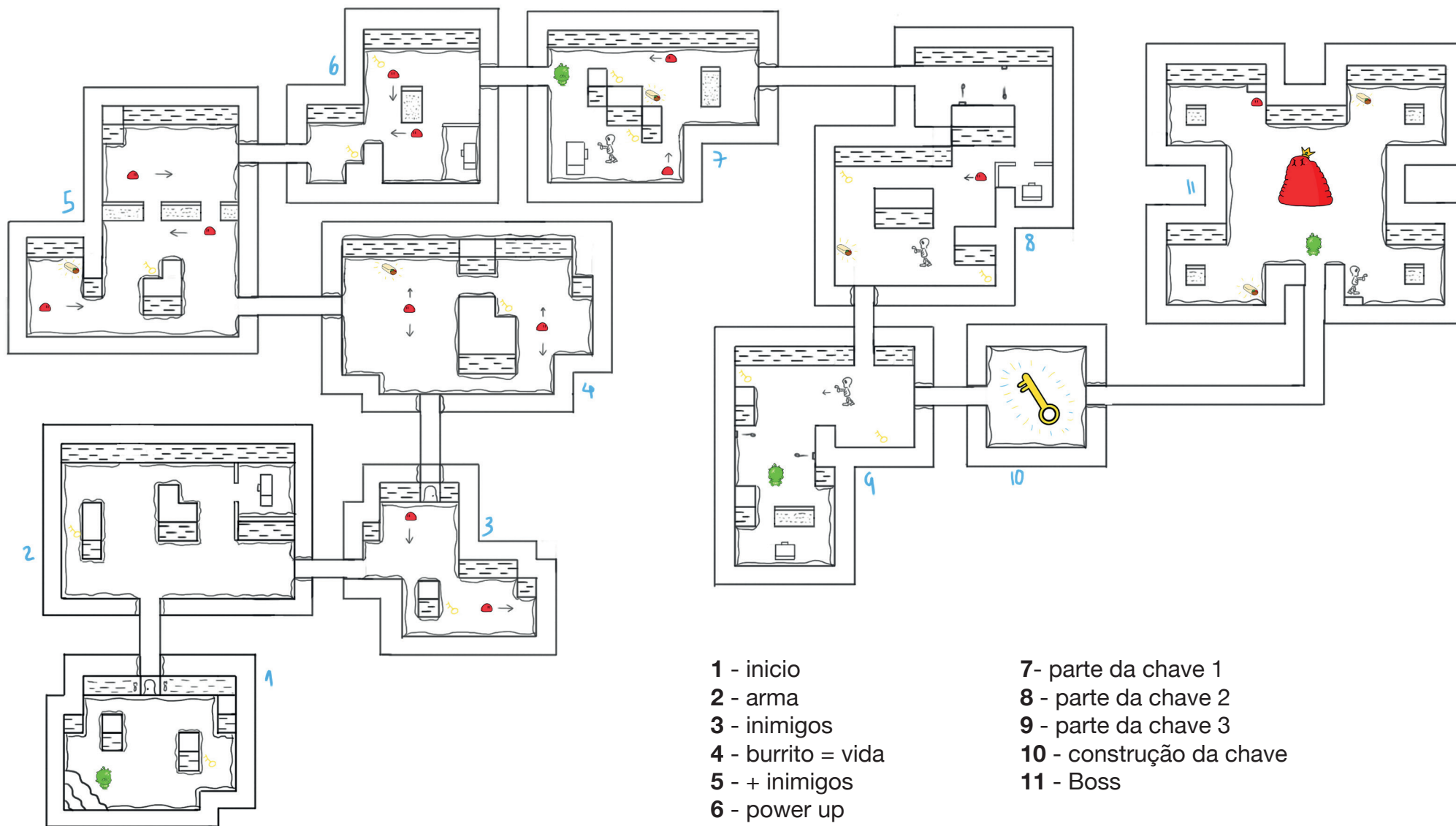




# Exemplos de salas

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





**OBRIGADO!**