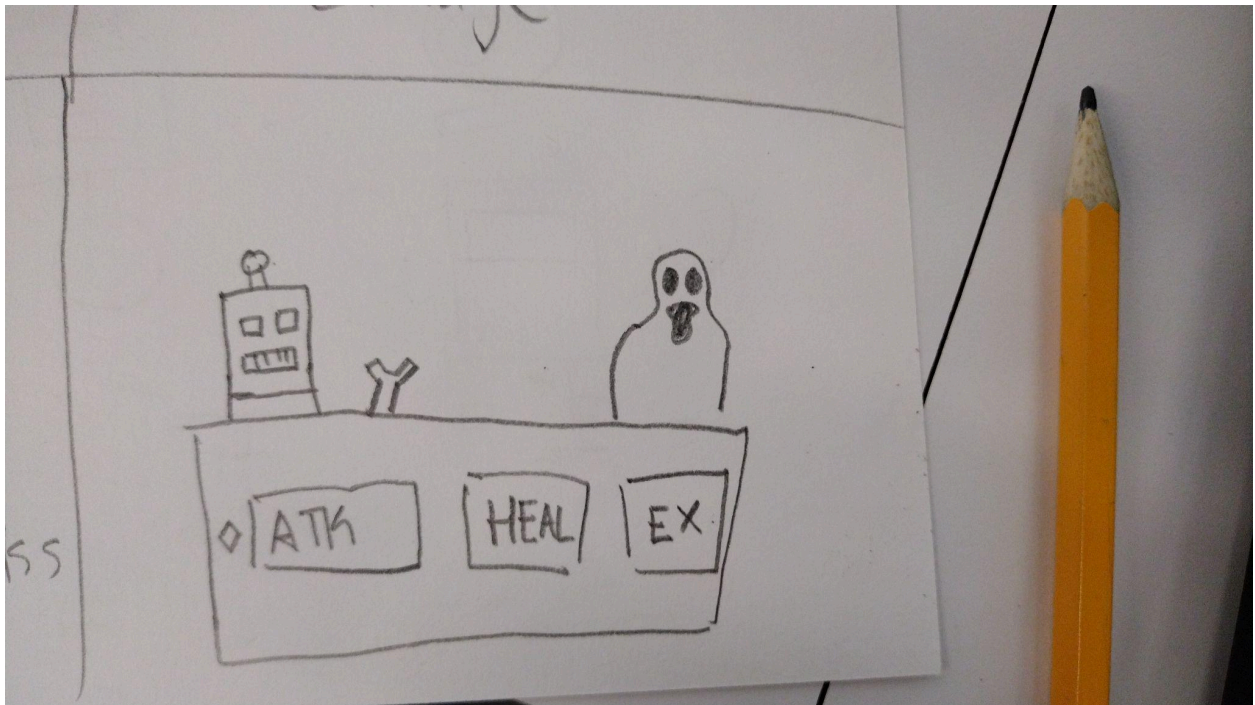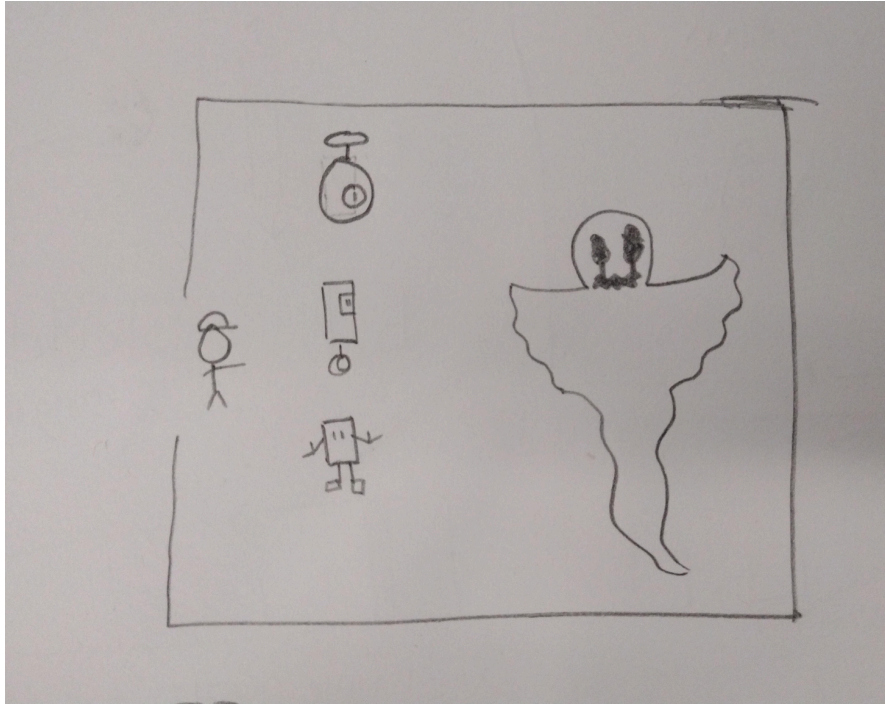Team Name: Crowbar Corp. Entertainment

Raymond: 3d Modeler and writer
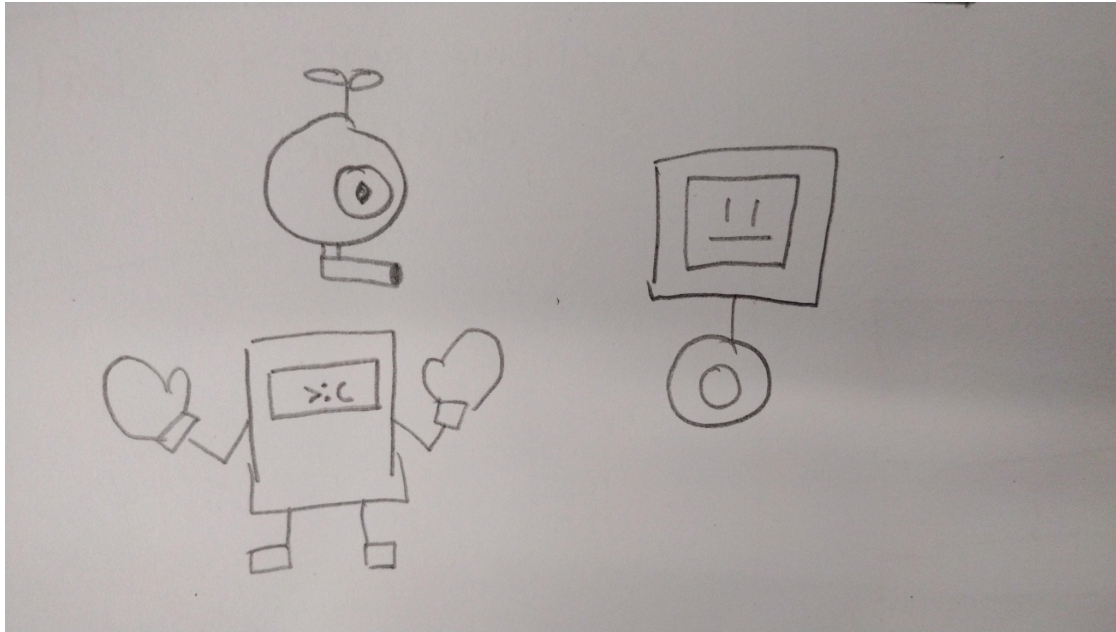Chris: Level Designer
Amina: Lead Artist
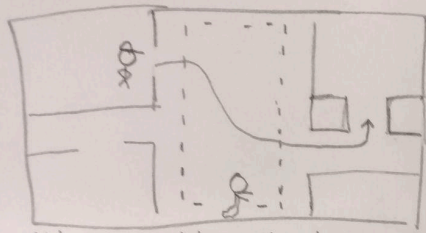Juda: Programmer
Mechanics and Gimmick concept sketches.

healing/repair mechanic
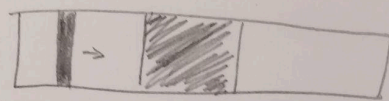
+30 HP

dizzy/stun

Aim to deal damage

Sheild to
block incoming attacks
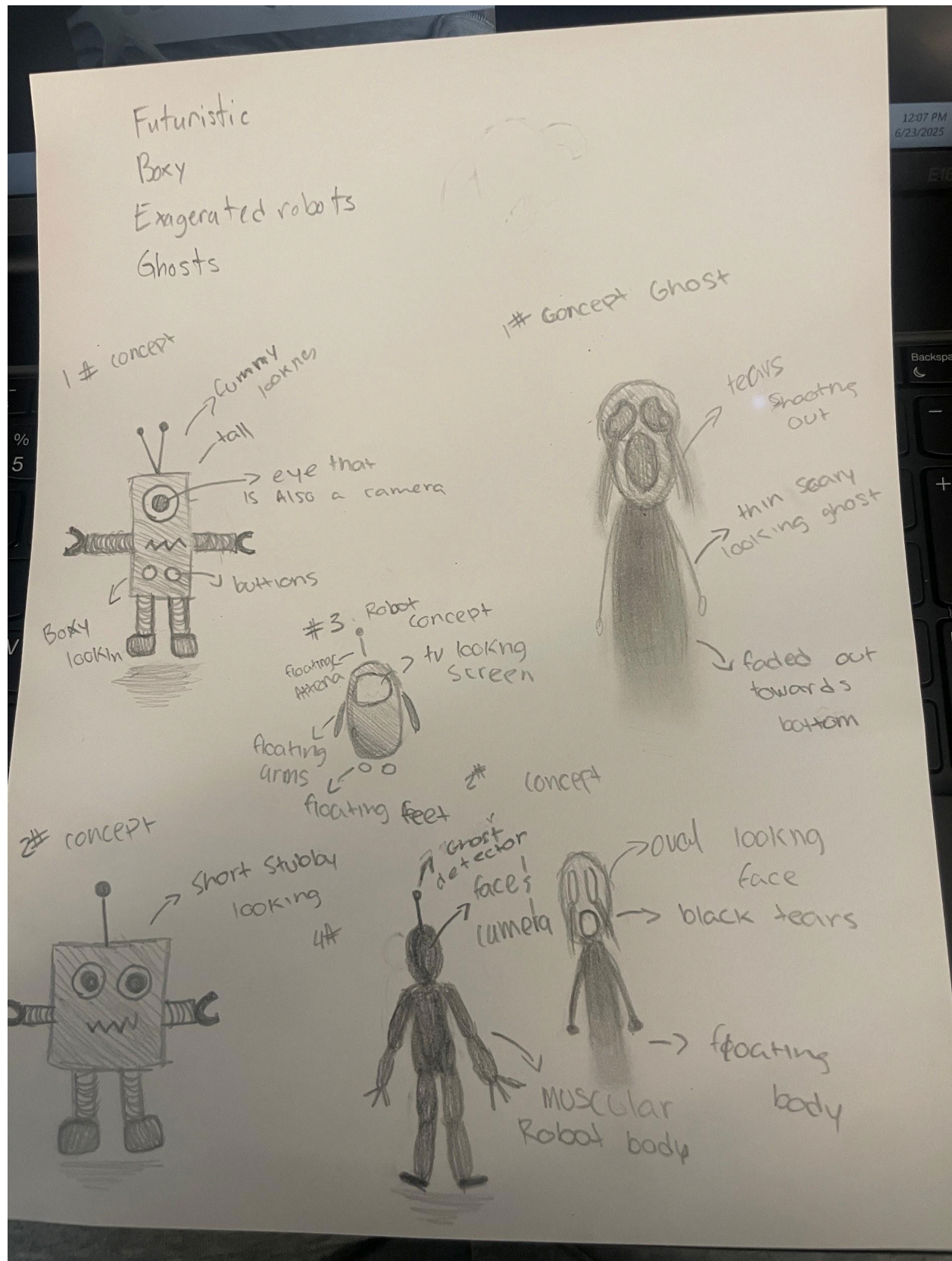
Stealth, patrolling ghosts

block incoming attacks

Quicktime event to deal damage
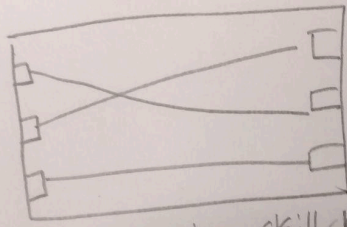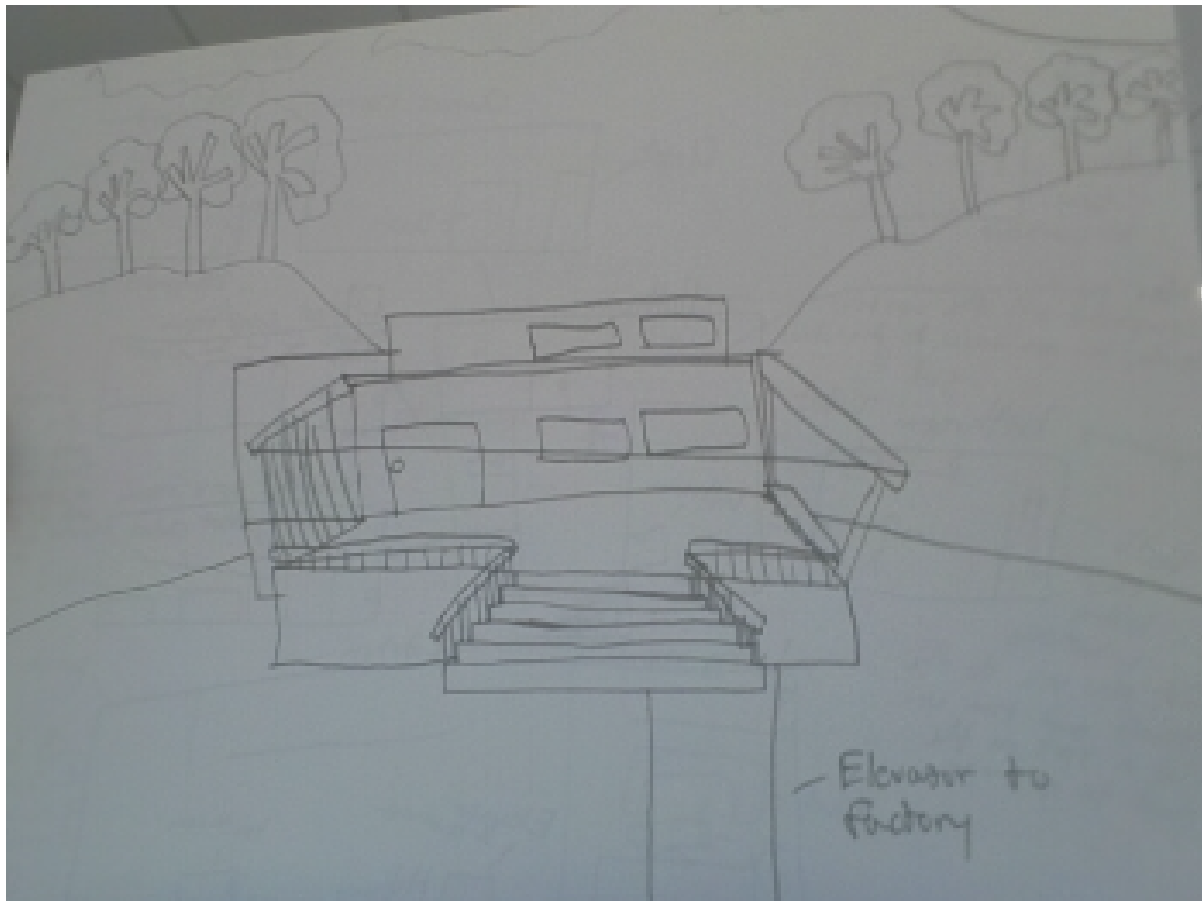

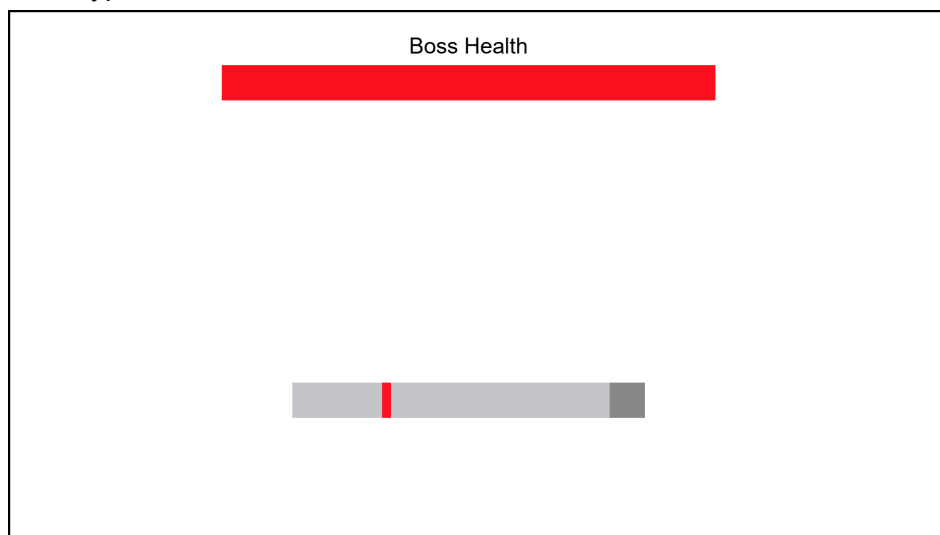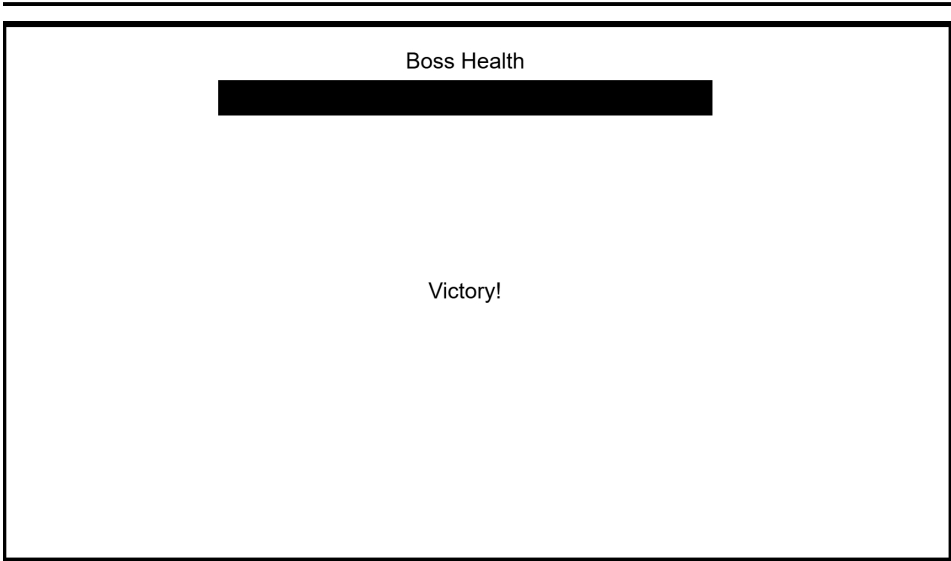Healing requires skill checks

Character Concept Art:

Futuristic
Boxy
Exagerated robots
Ghosts

1# concept
→ Gummy looking
→ tall
→ eye that is also a camera
→ buttons
Boxy lookln

#3. Robot concept
floating Anthena
→ tv looking screen
floating arms
floating feet

1# Concept Ghost
tears Shooting out
thin scary looking ghost
→ faded out towards bottom

2# concept
→ Short stubby looking
4#

2# concept
Ghost detector
face's camera
→ muscular Robot body

→ oval looking face
→ black tears
→ floating body

Level Layout:

Elevator to Factory

Cinematography:

ProtoType:

Boss Health

Boss Health

Victory!

Construct 3 File: