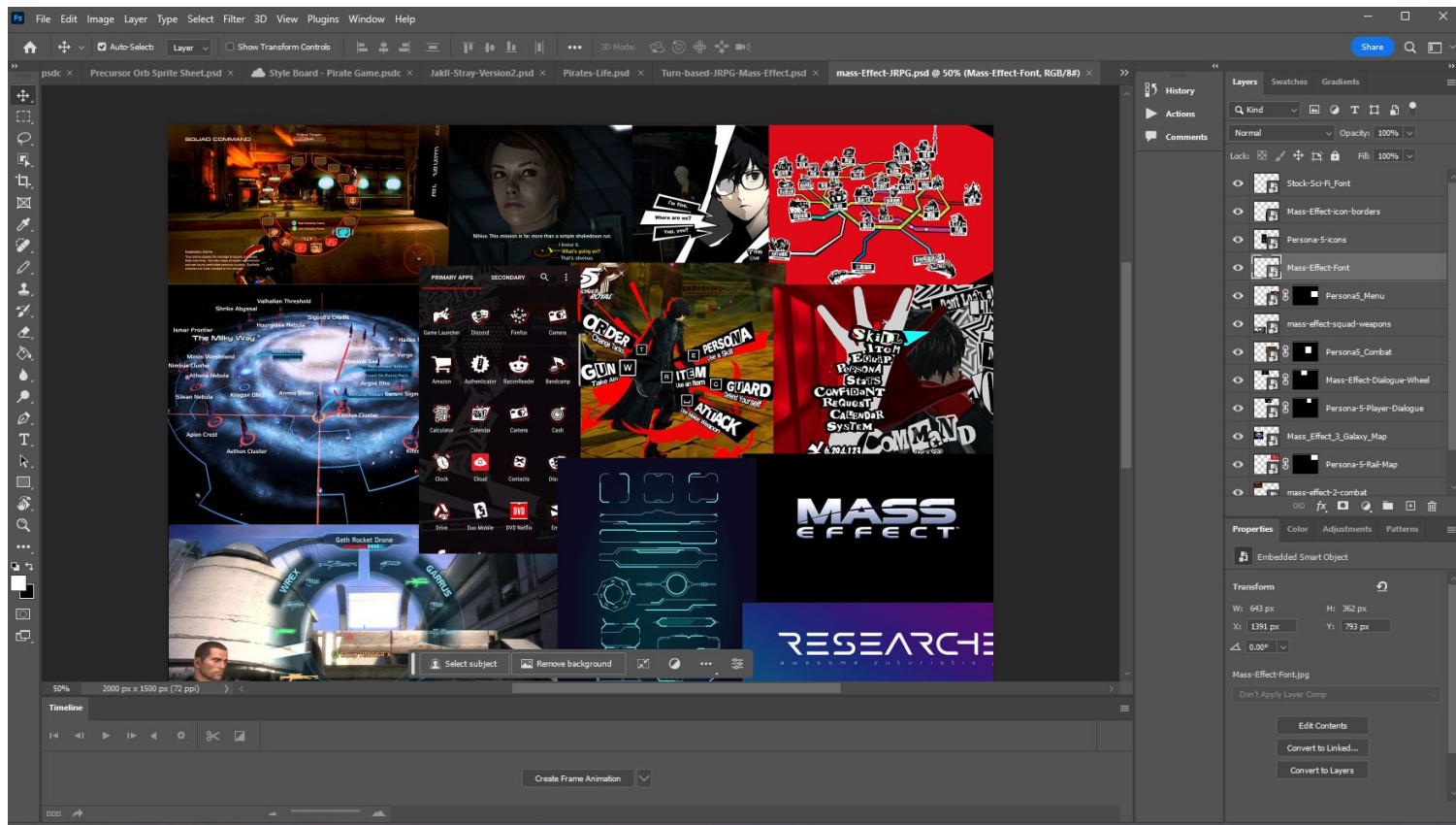


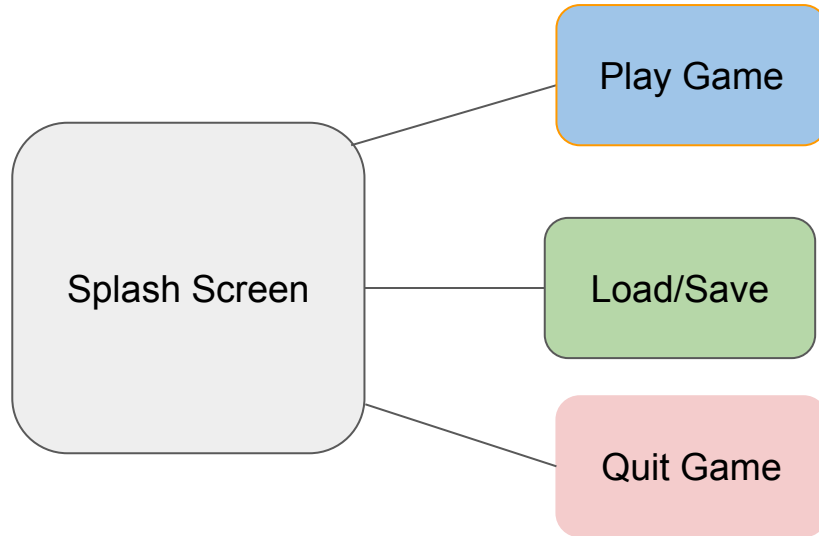
Unit 2 Submissions: 2D Game Design

Daniel Buckner
Section 2

Style Sheet 2 - Persona 5 and Mass Effect

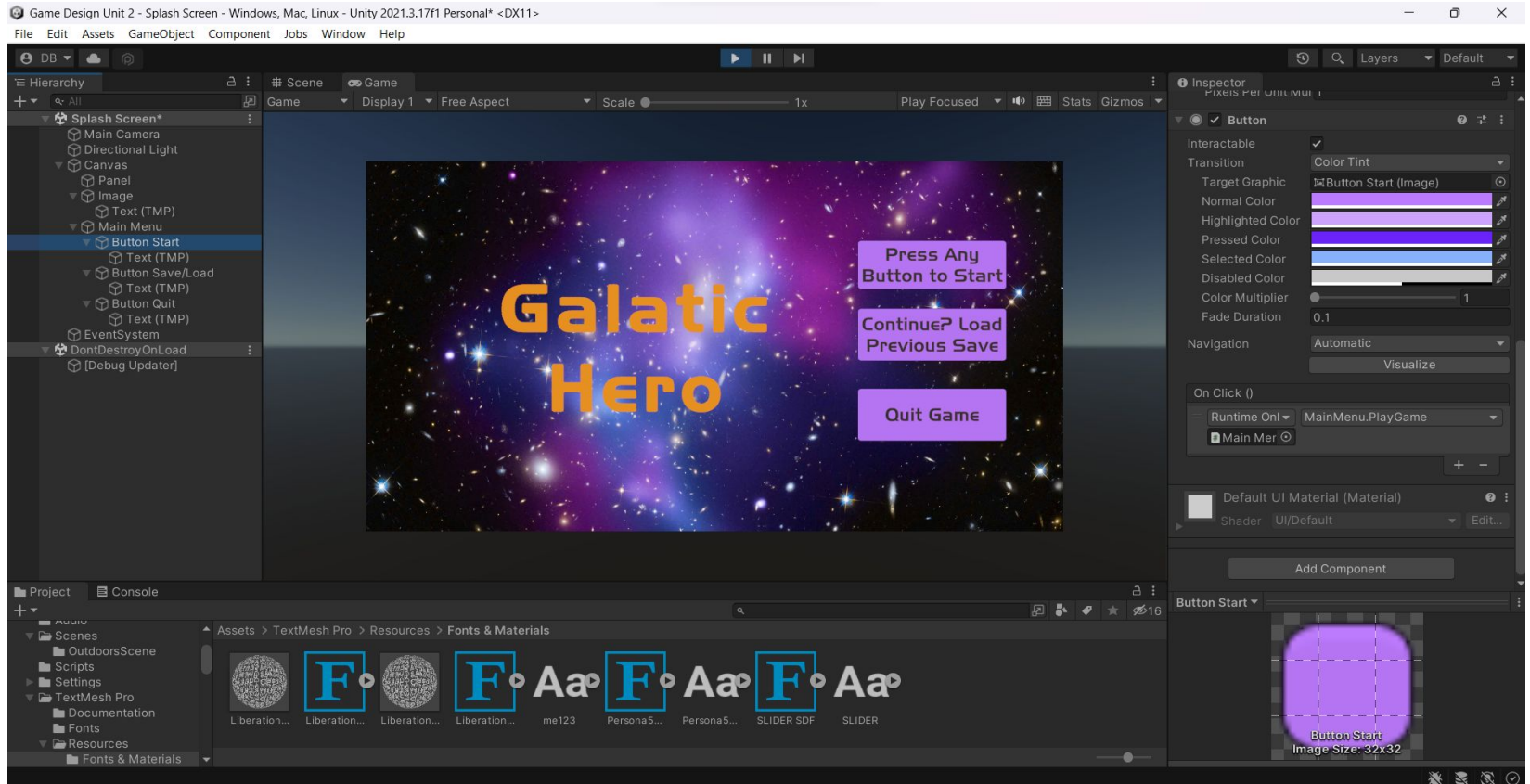


UX Journey - Sci

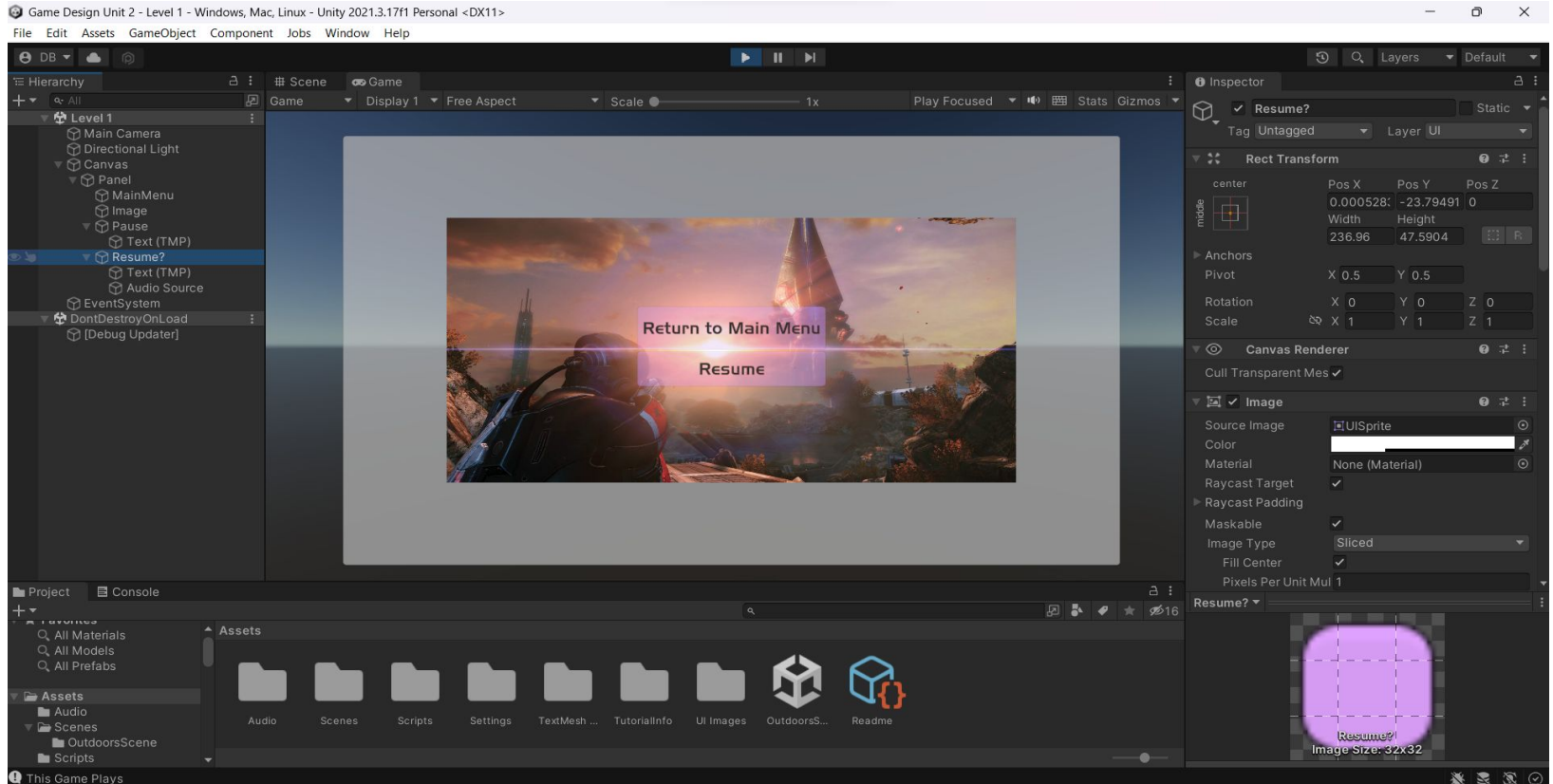


The Player will enter the title screen with an Option to Resume or Select a Specific Save or Quit the Game entirely

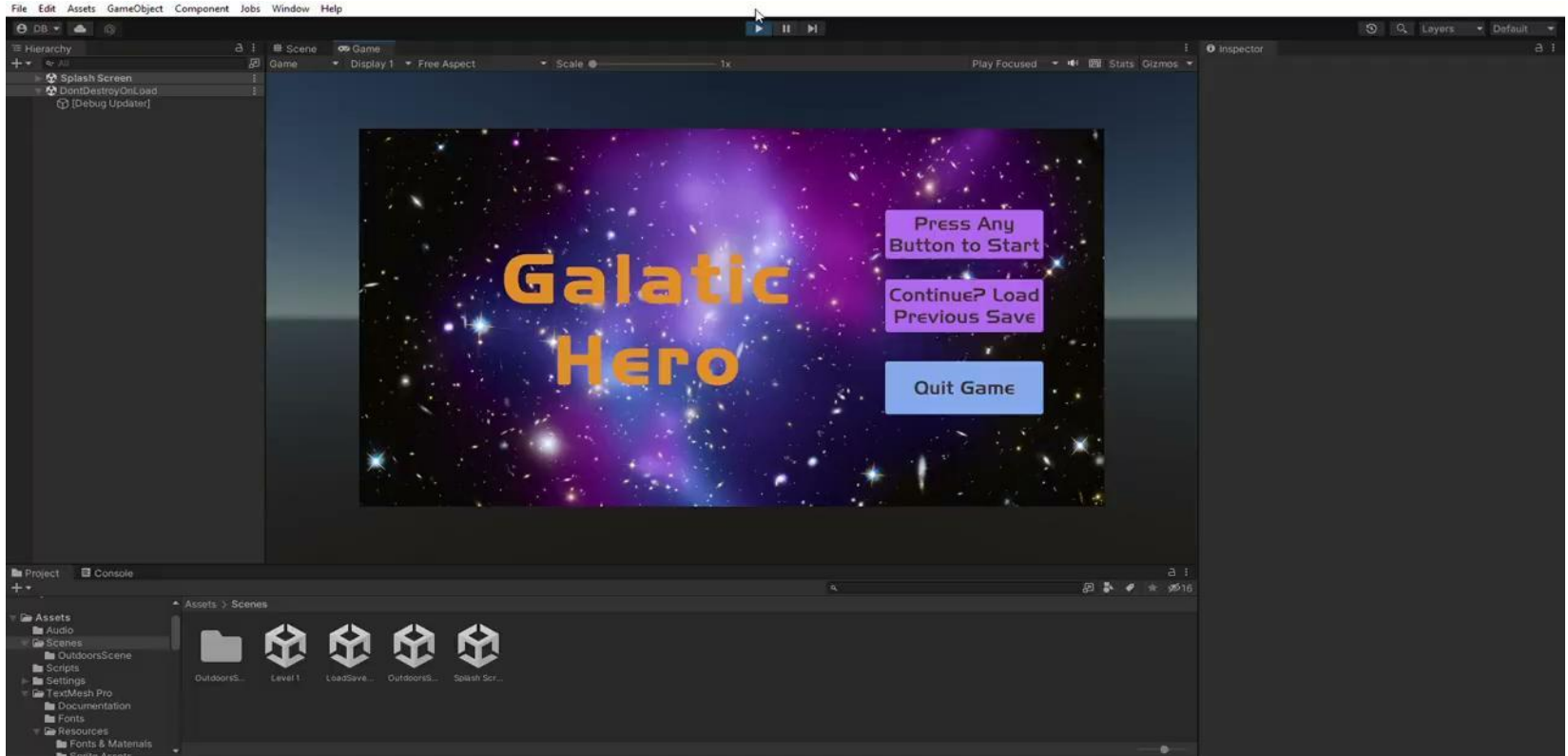
Splash Screen



Game Screen



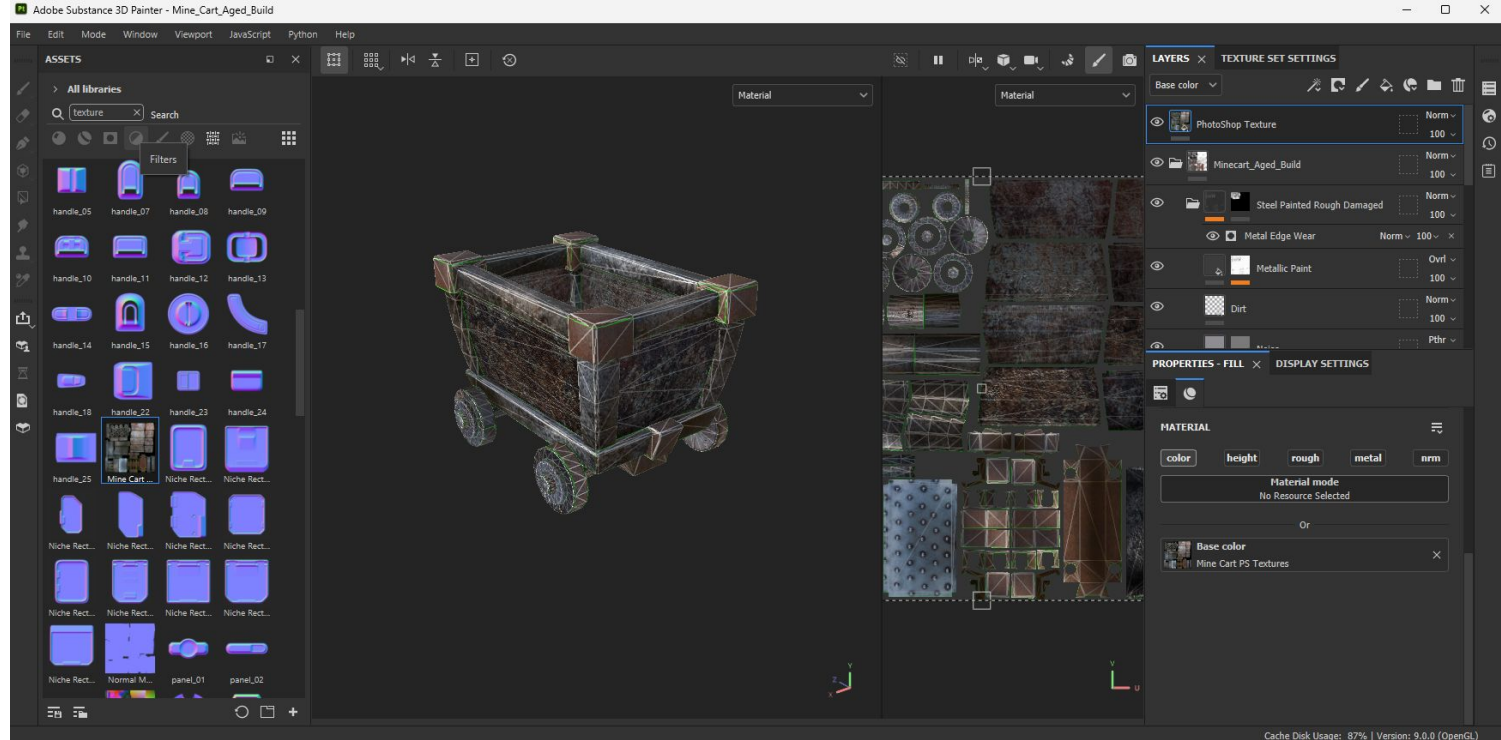
Screen Recording



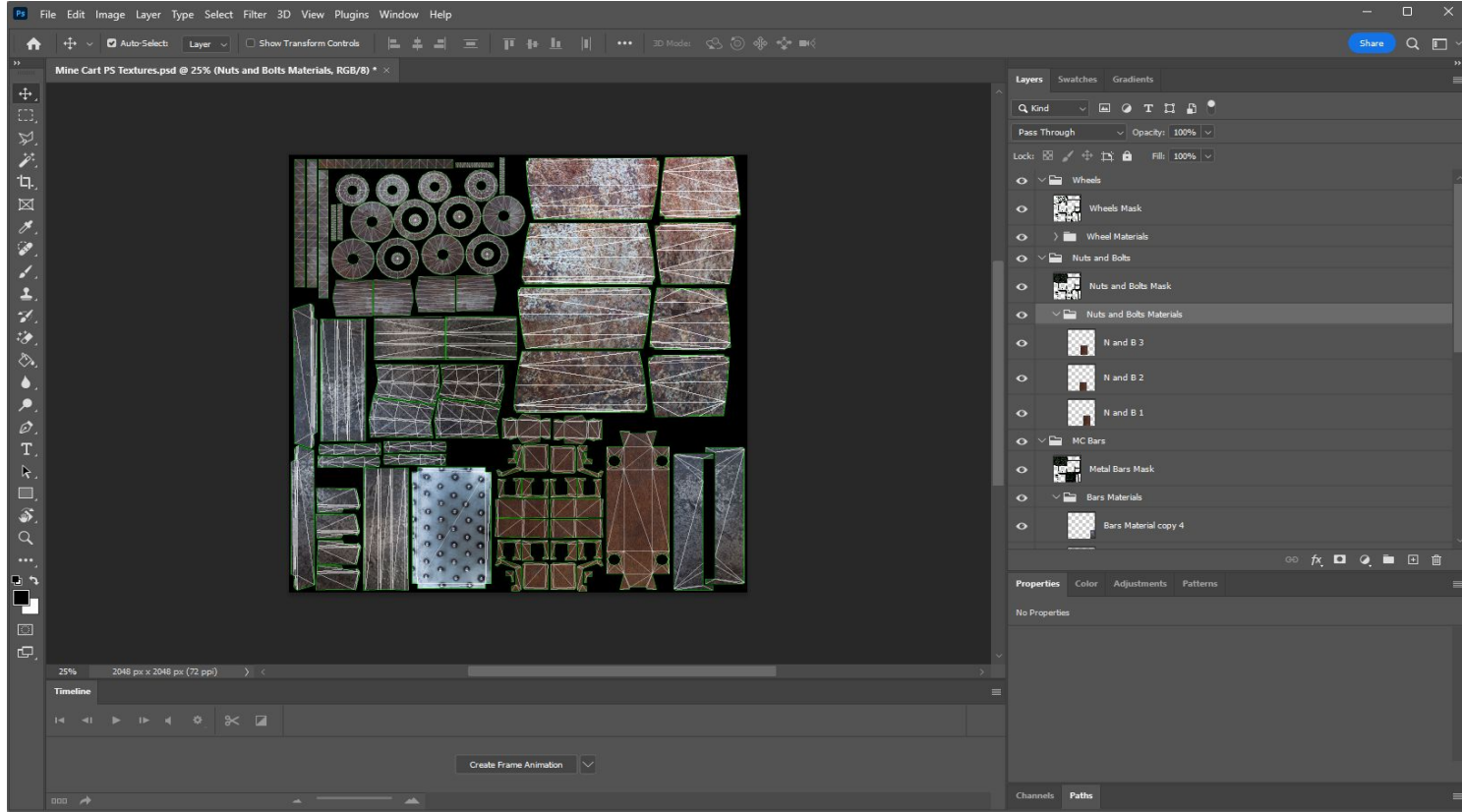
Mine Carts:

Unit 2 Submissions Continued

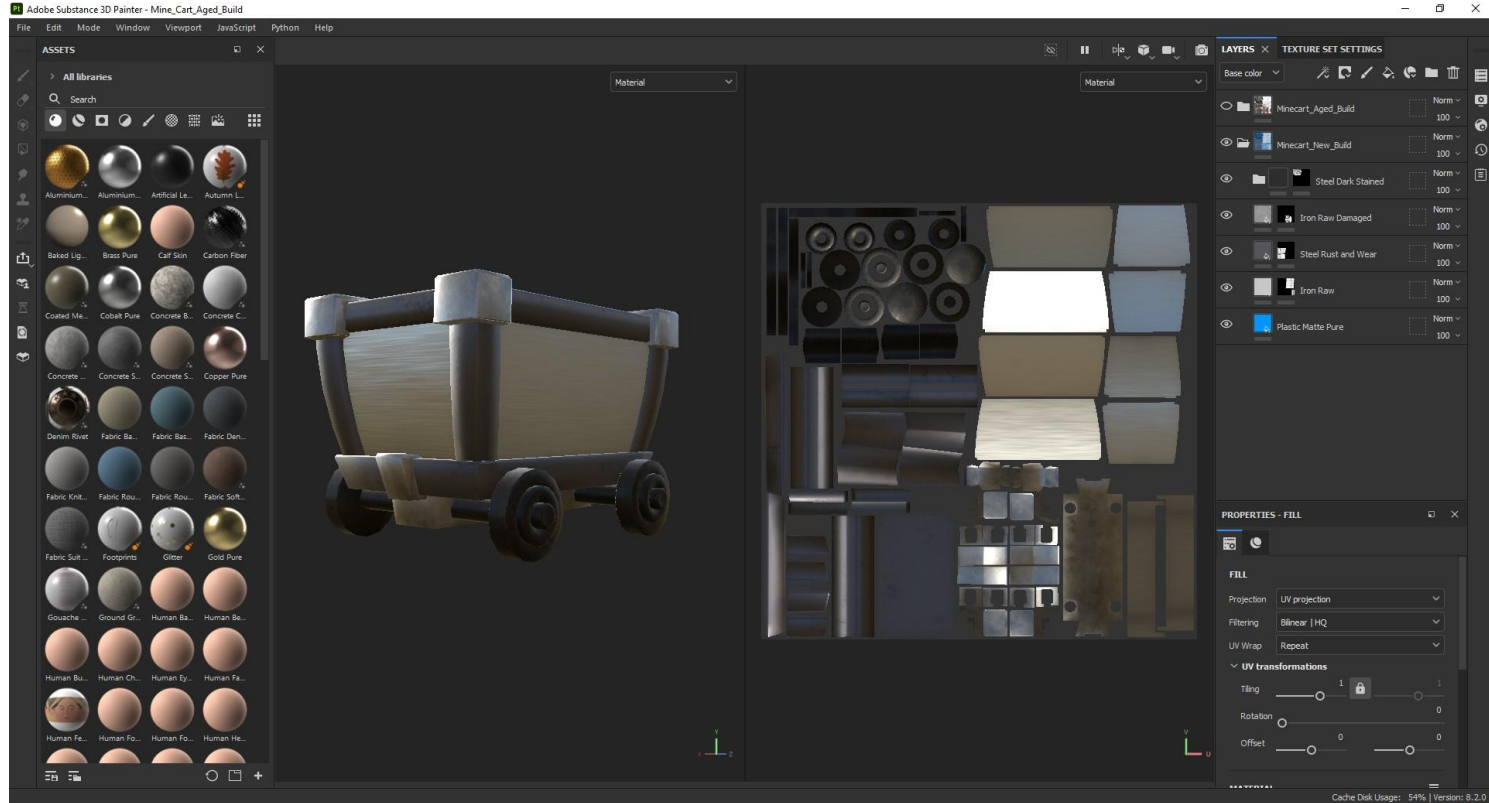
Mine Carts - Photoshop Imported into 3D Substance Painter



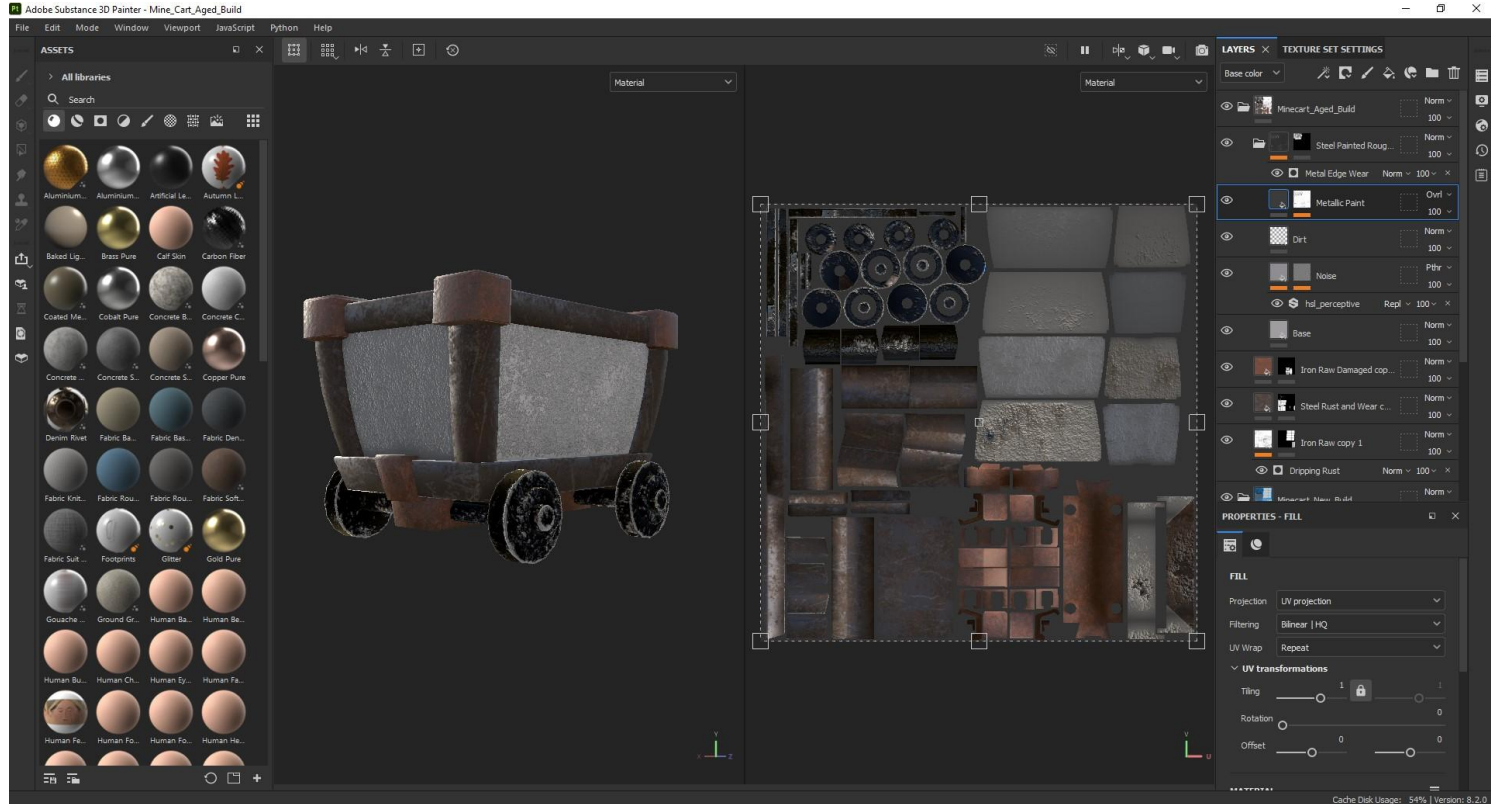
Mine Cart - PhotoShop



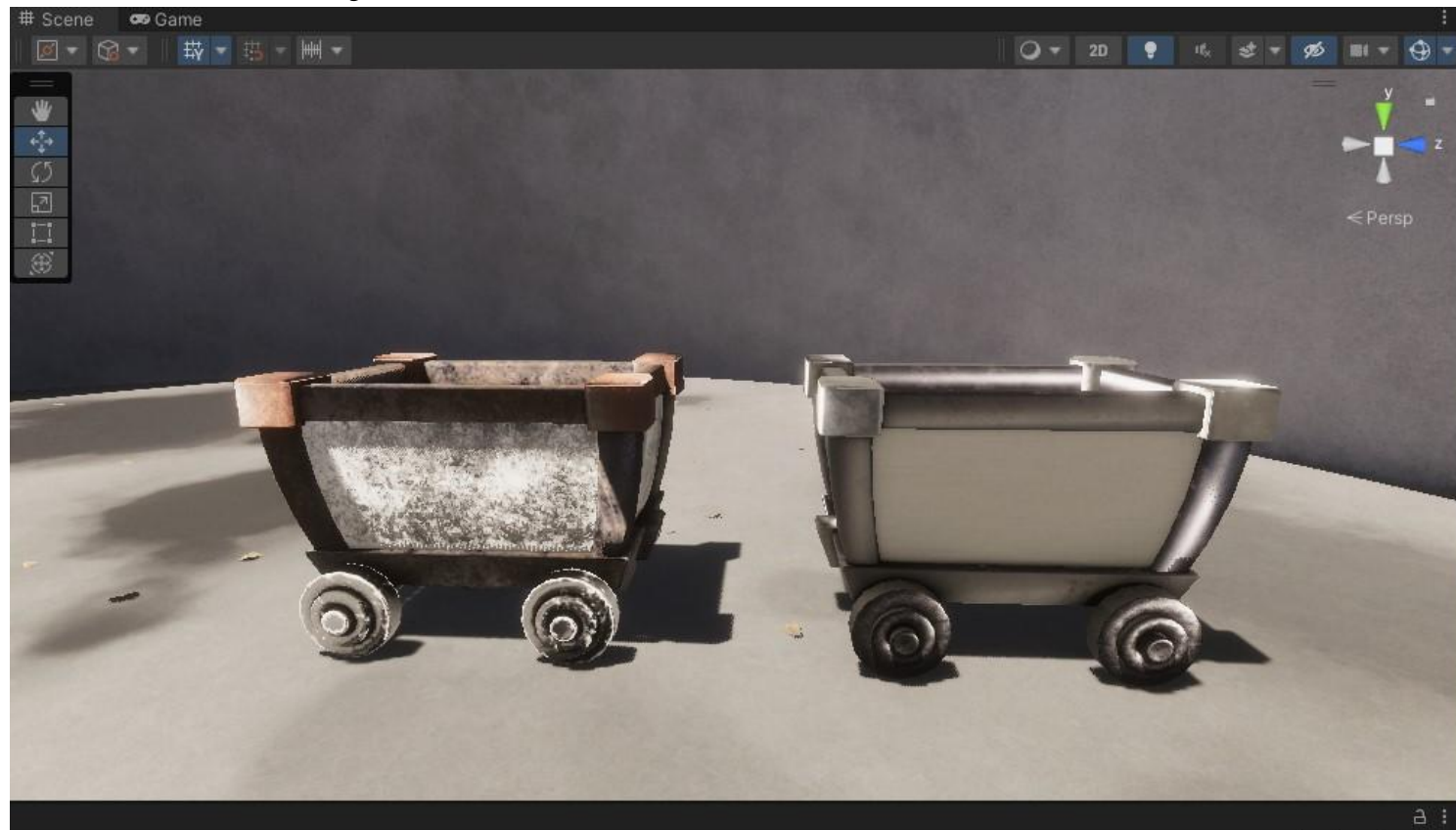
Mine Cart - New Build (3D Substance Painter)



Mine Cart - Rusted Build (3D Substance Painter)



Mine Cart - Unity



Mine Cart - Unity

