



# SOUTENANCE FINALE



## Purest Atom Exam – OGAML

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Sous la direction de M. Rémi Vernay

# PRESENTATION GENERALE

- *Qu'est-ce que PUREST ATOM EXAM ?*
- *Historique des dernières soutenances*
- *Qui est derrière OGAML ?*

PUREST  
ATOM  
EXAM

# QU'EST-CE QUE PUREST ATOM EXAM ?

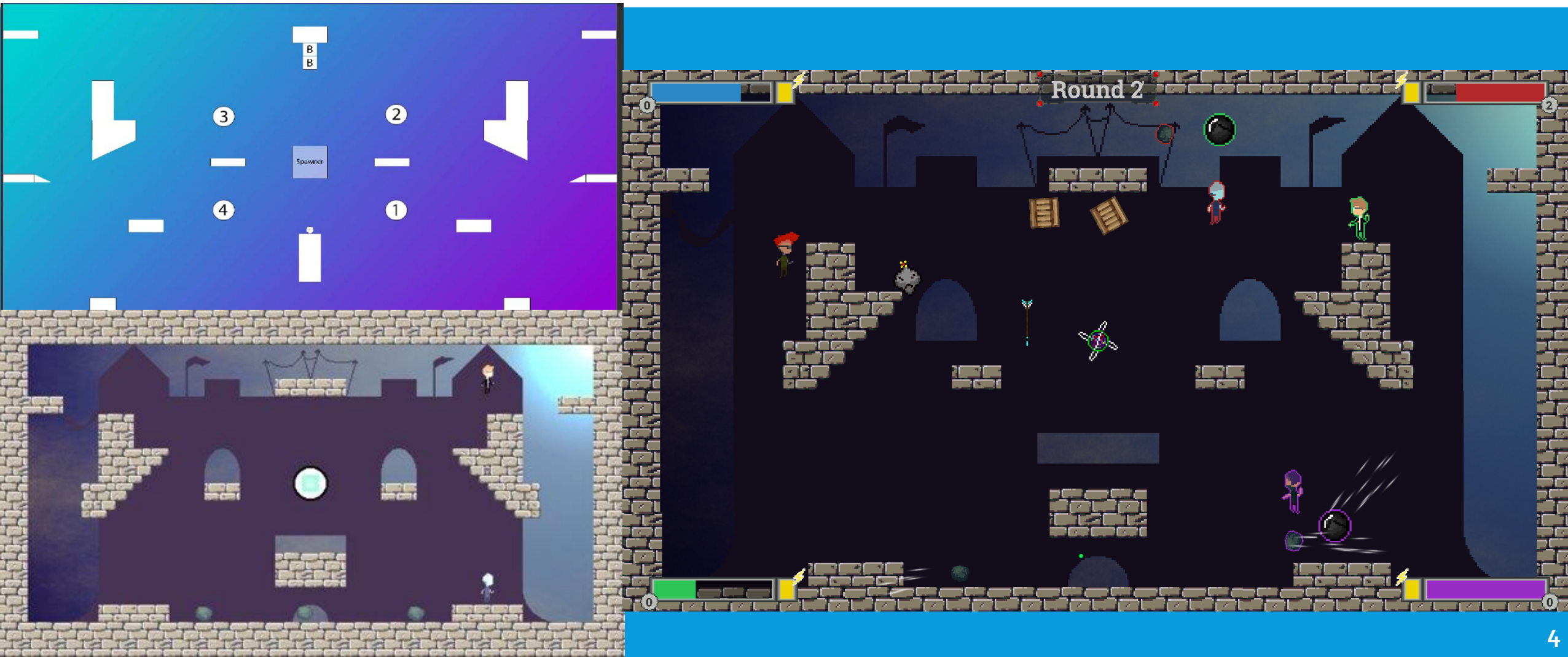


← PUREST ATOM EXAM



↑ TOWERFALL ASCENSION

# HISTORIQUE DES DERNIÈRES SOUTENANCES



# QUI EST DERRIÈRE OGAML ?



## G. Carrière

- AUDIO
- MULTIJOUEUR ET CONTROLES
- *PHYSIQUE*
- *MECANIQUES DE JEU*



## M. Dahou

- PHYSIQUE
- CONSTRUCTIONS DES NIVEAUX
- *GRAPHISMES*
- *SITE WEB*



## A. Houéry

- INTERFACES ET MENUS
- MECANIQUES DE JEU
- *AUDIO*
- *MULTIJOUEUR ET CONTROLES*



## L. Gasnault

- GRAPHISMES
- SITE WEB
- *CONSTRUCTION DES NIVEAUX*
- *INTERFACES ET MENUS*

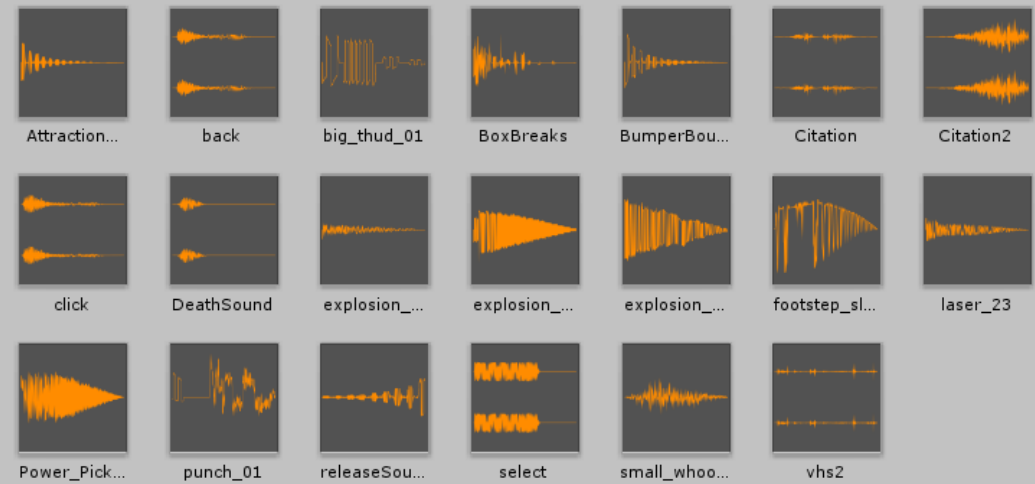
# PRÉSENTATION DE LA RÉALISATION



# AUDIO



DAW interface showing a multi-track project with various audio tracks and envelopes.

## Assets > Musics



# CONTRÔLES ET MULTIJOUEUR



<b>L</b>	Moving	
<b>A</b>	Grab props	<b>D</b>
<b>B</b>	Liberate props	<b>Q</b>
<b>X</b>	Circular orbit	<b>L</b>
<b>Y</b>	Accelerated orbit	<b>Z</b>
	Pause	<b>Esc</b>
<b>LT</b>	Dash	<b>Shift</b>
<b>RT</b>	Stop attracting	<b>S</b>

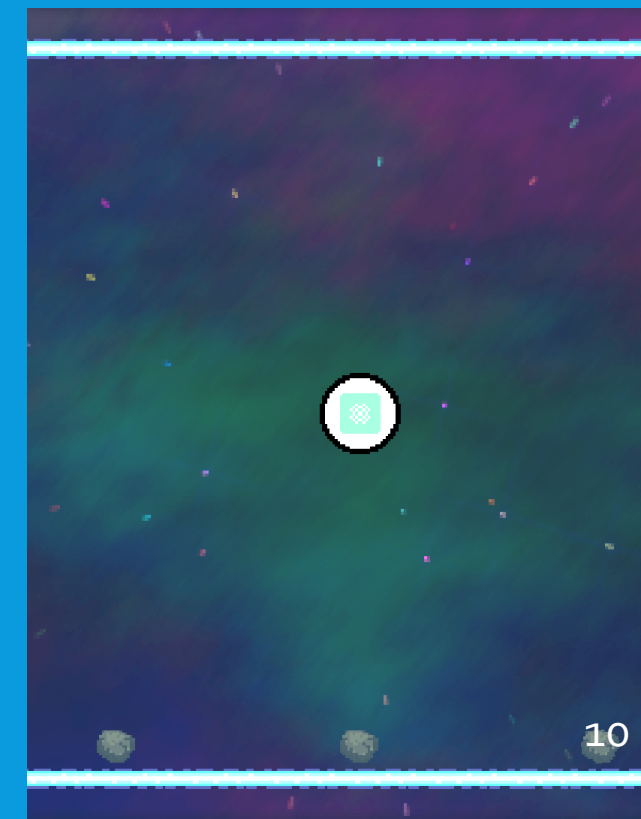
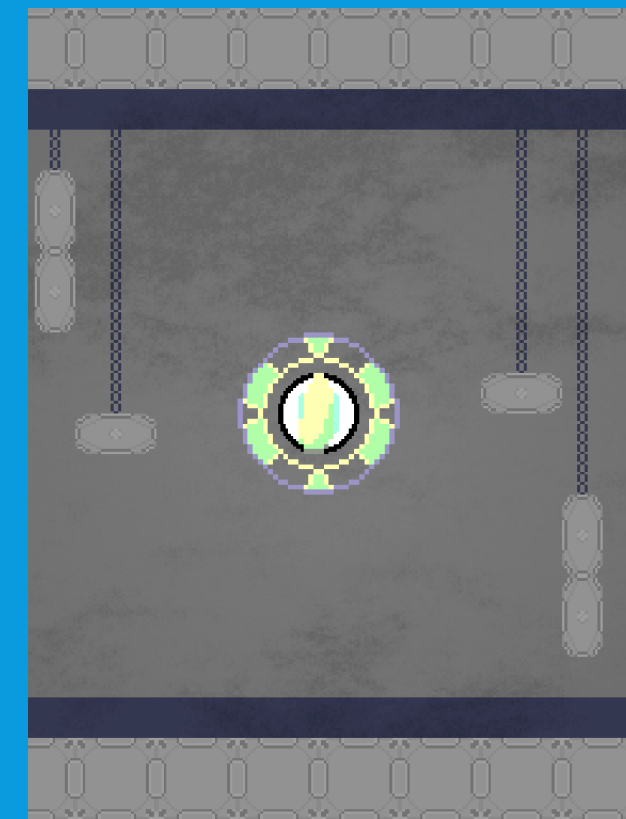
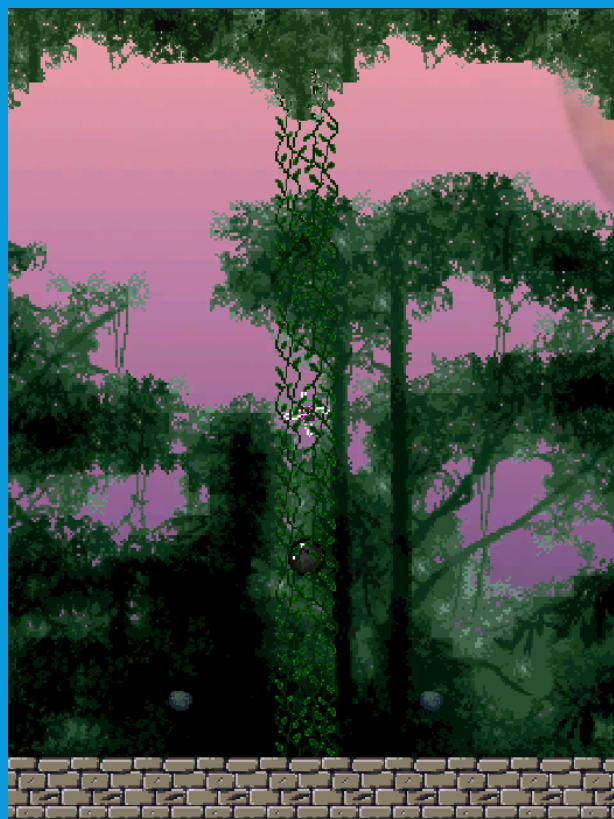
▼ A_button1	
Name	A_button1
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	joystick 1 button 0
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Key or Mouse Button
Axis	26th axis (Joysticks)
Joy Num	Joystick 1



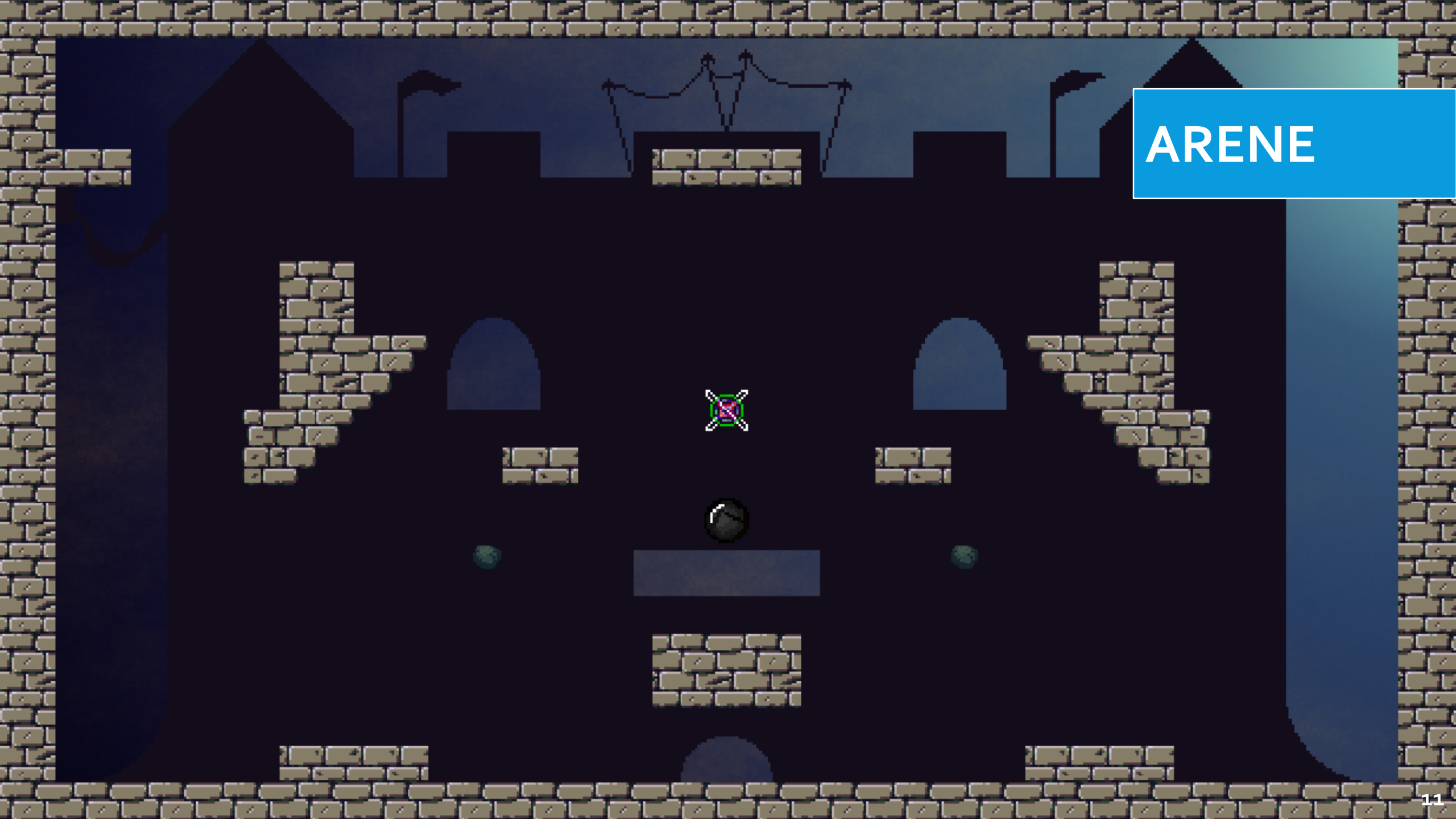
# PHYSIQUE



# CONSTRUCTION DES NIVEAUX



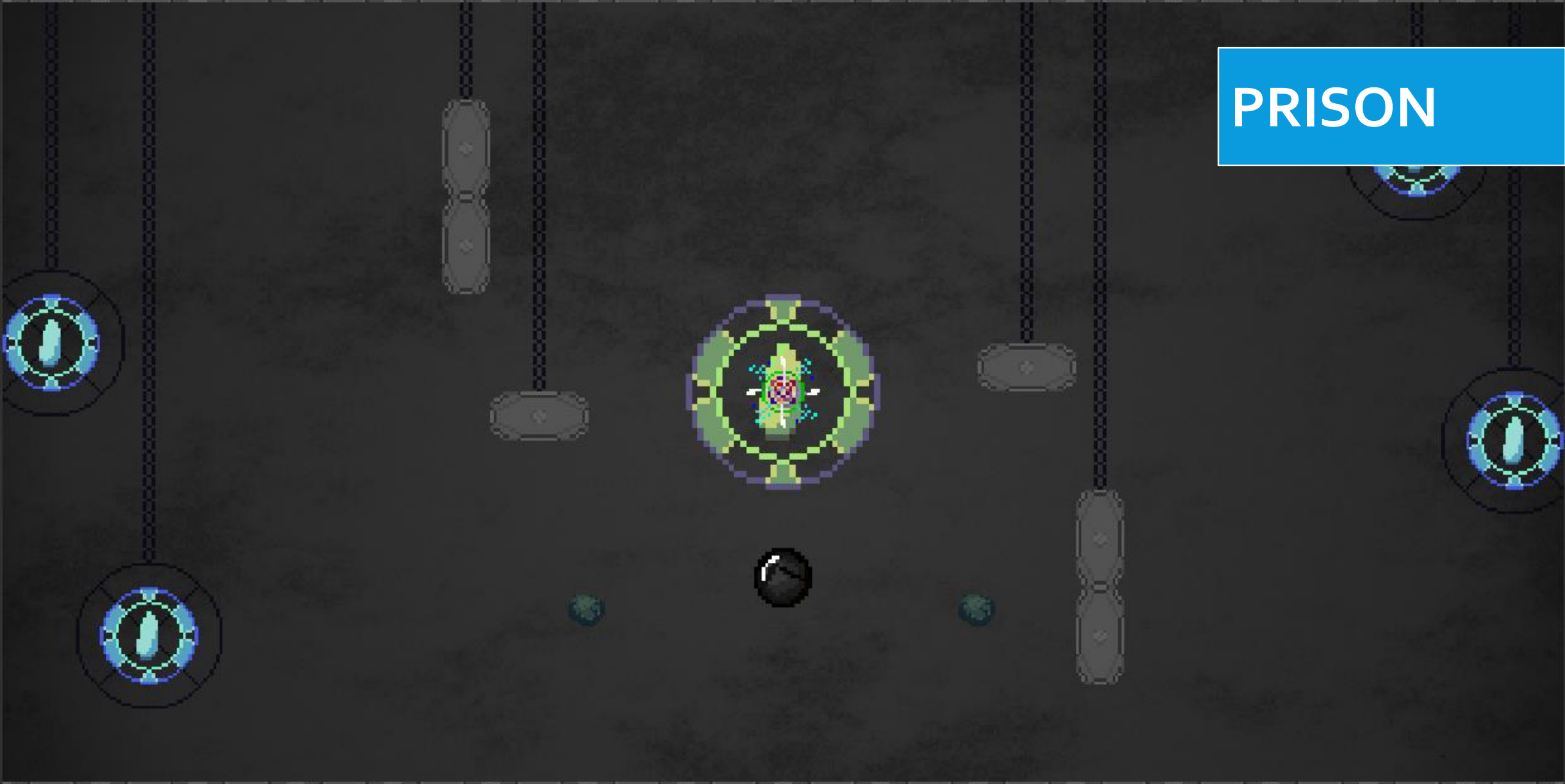
# ARENE



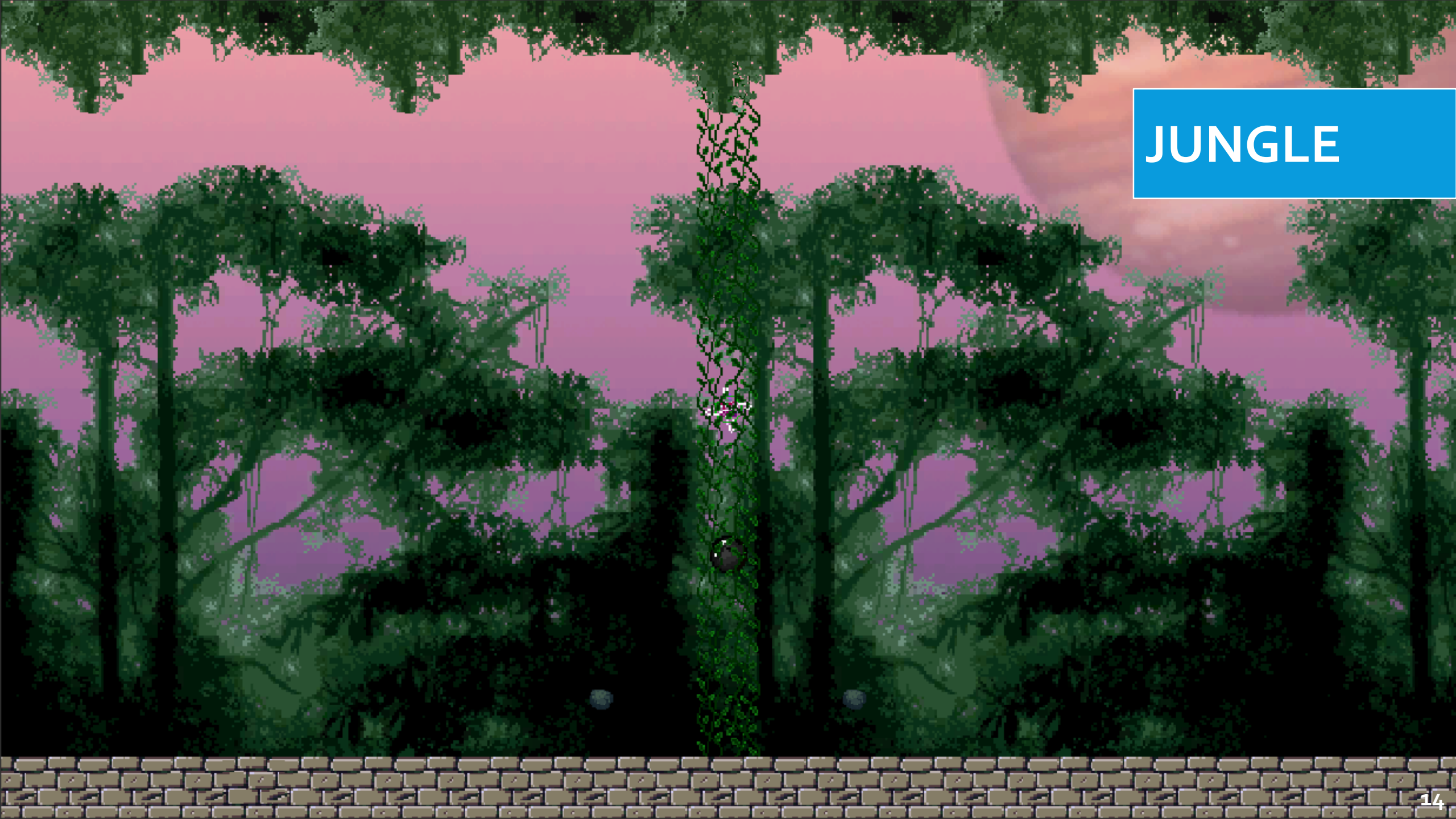
# ESPACE



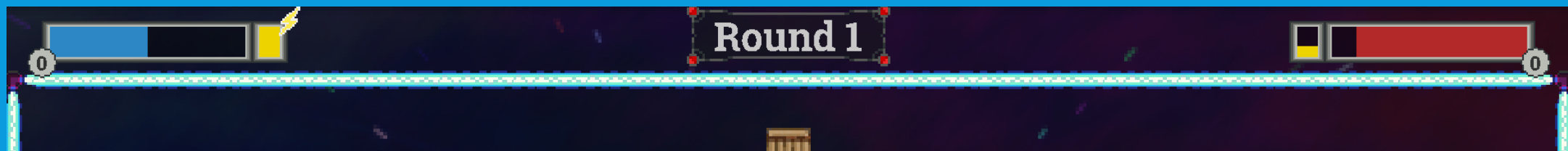
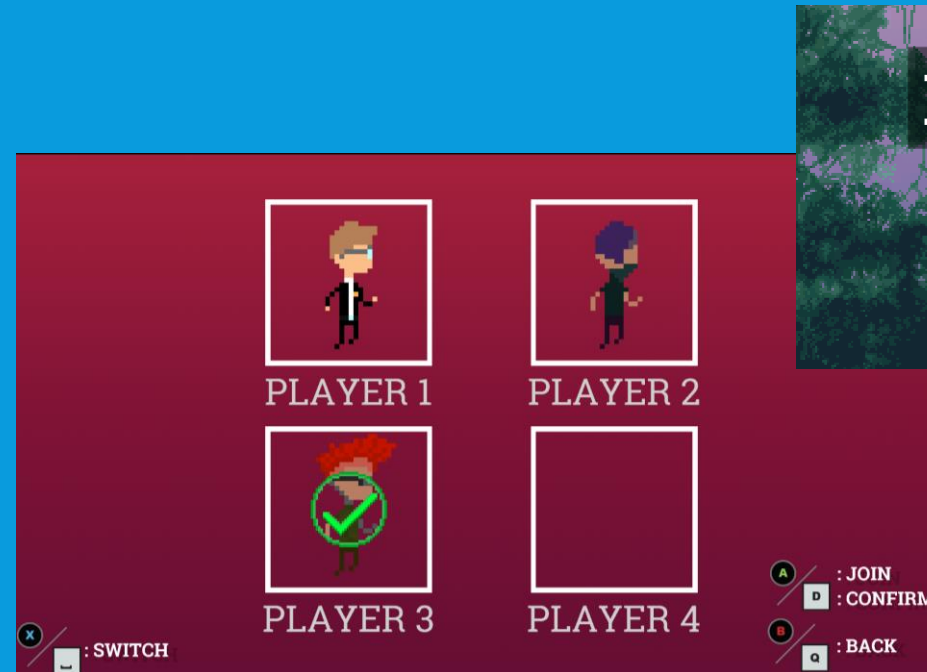
# PRISON



# JUNGLE



# INTERFACES ET MENUS

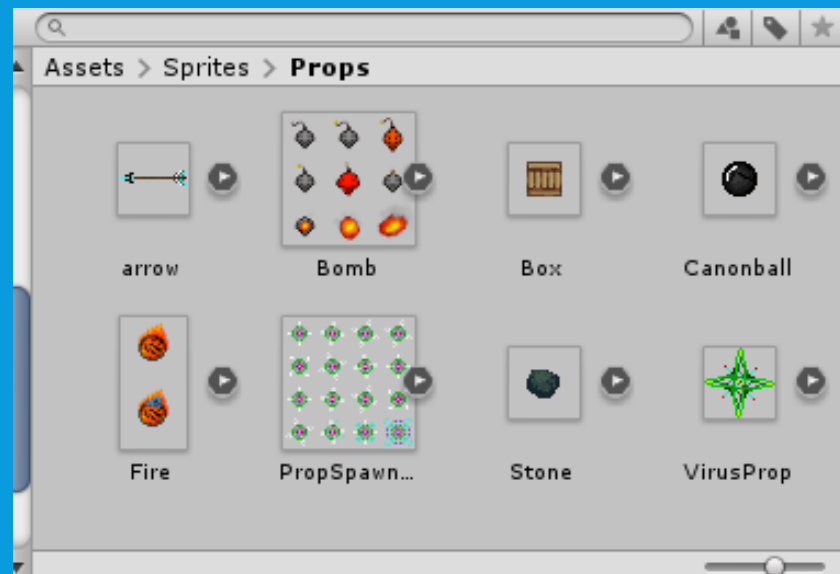


# MÉCANIQUES DE JEU

## Physique



## Objets et projectiles



## Environnement

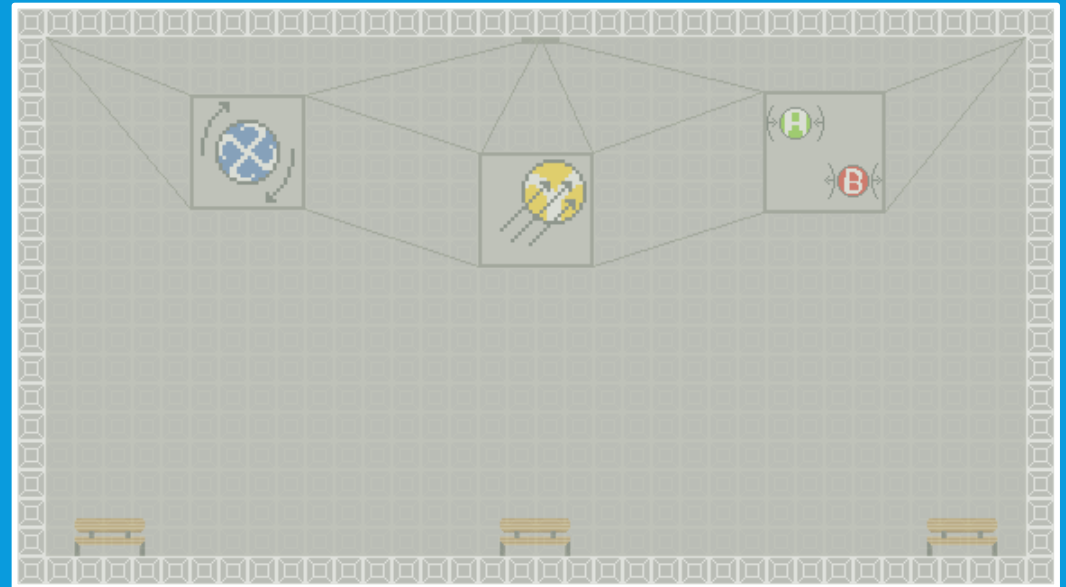
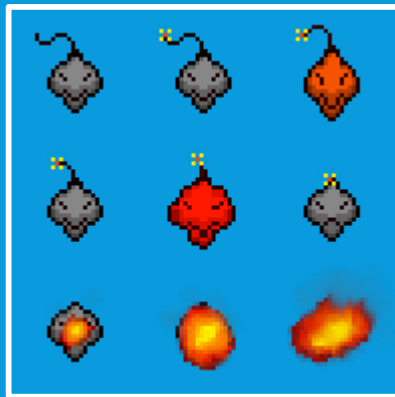




# GRAPHISMES

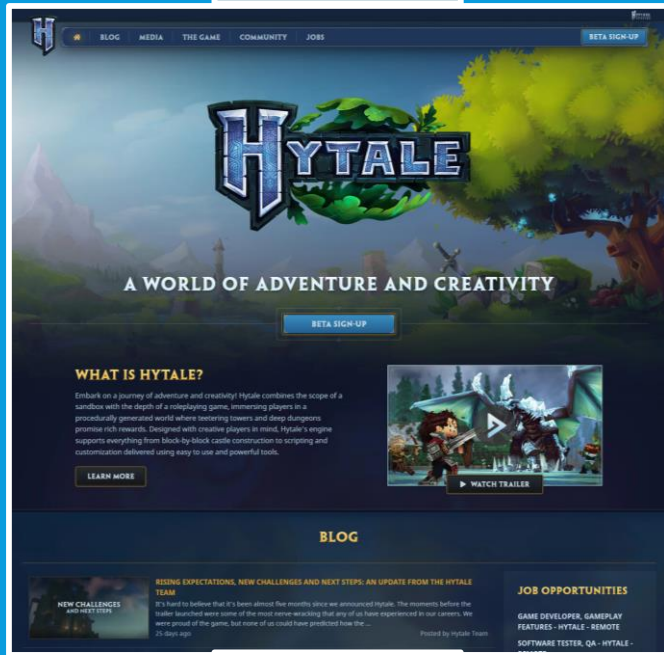
					Nombre d'images à réaliser :		Progression :	
					71		100%	
Type	Dimensions	#	Description	Fait				
<b>Fond</b>	512x256	1	Fond de l'arène (type colisée)	x	<b>Légende :</b> <b>Type :</b> plateforme, UI, perso, effet, décor ... <b>Description :</b> Courte description de l'asset <b>Fait :</b> Laisser vide, couleur = urgence <b>Asset fini :</b> (opt) idem (lien)			
	-	1	Fond carte bumper	x				
	-	1	Fond carte espace	x				
	-	1	Visuel pour le site web	x				
	-	1	Fond carte jungle	x				
	-	1	Fond carte entrainement	x				
<b>Texture</b>	32x32	1	Mur de pierre (arène)	x				
	-	1	"Triangle" en pierre (arène)	x				
	-	1	Dalle (horizontale, verticale) en pierre	x				
	-	1	Mur en métal (prison)	x				
	-	1	"Triangle" métal (prison)	x				
	-	1	Dalle en métal	x				
	-	2	Bumper (genre champ de force)	x				

# GRAPHISMES



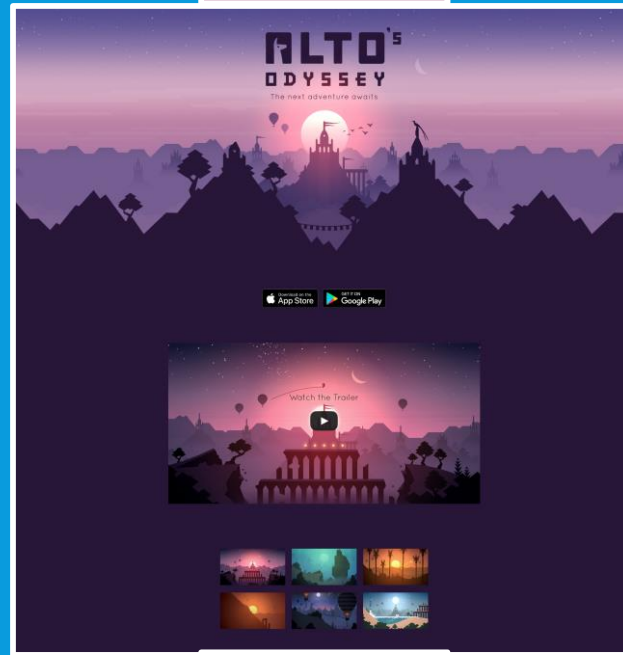
# SITE WEB

#gbbfcc



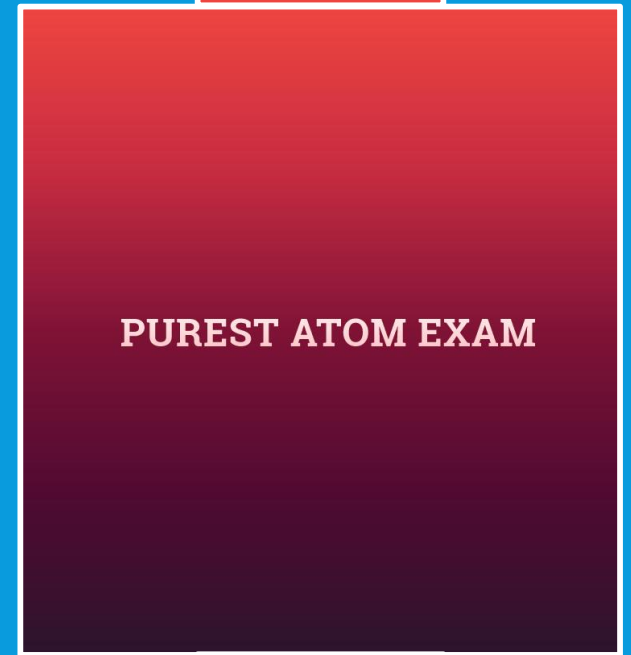
#15243a

#cea6co



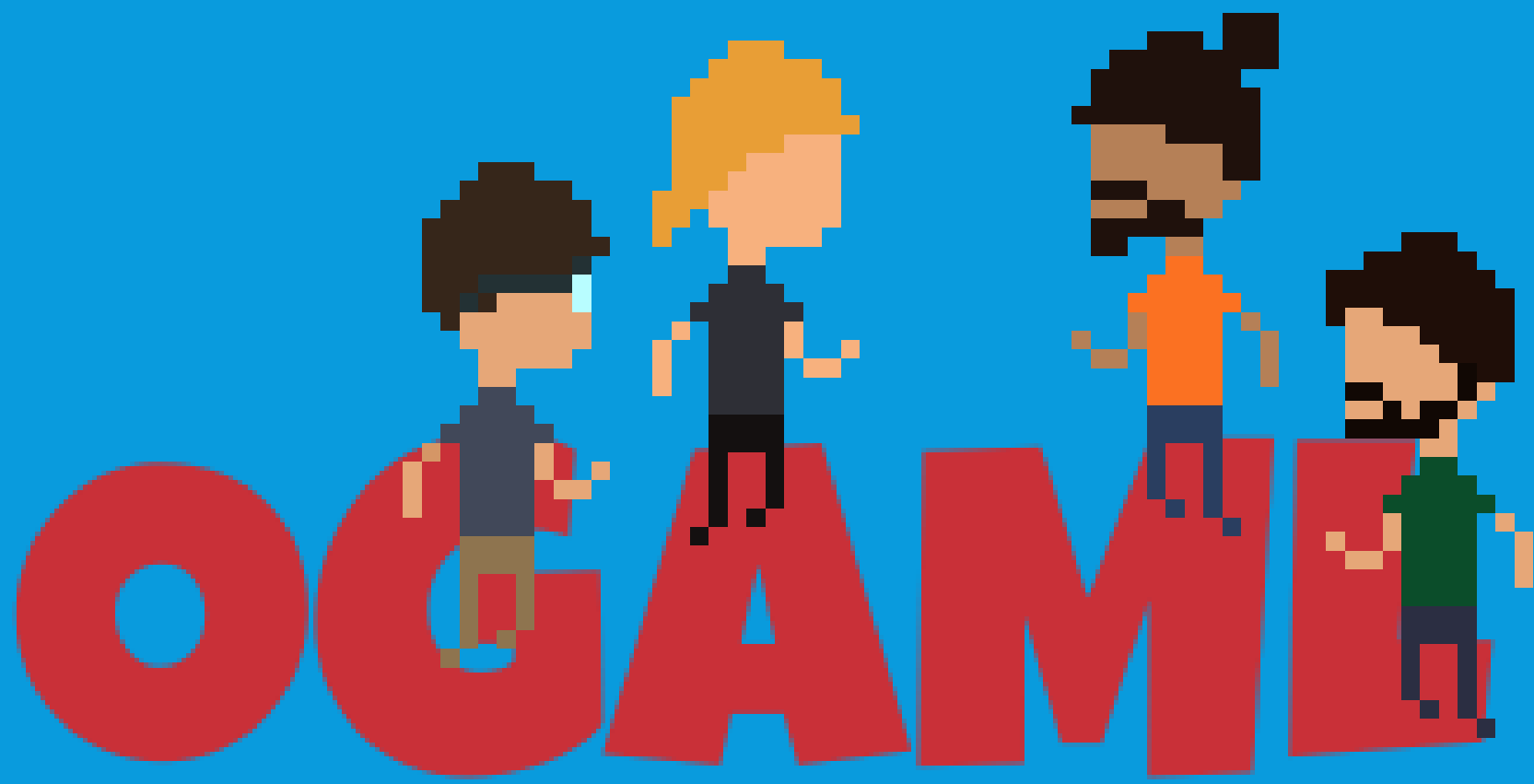
#271638

#ed454o



#2d142c

# CONCLUSION



# SESSION DE TEST

1. Visite du site web
2. Installation du jeu
3. Démonstration
4. Désinstallation

