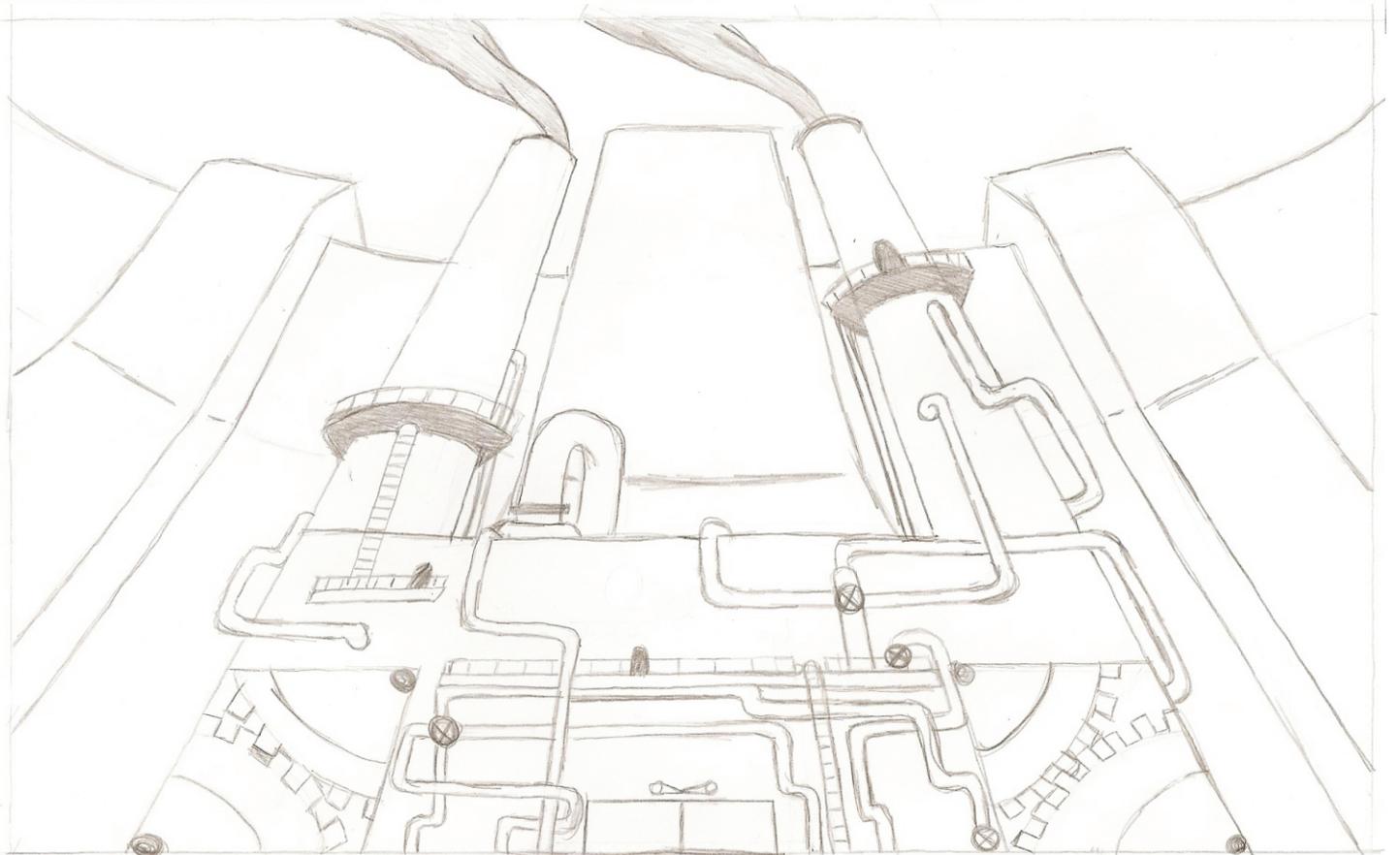
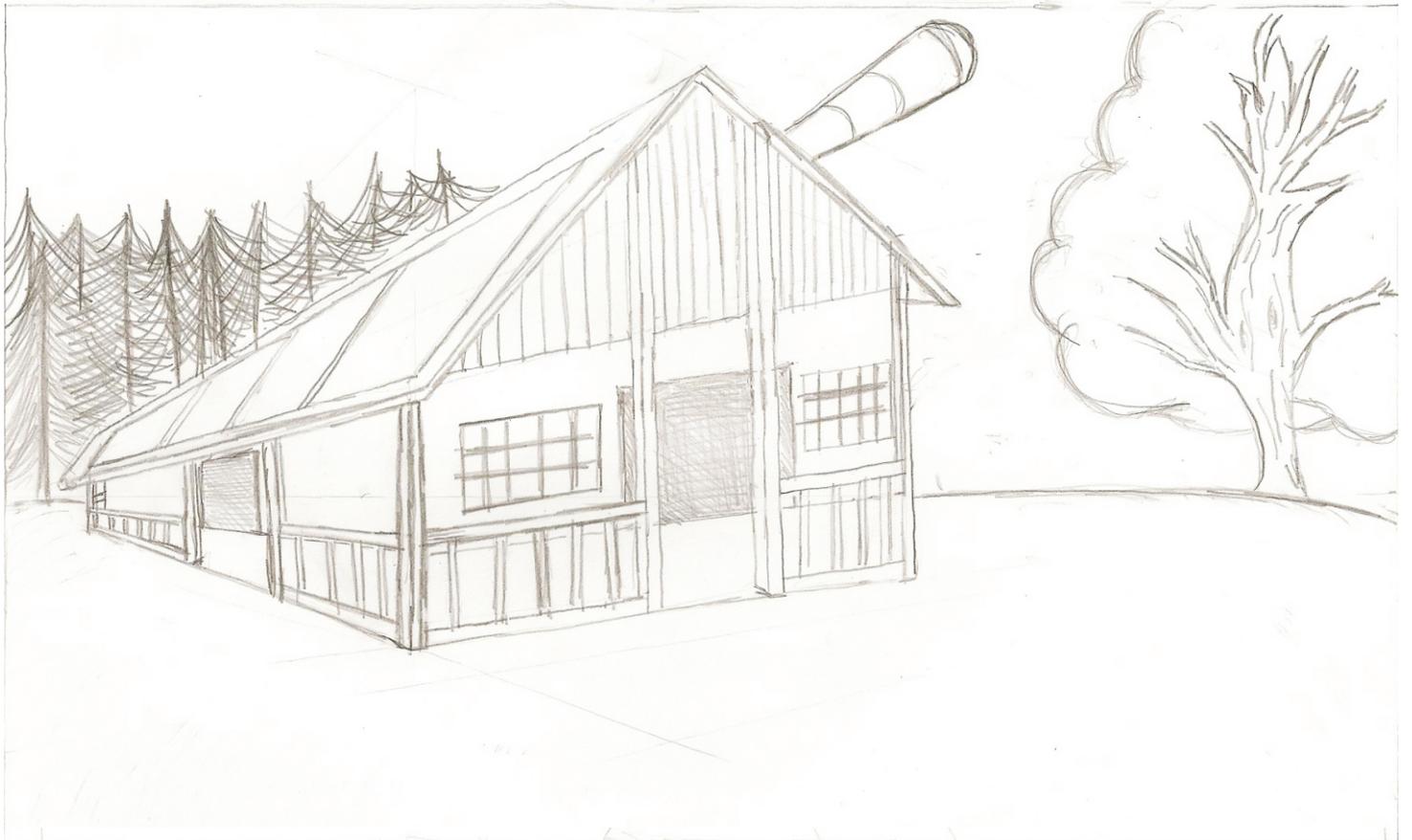
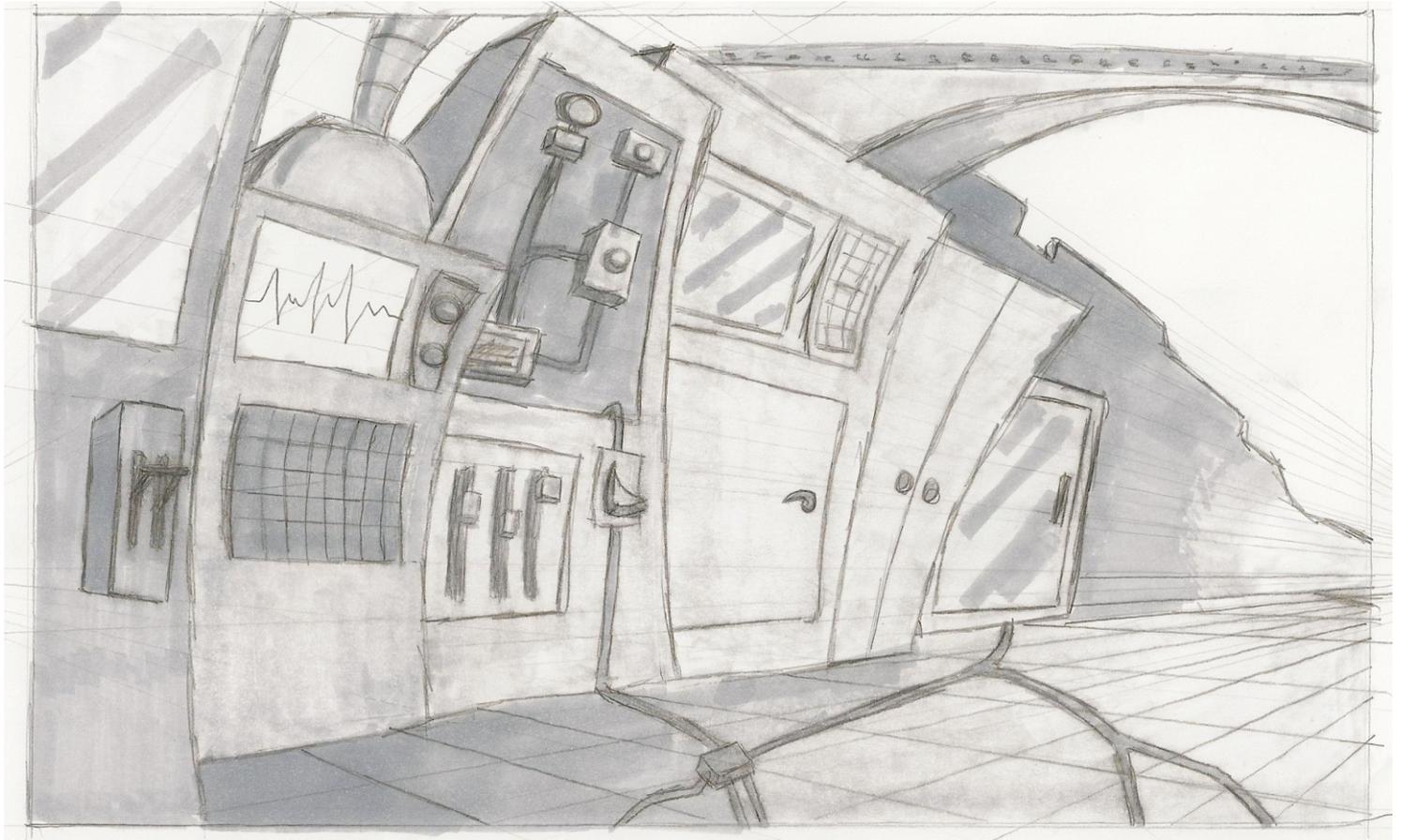
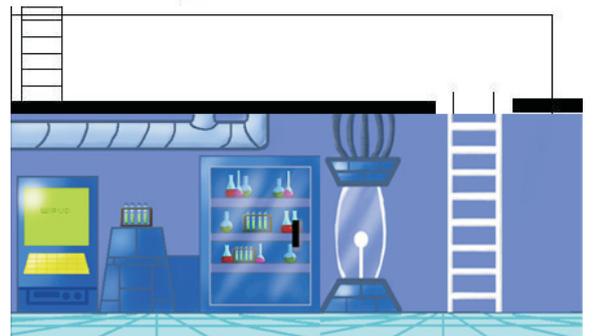
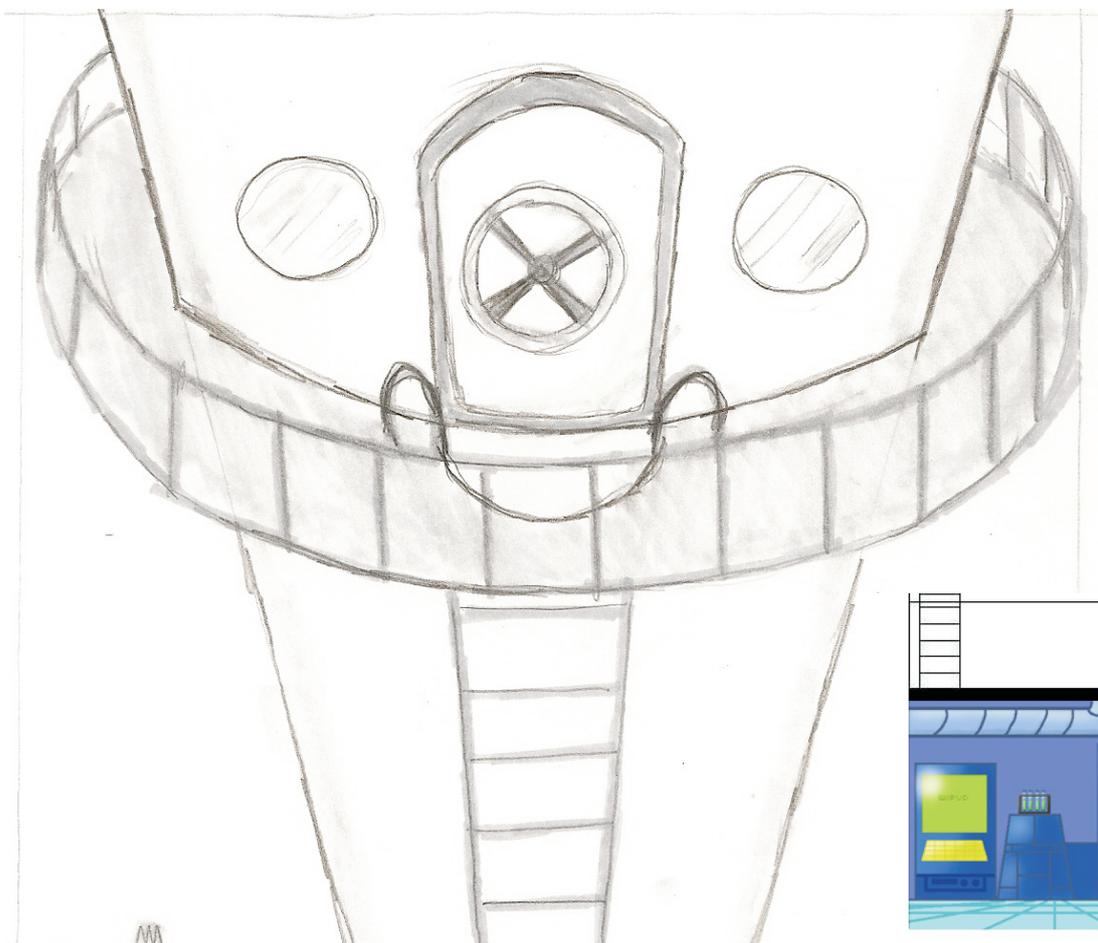
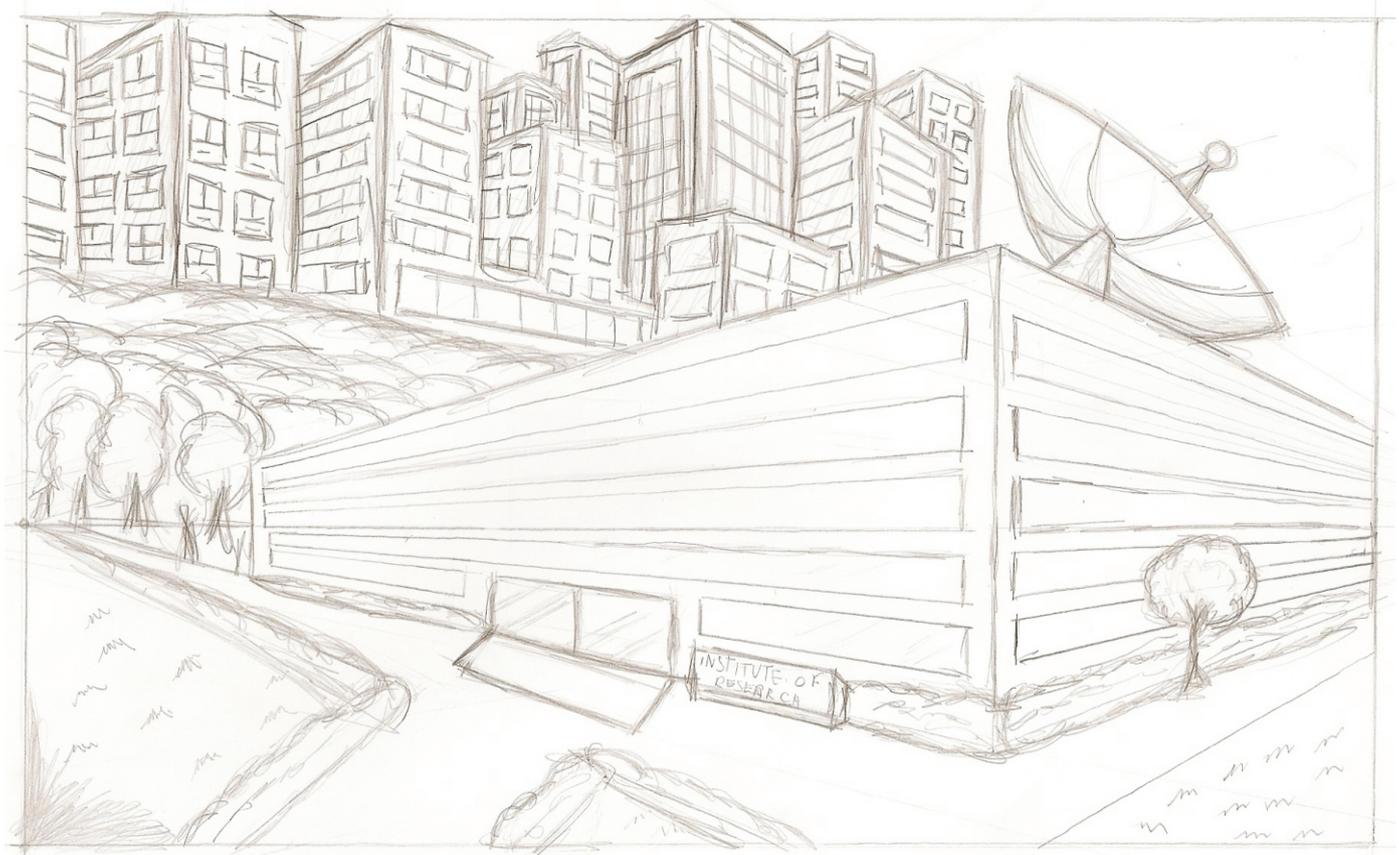


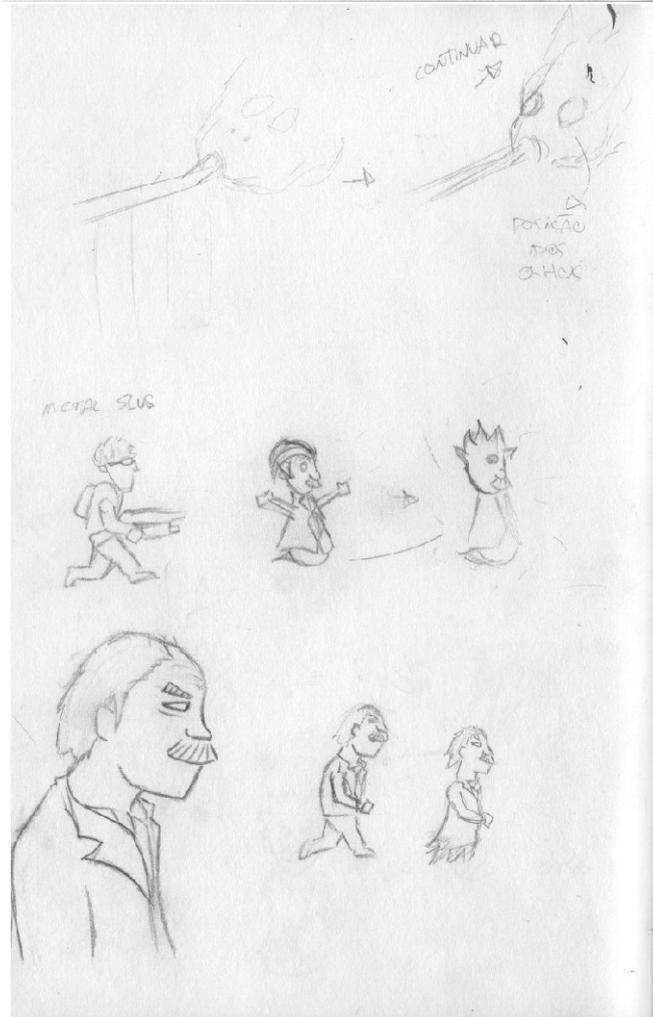
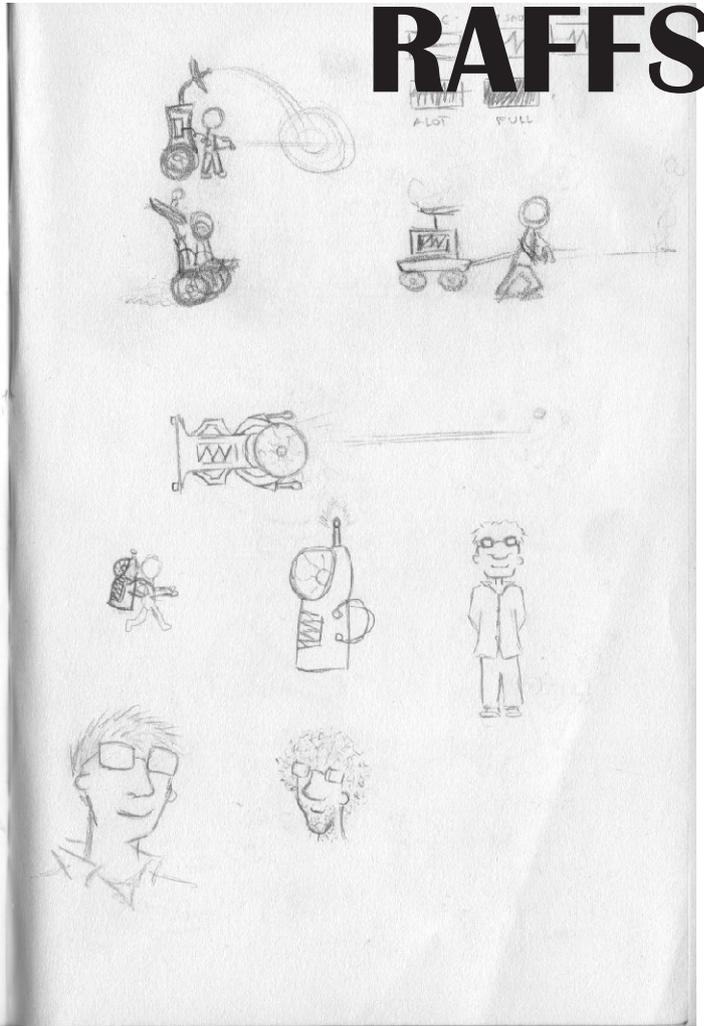
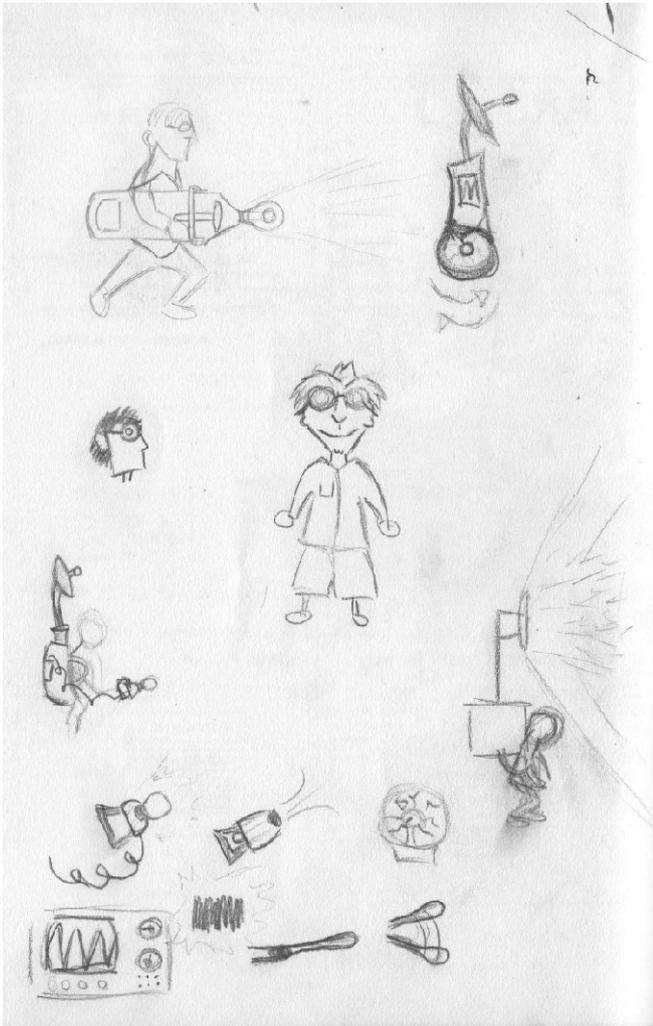
CONCEPTS DE AMBIENTES

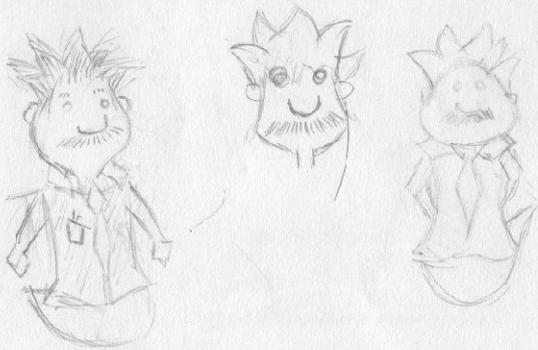




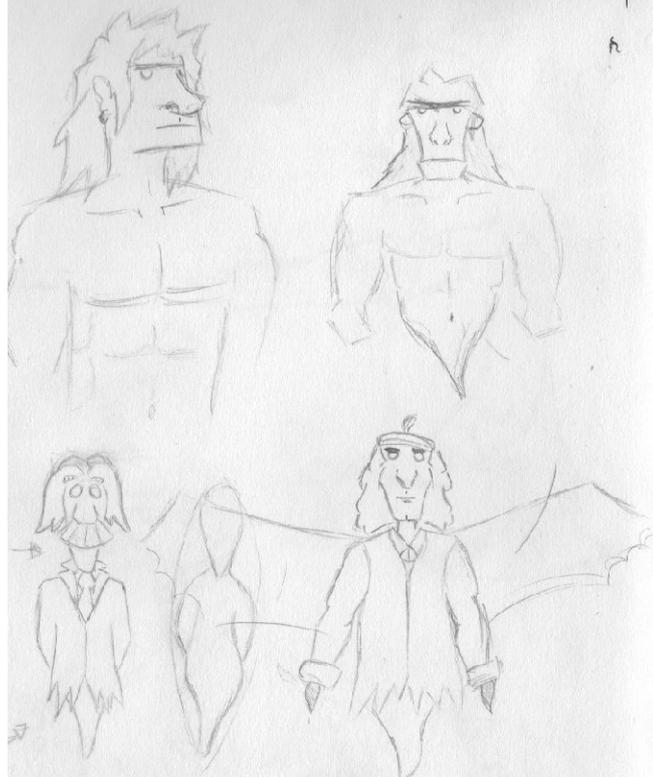


RAFFS



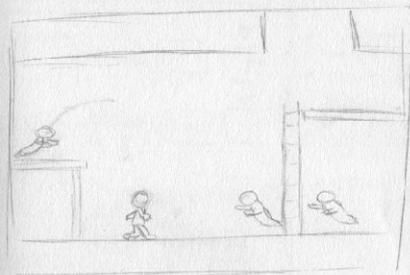
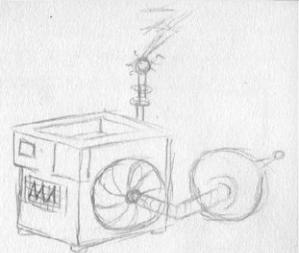
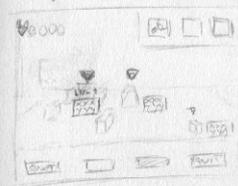
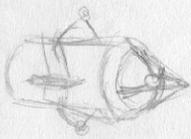


- QUEIRO MÉDIO
- DADO GRANDE (GOGÓ)
- ORELHÃO



GINTEON

DA VINCI

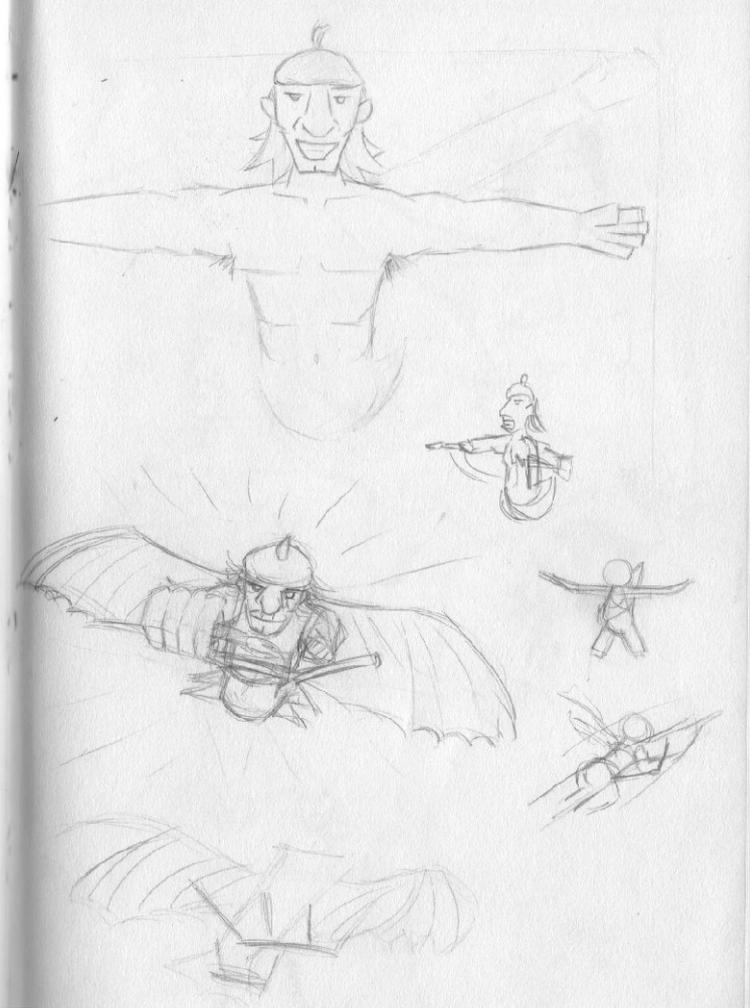
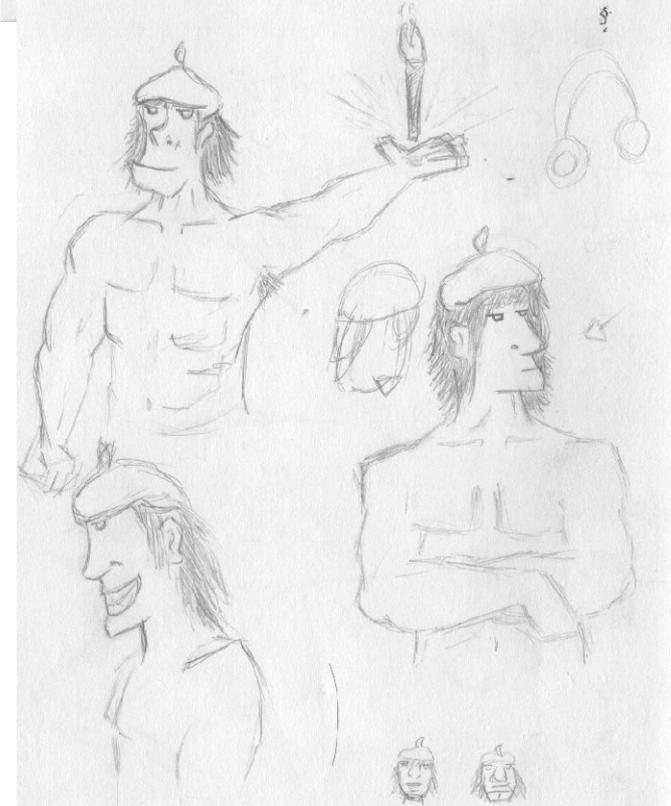


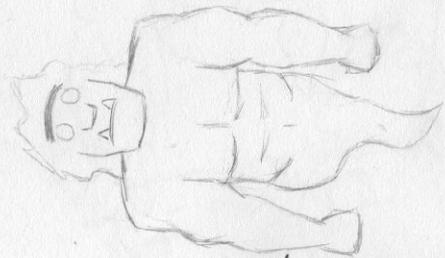
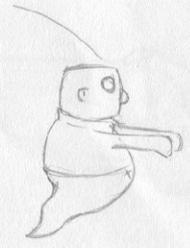
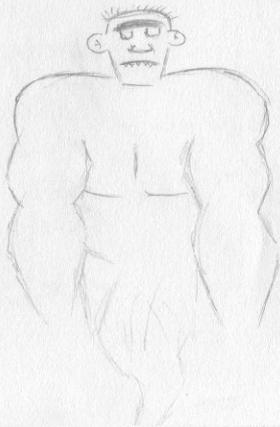
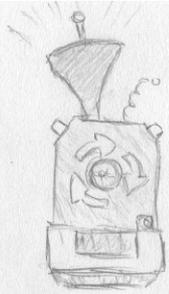
EINSTEIN



- BANU KARDOIE
- METAL SLUG
- GORILLAZ
- ASSASSINS (CREET 2)
- QUEIXO MARCADO C FETO
- MARGÃO * OU < ALTADO
- CARREFO
- OLHO PEQUENO

Armadilha DV Sude + (stop 2nd. 02)





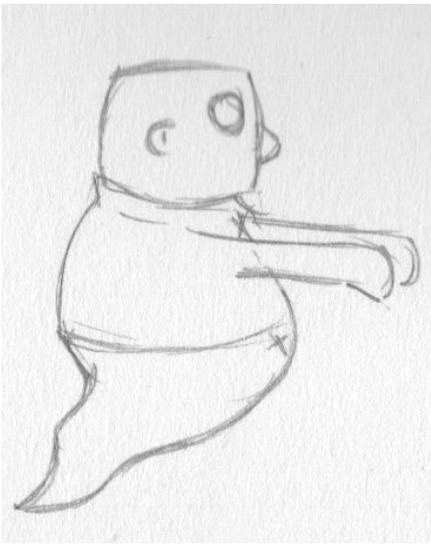
→ SONO



→ SONO

0/0



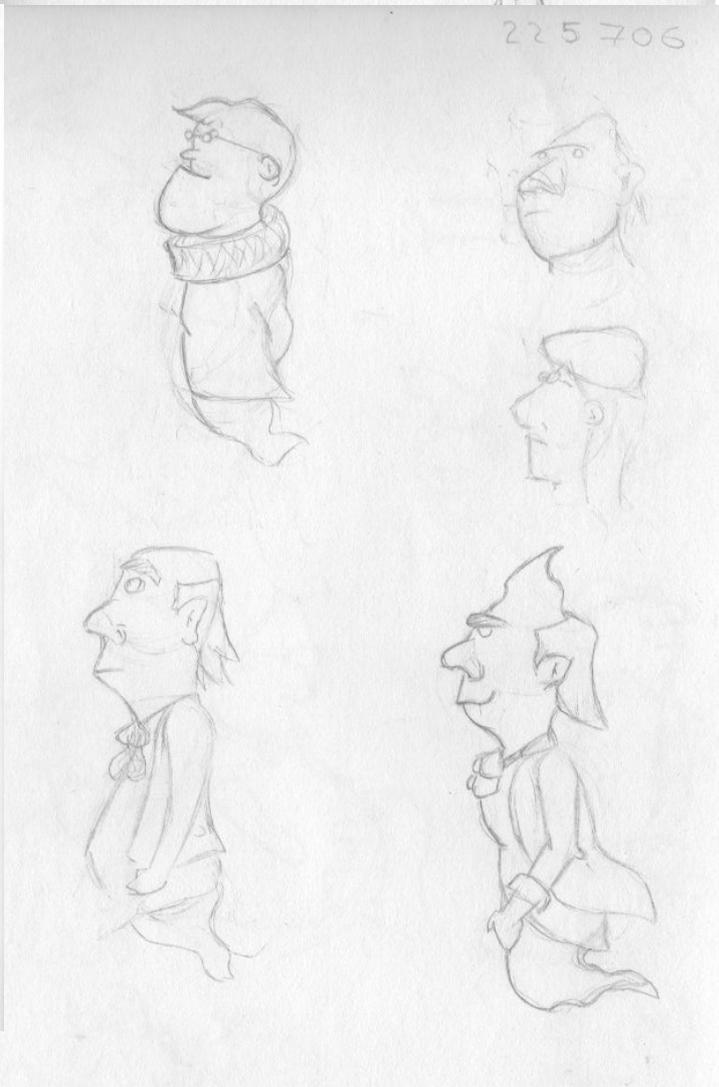
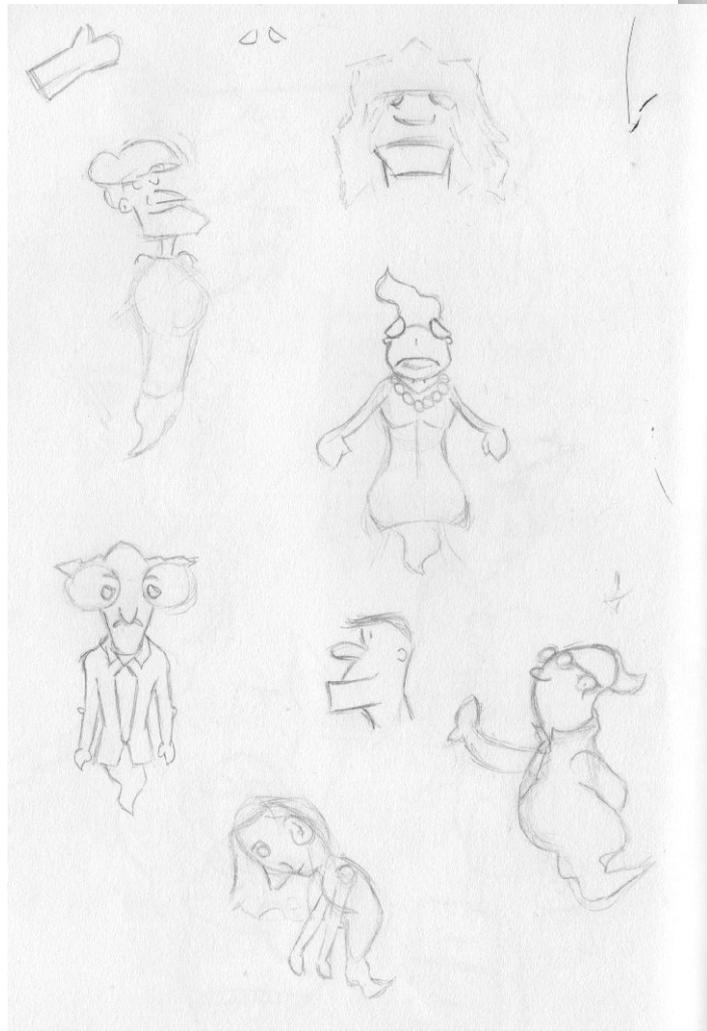


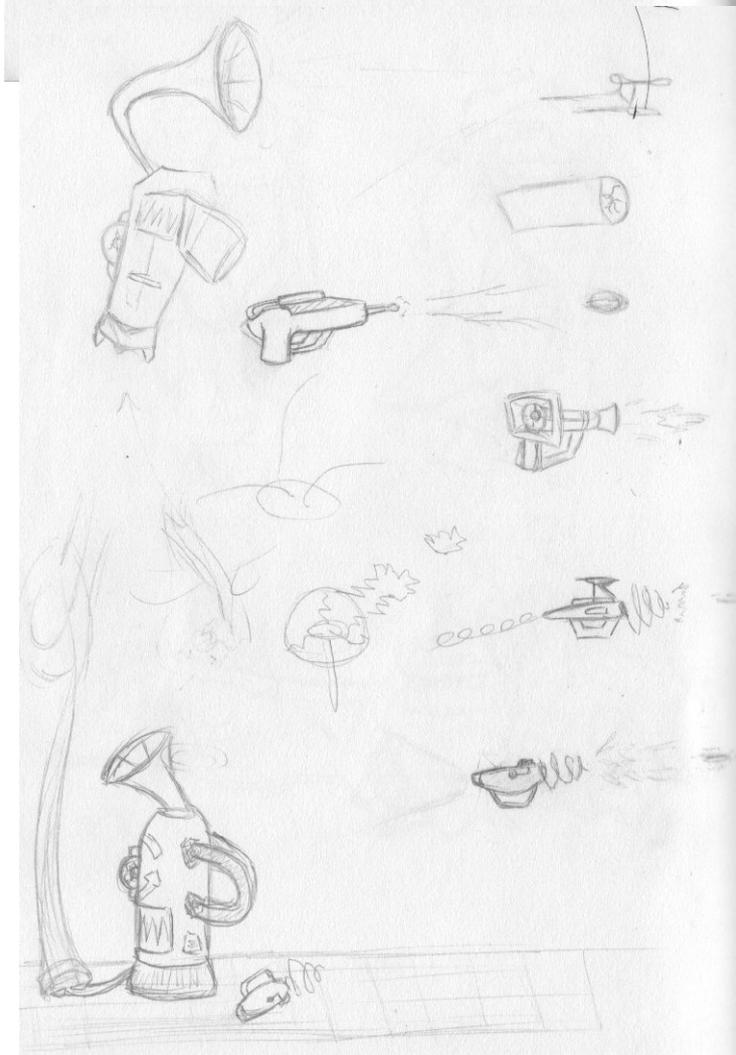
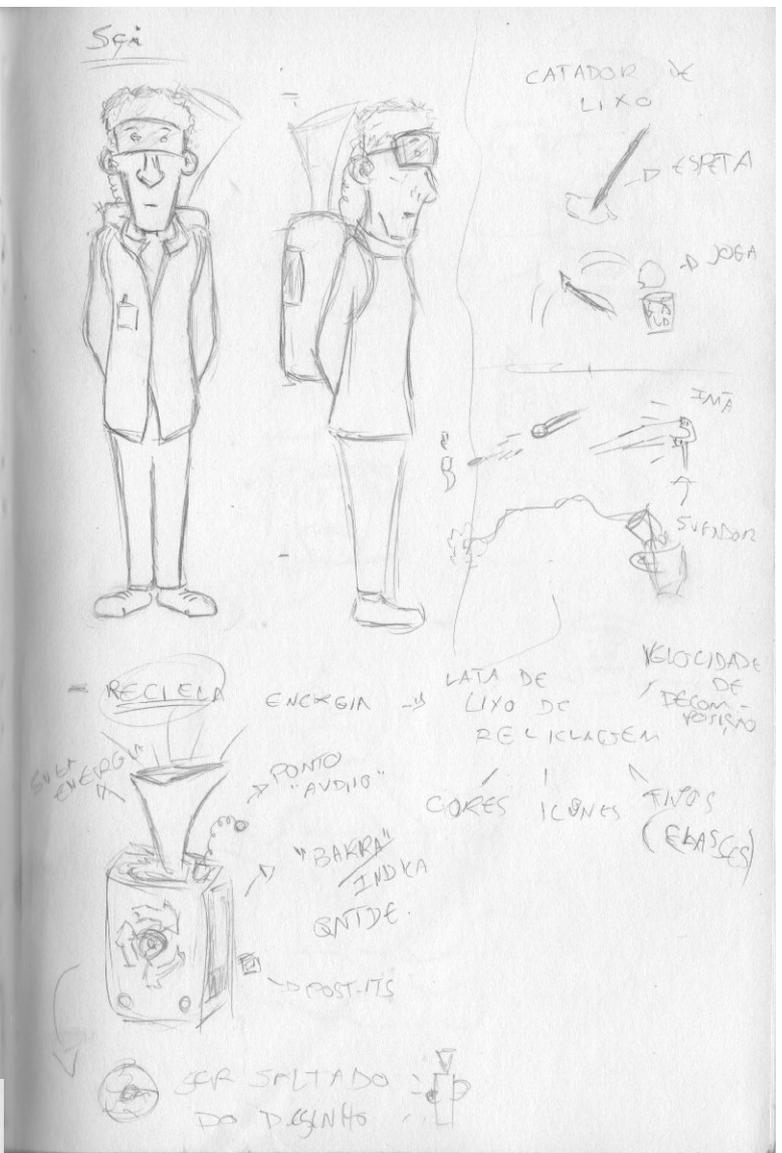
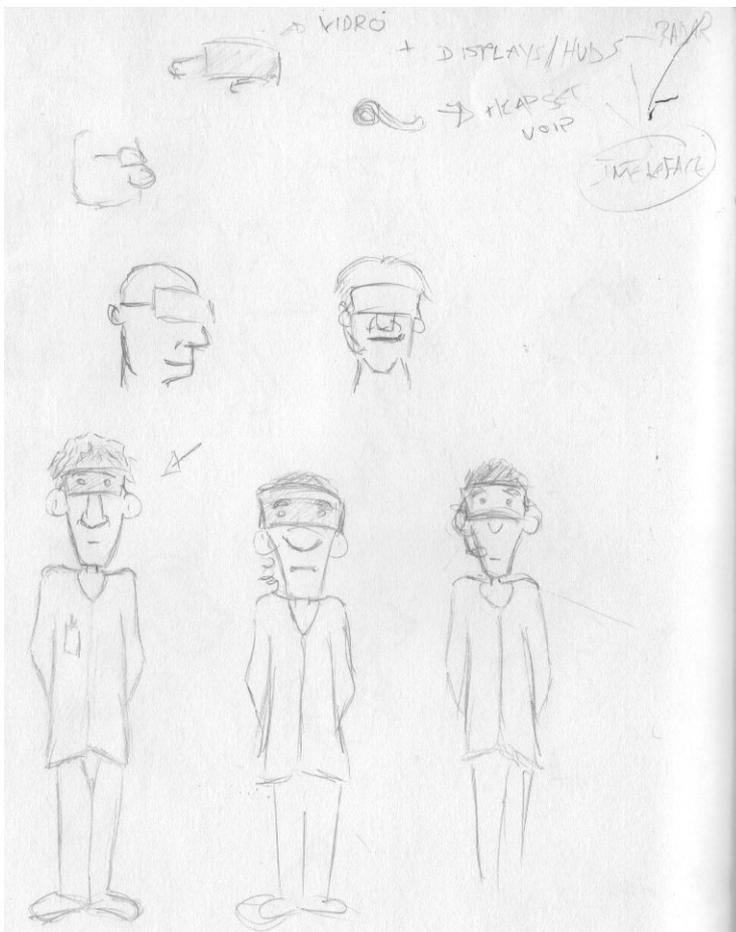
GHOST CAVE

BOSS CAI

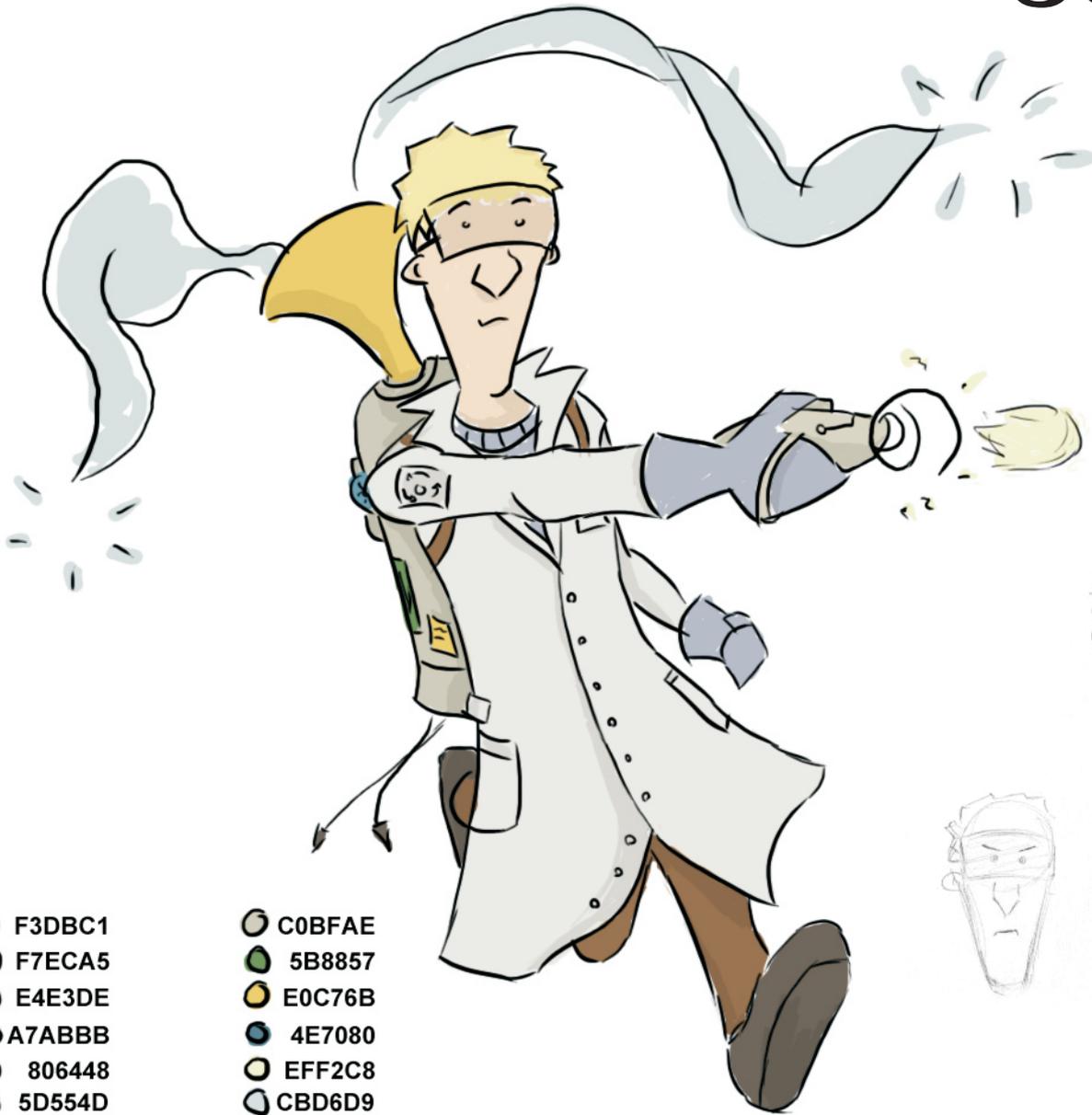
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Ibles





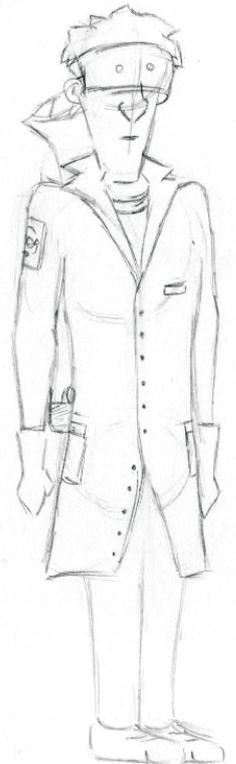
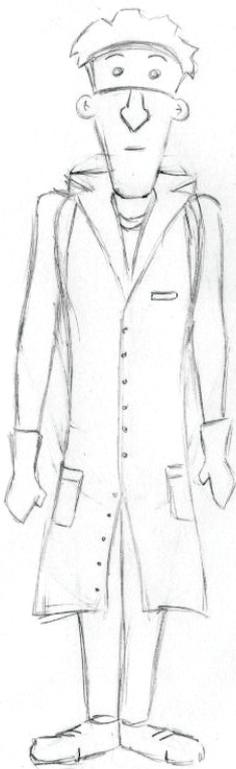


SCI



- F3DBC1
- F7ECA5
- E4E3DE
- A7ABBB
- 806448
- 5D554D

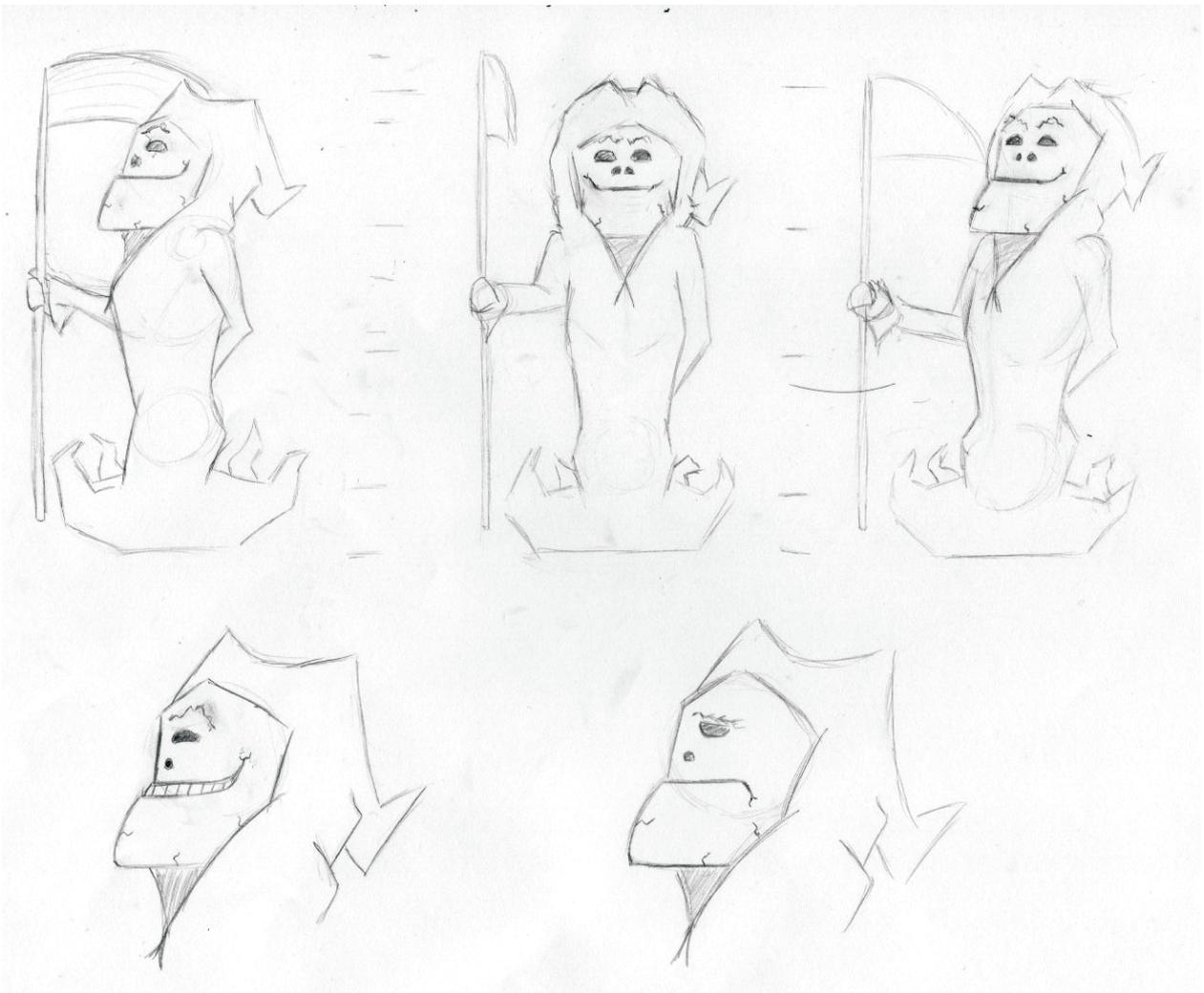
- C0BFAE
- 5B8857
- E0C76B
- 4E7080
- EFF2C8
- CBD6D9



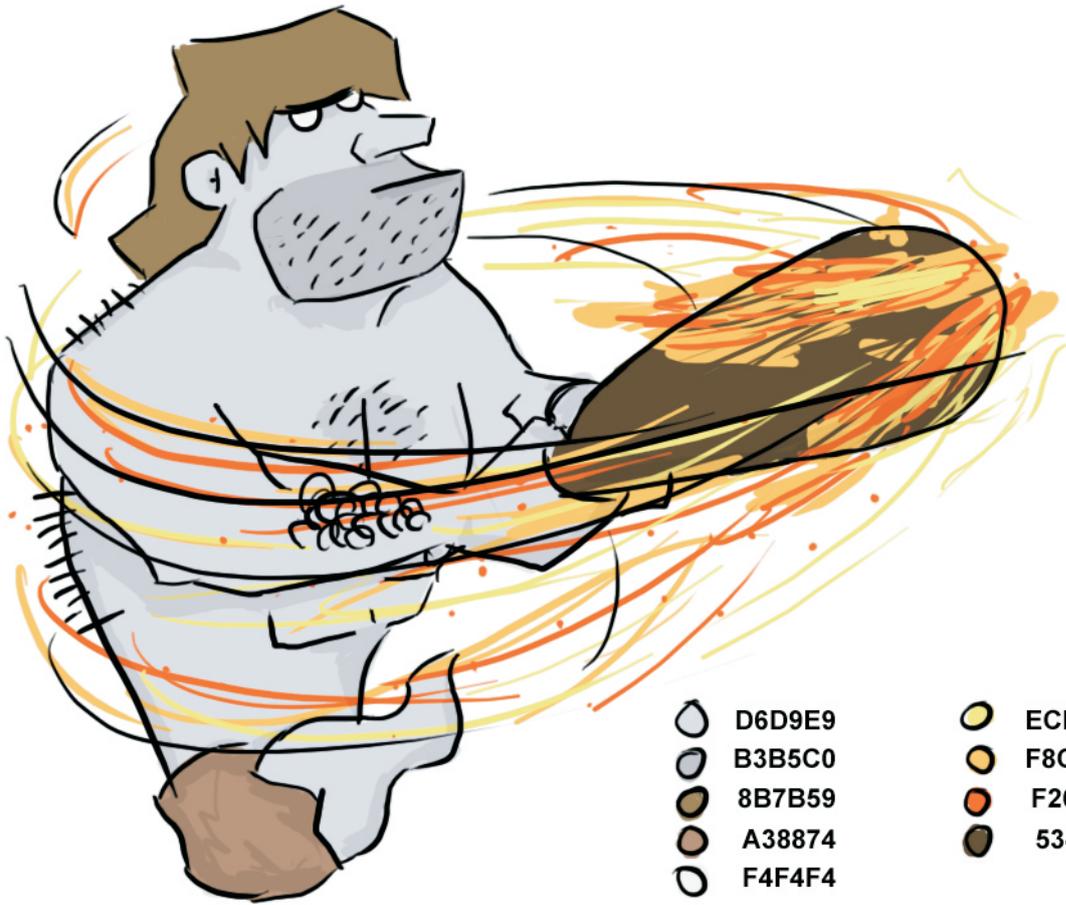
ÍBLIS



- EEEEE
- 3A3A3A
- A73838
- E4D376



HOMEM DAS CAVERNAS

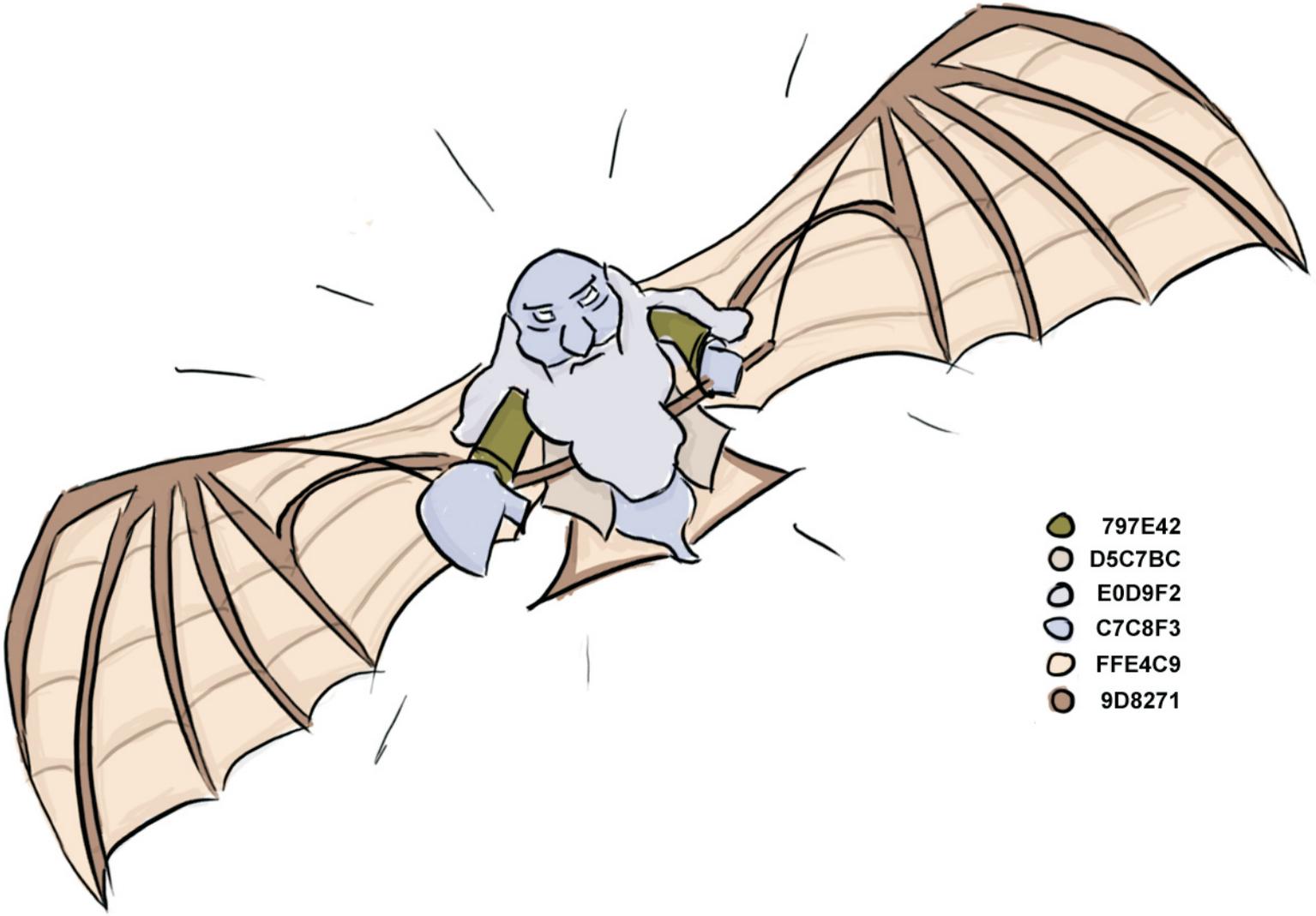


- D6D9E9
- B3B5C0
- 8B7B59
- A38874
- F4F4F4

- ECE887
- F8C56C
- F26F2F
- 534630



DA VINCI



- 797E42
- D5C7BC
- E0D9F2
- C7C8F3
- FFE4C9
- 9D8271



EINSTEIN



- DAE4F5
- EDEDED
- CAC4CE
- C8621D
- B44E4E



FANTASMAS ARENA



- C6DDE8
- AF8F70
- 817C74
- 86715F
- F3DC80



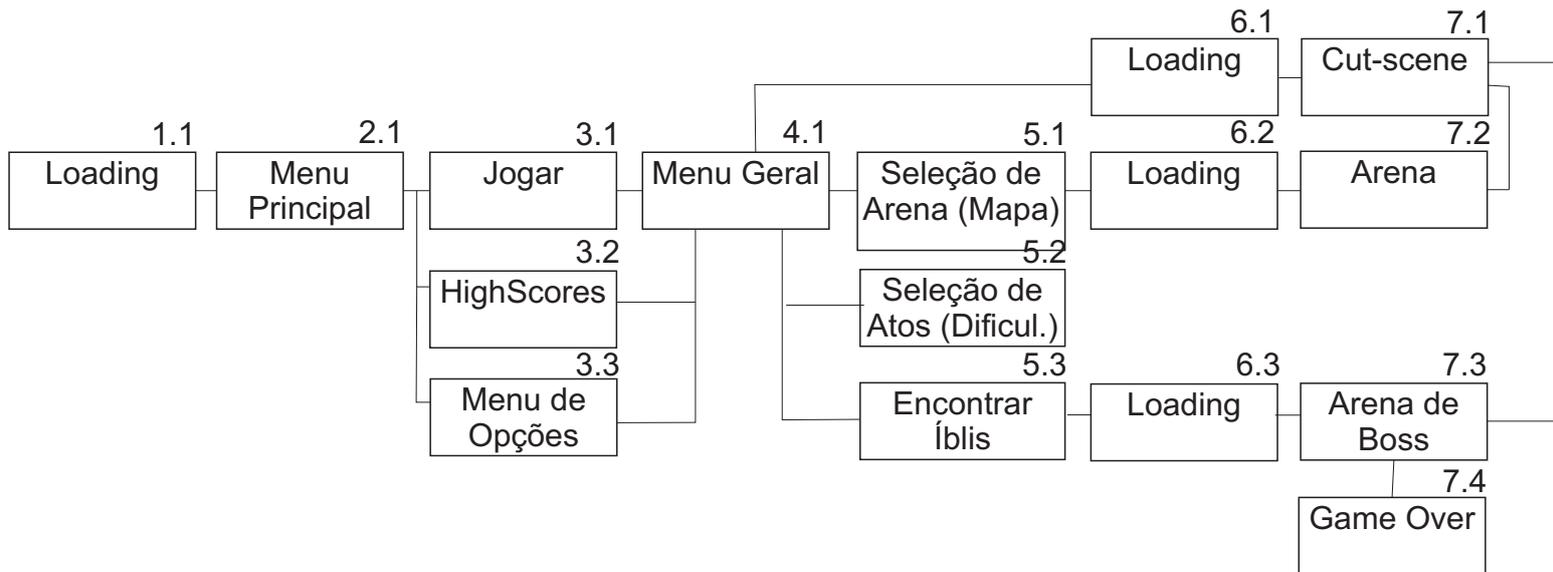
- C6DDE8
- AF8F70
- 817C74
- 86715F



- D8DFE1
- D5CFC3
- 9795B4
- F2C771
- E5E5E5

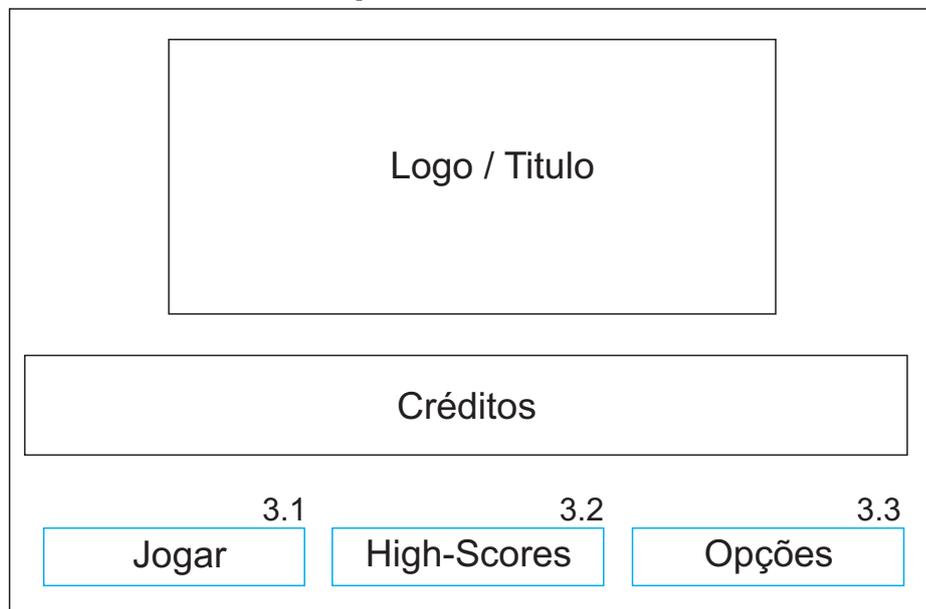
INTERFACES

Mapa Físico



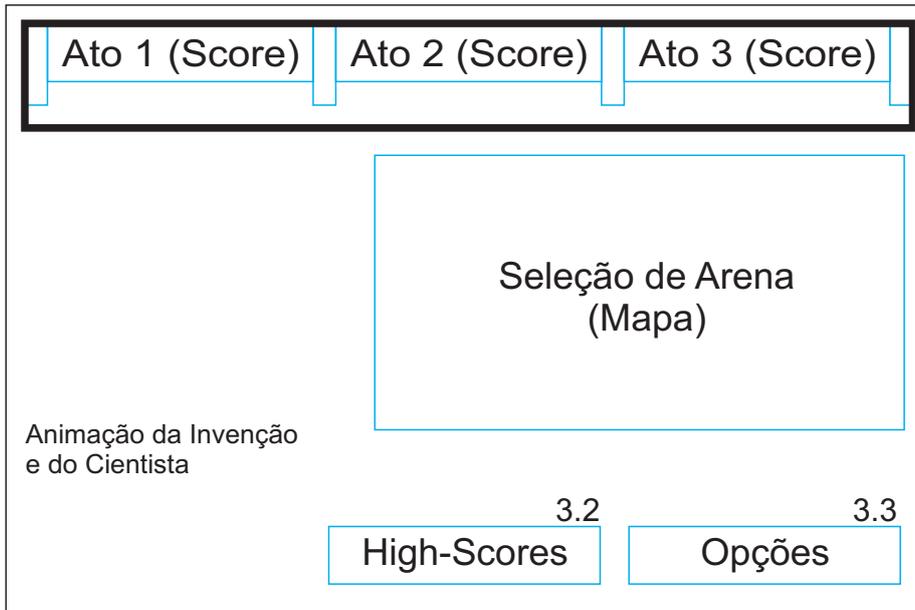
Wireframes

Menu Principal



Menu Geral

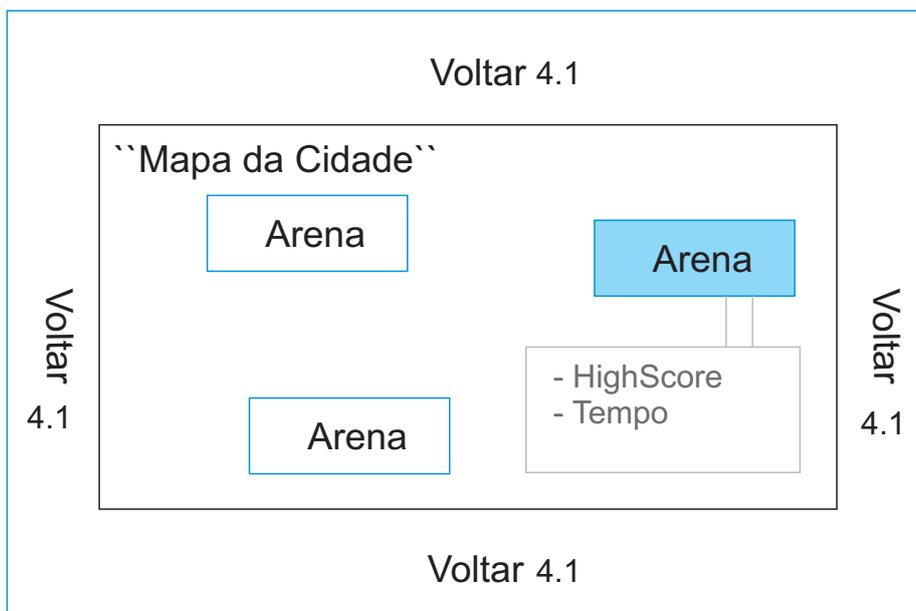
4.1



Seleção de Dificuldade
5.2

Seleção de Arena (Mapa)

5.1

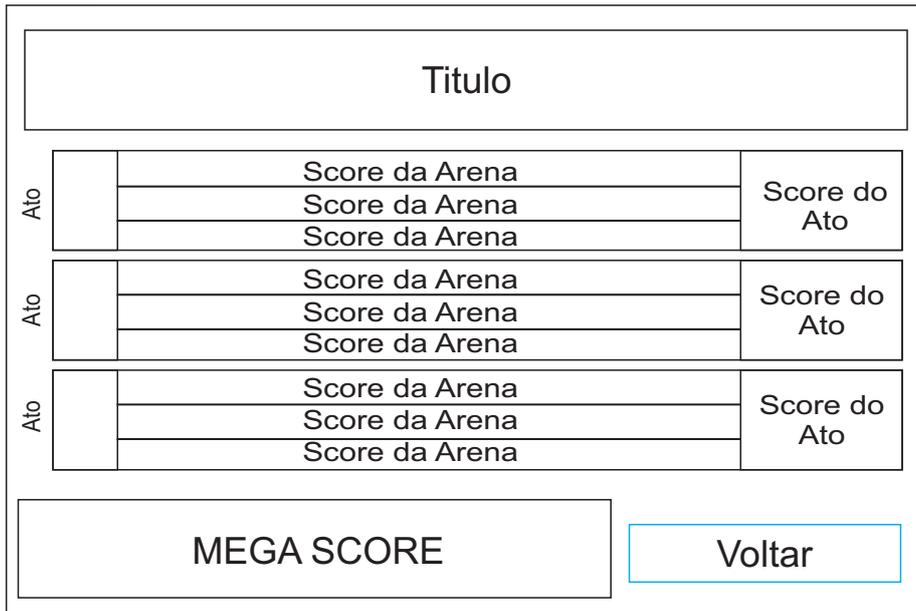


 = Mouse Over sobre uma opção

 Arena 7.2

HighScore

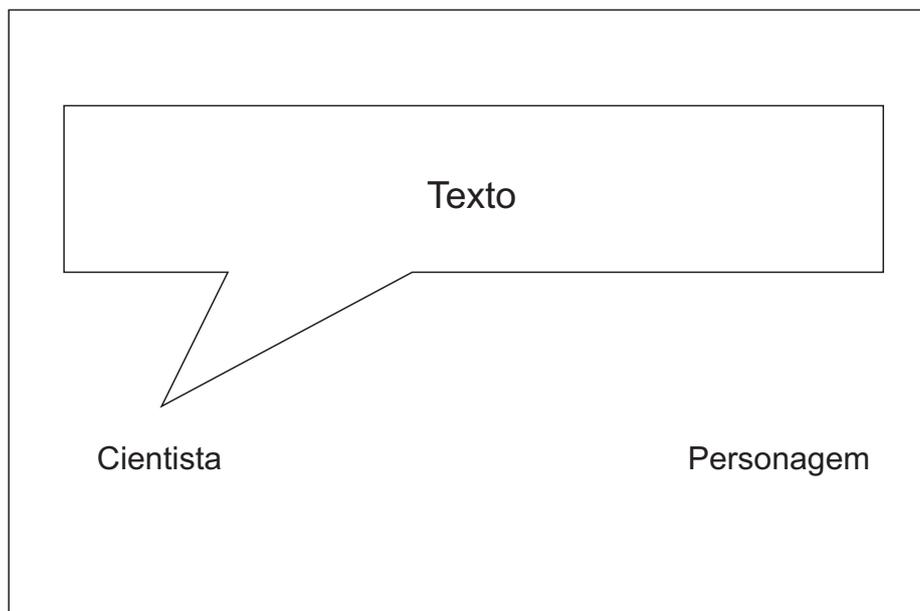
3.3



2.1 ou 4.1

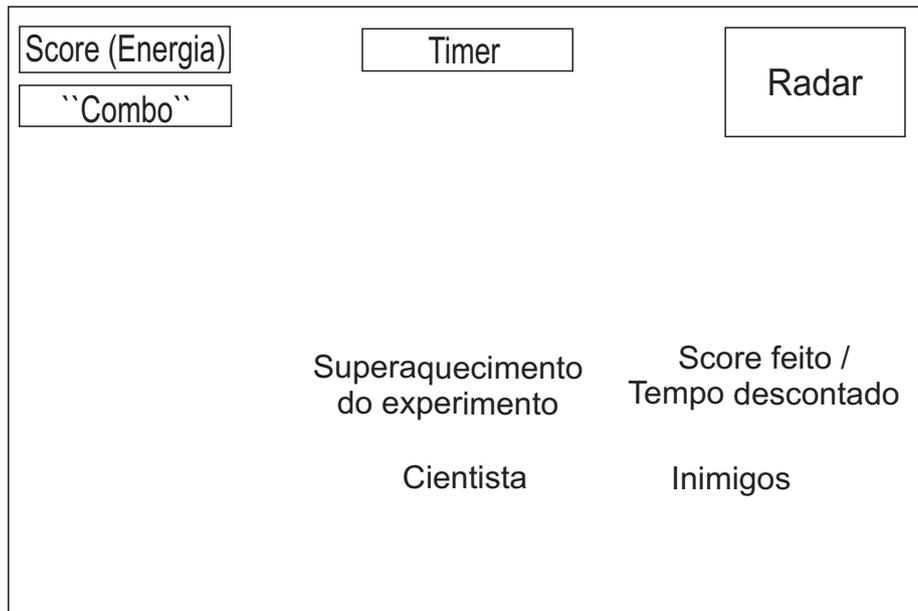
Cutscenes

7.1



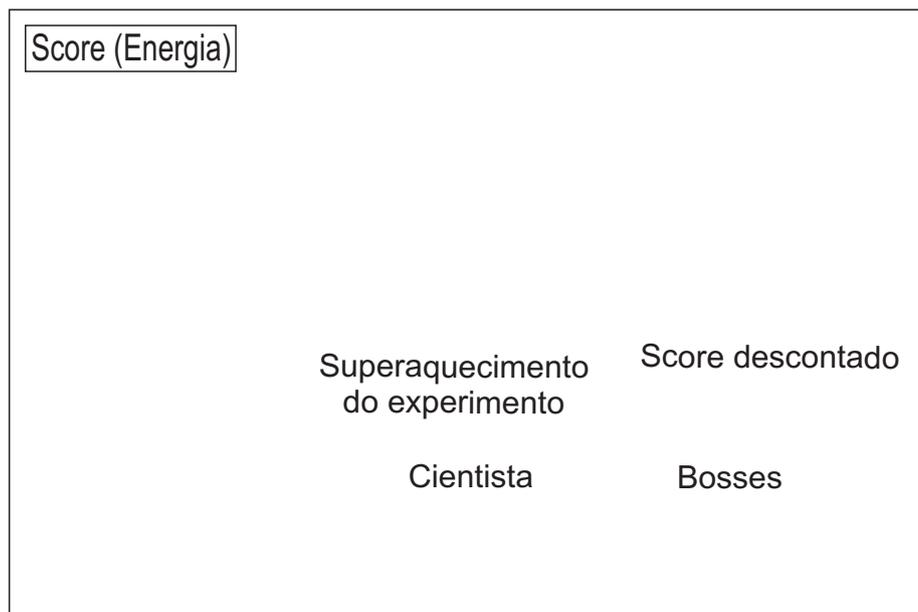
Gameplay (Arena)

7.2



Gameplay (Boss Arena)

7.3



O experimento do cientista, quando muito utilizado, esquenta, e isto será mostrado através de um efeito visual e sonoro sobre ou ao redor do próprio, como uma modificação de cor.

O Score são números com um símbolo ao lado, assim como o Tempo é em números e mostrado o tempo inteiro na partida.

A área de combo possui duas possibilidades: uma barra onde a seta marca o desempenho do jogador, onde fica transcrito ou representado os multiplicadores dos valores dos fantasmas; a segunda é no próprio aviso ao matar um fantasma inclua o seu multiplicador ao lado.

O radar apresenta o posicionamento dos fantasmas na arena, onde pontos vermelhos mostram a posição deles e o centro é o jogador.