

ChronoQueue

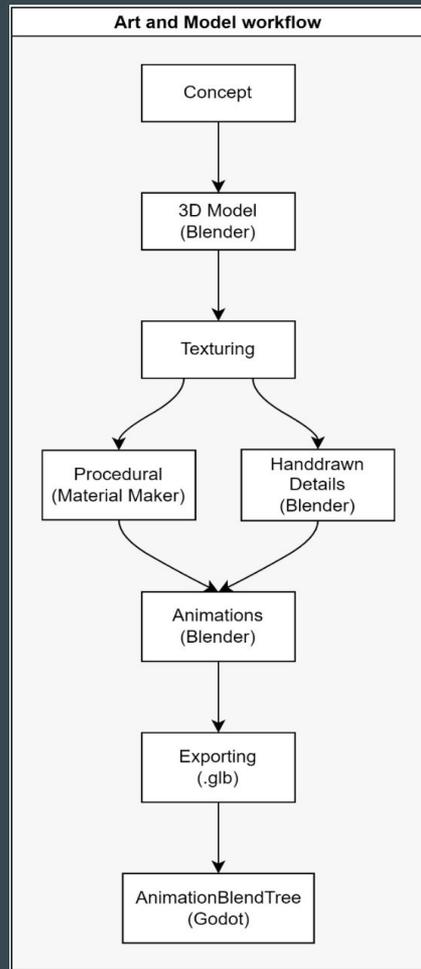


Interims Demo : Milestone 3

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Art Workflow

- Blender models to Godot
- Modelling
- Texturing
 - Procedural (Material maker)
 - Hand drawn details (Blender)
- Animations
- Exporting

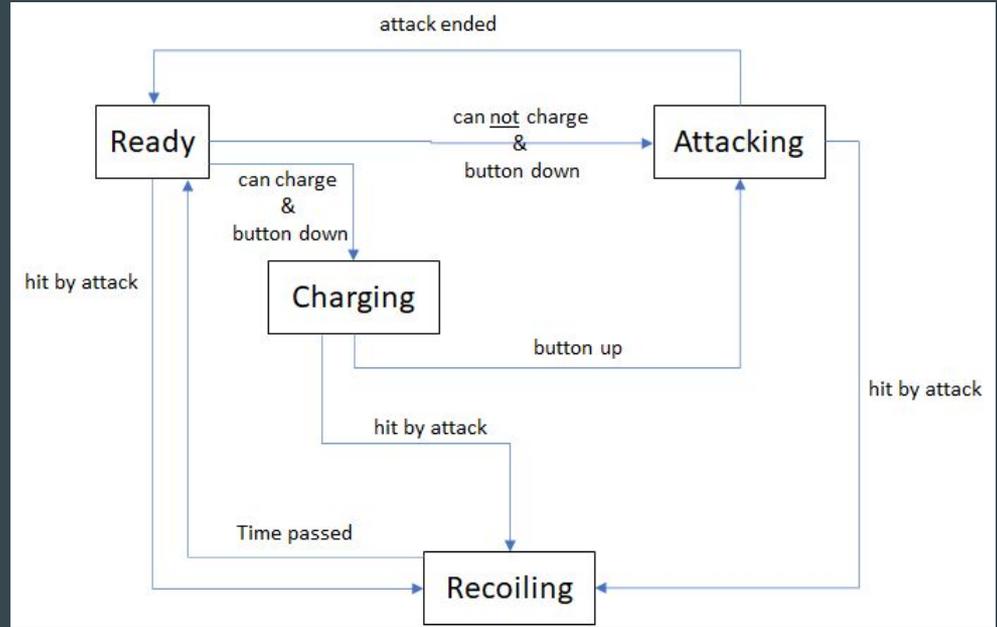


Attacking State Diagram

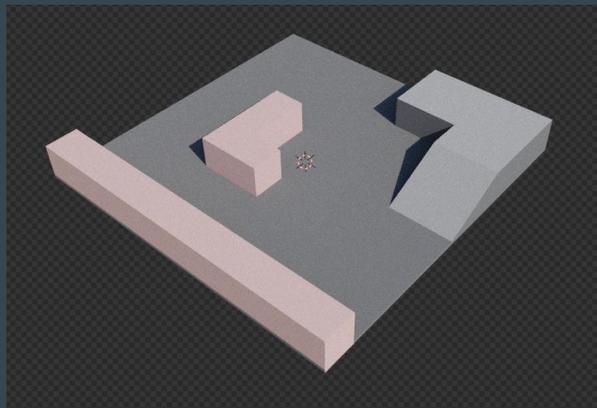
Player has different fighting states:

- Ready Can attack
- Charging Charge up attack
- Attacking Playing attack
- Recoiling Unable to attack

Each state has effects on movement and animations



Prototype Models



Prototype Stage



Prototype Player

Prototype Chronogate

