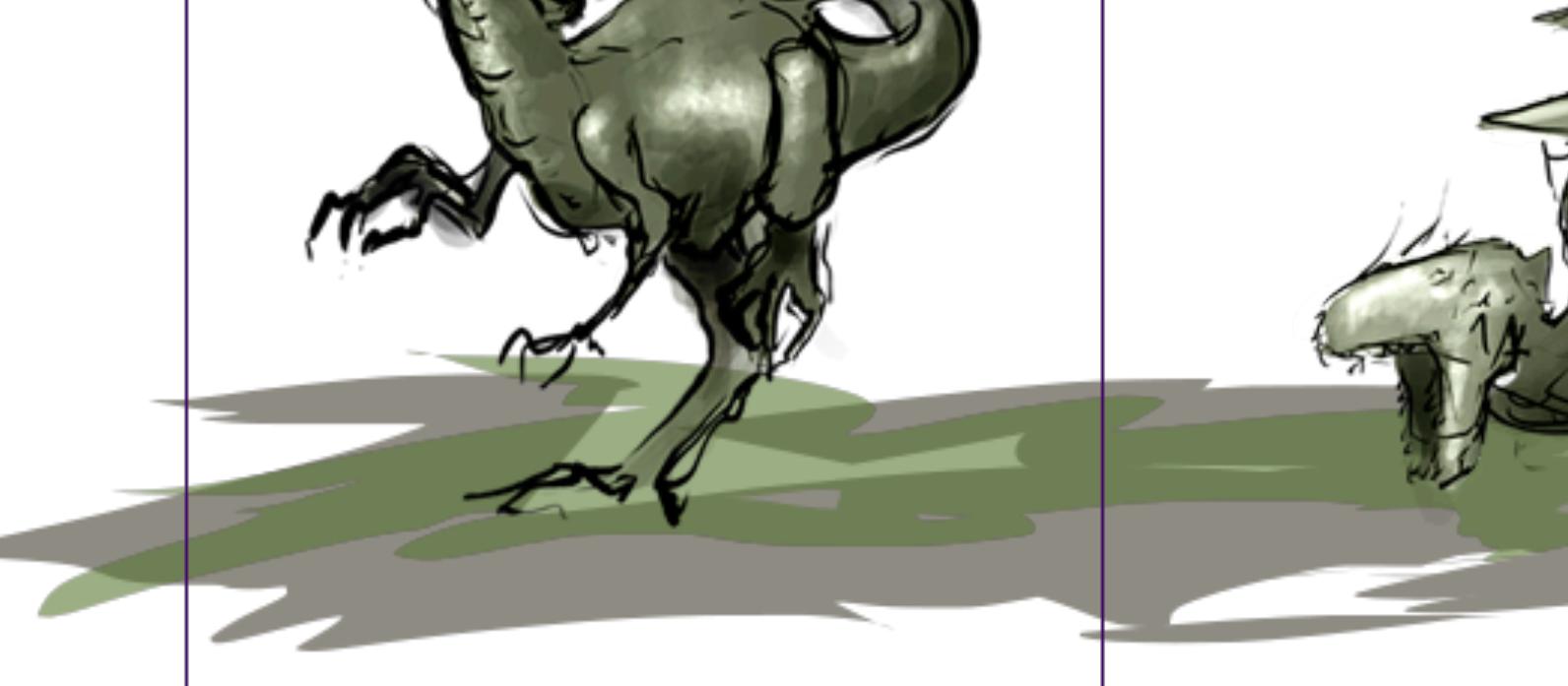
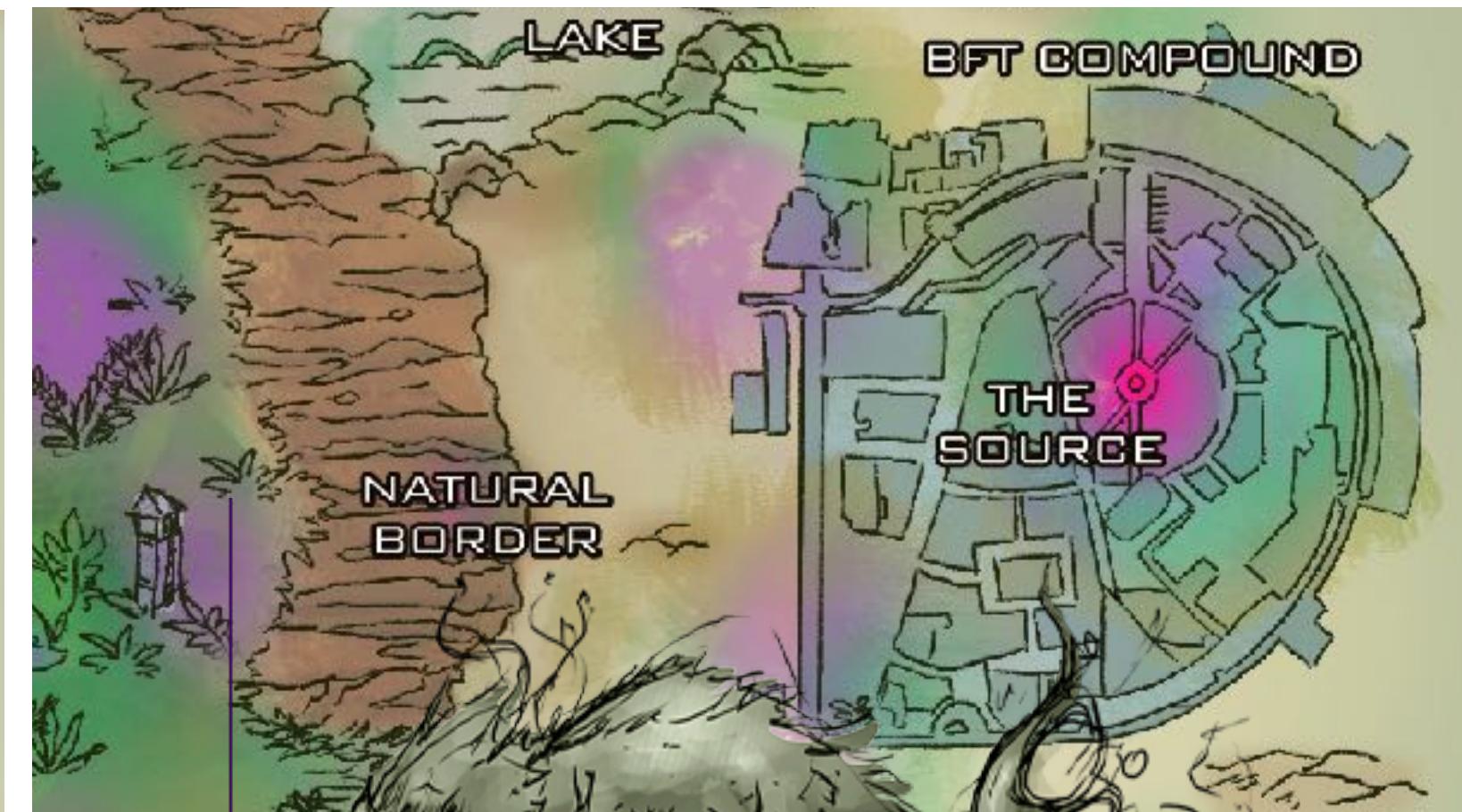
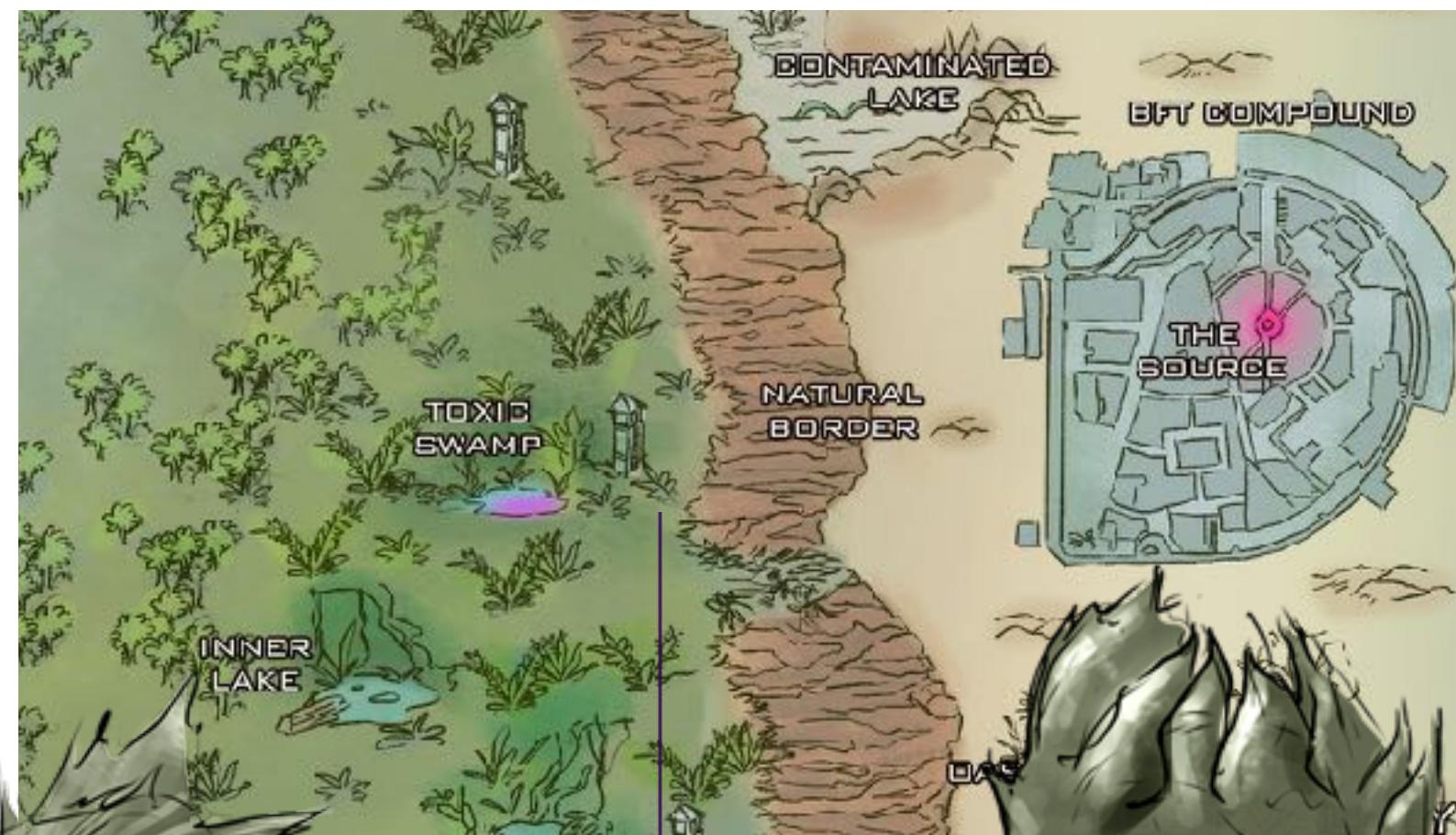
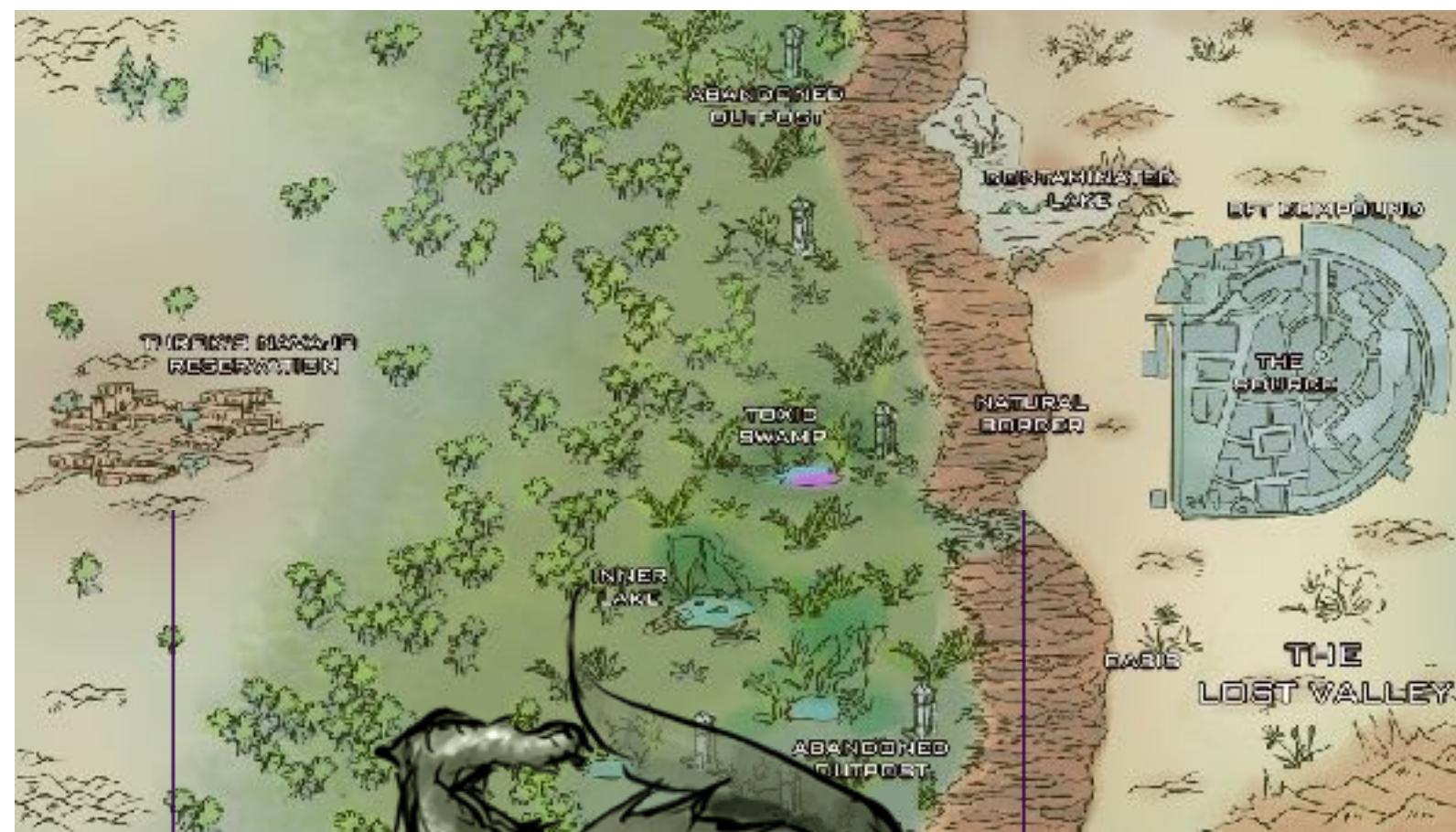


Universal GameDev Challenge

PART II
TECHNICAL ANNEX
APRIL, 2018



CONTENTS: Visual Development & Game Dynamics



TUROK
RESURGENCE

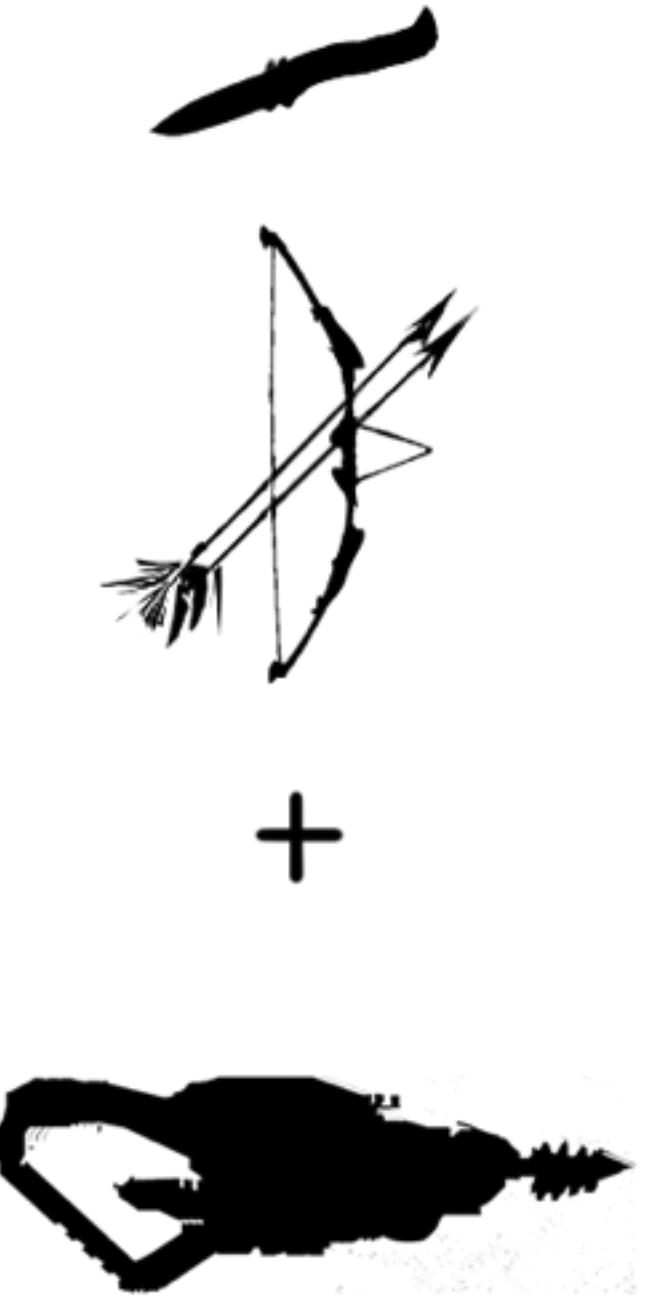
Gameplay > Main Map

RESERVATION



CRAFTSMANSHIP

FOREST

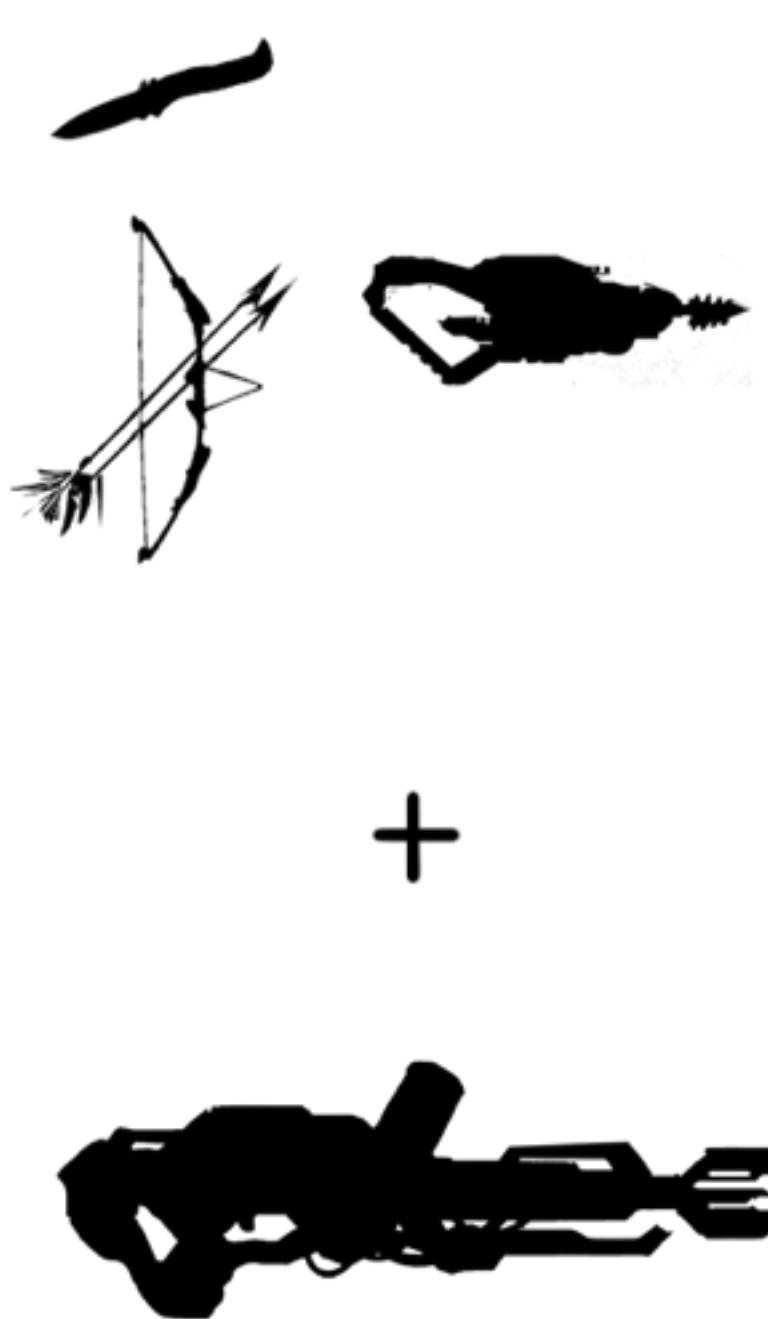


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MECHANIC

JUNGLE/LAKES

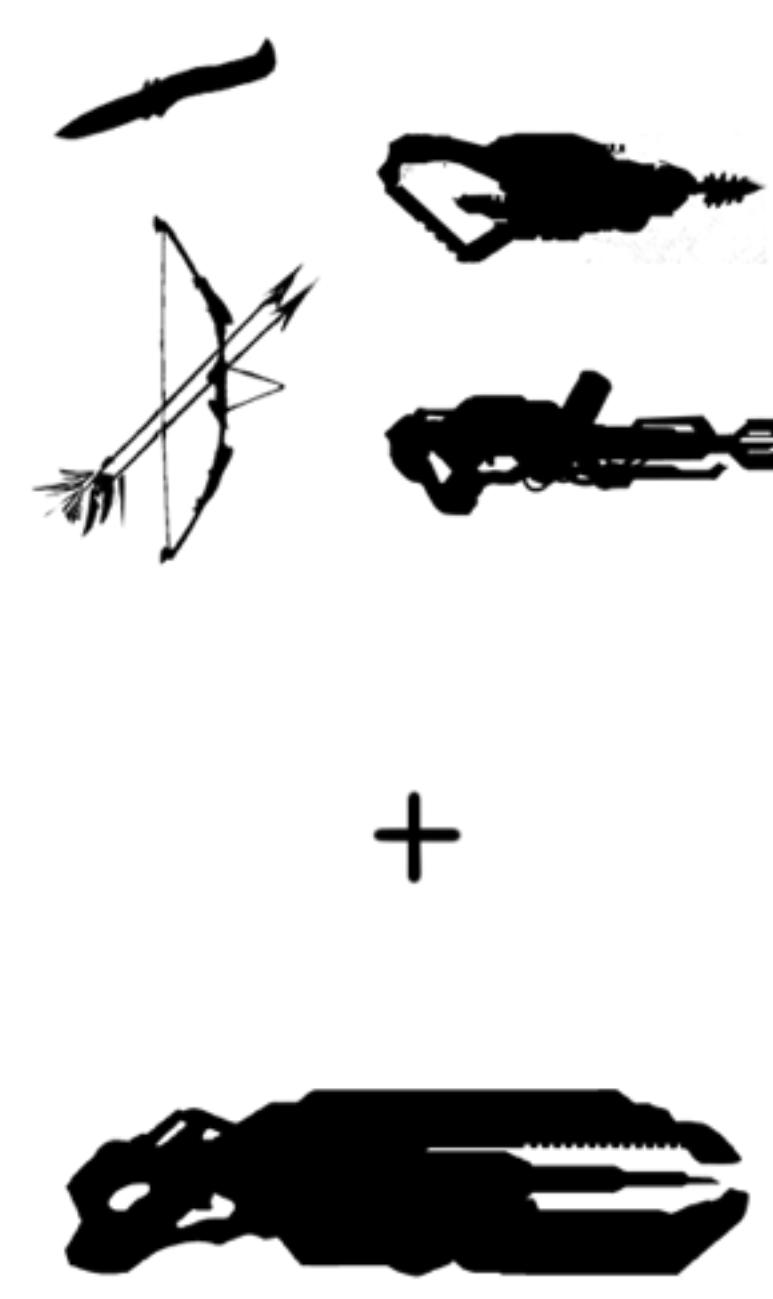


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CHEMICAL

CLIFF/OASIS

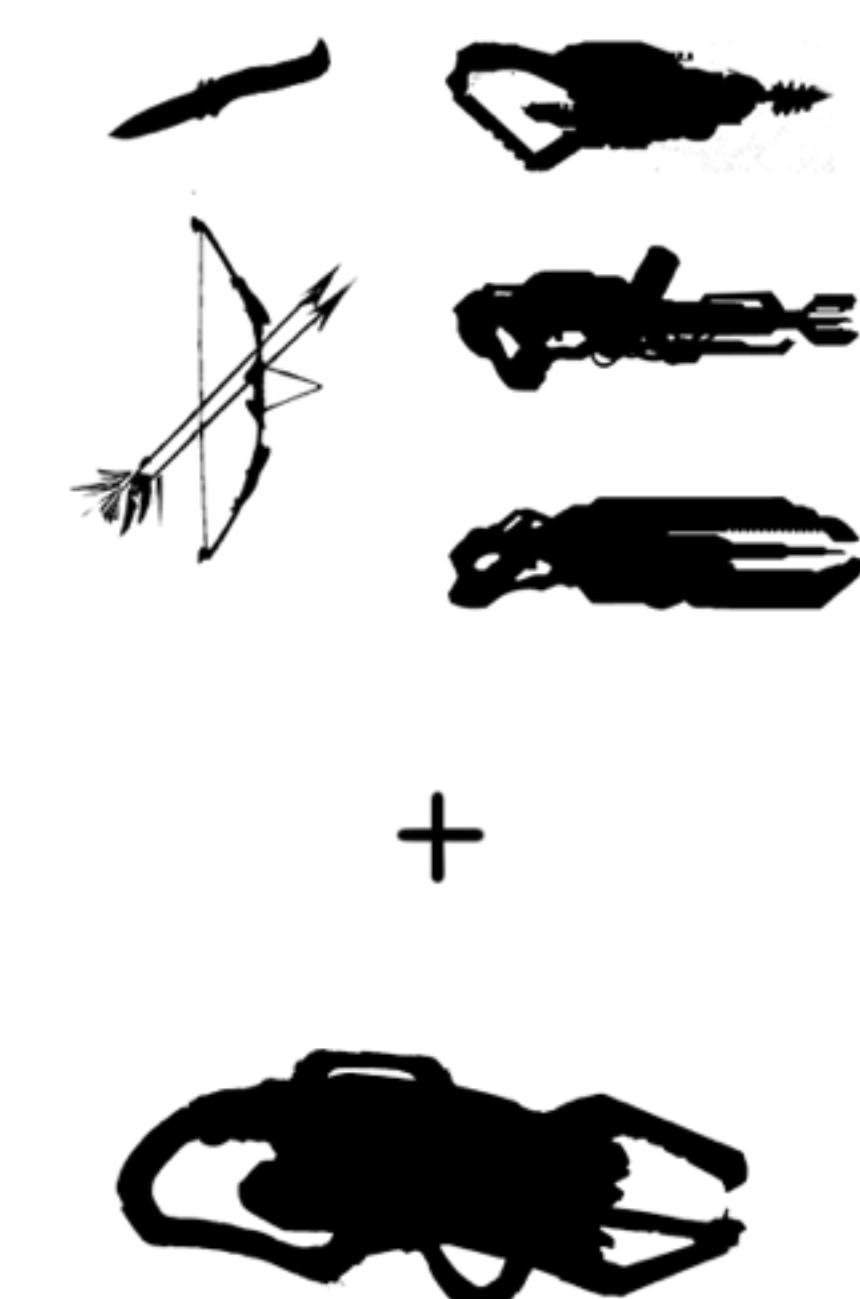


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ELECTRIC

COMPOUND



+



MAGNETIC/
GRAVITY

TUROK

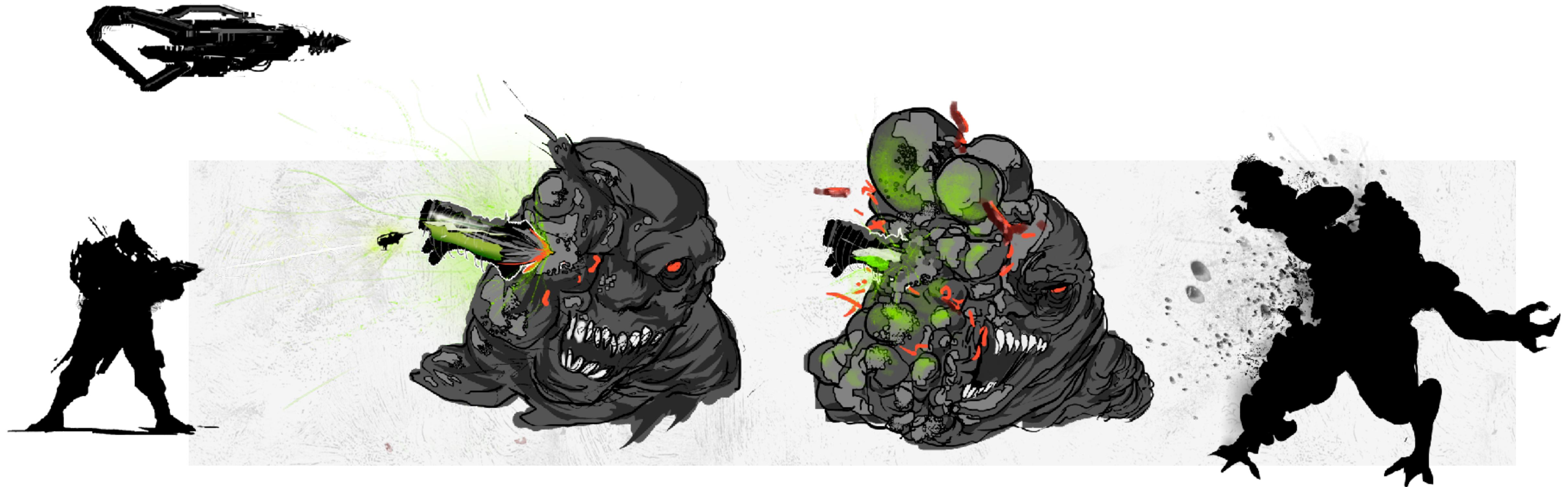
RESURGENCE

Gameplay > Weapon Upgrade



TUROK
RESURGENCE

Weapons > Dynamics > Crush Scope



TUROK
RESURGENCE

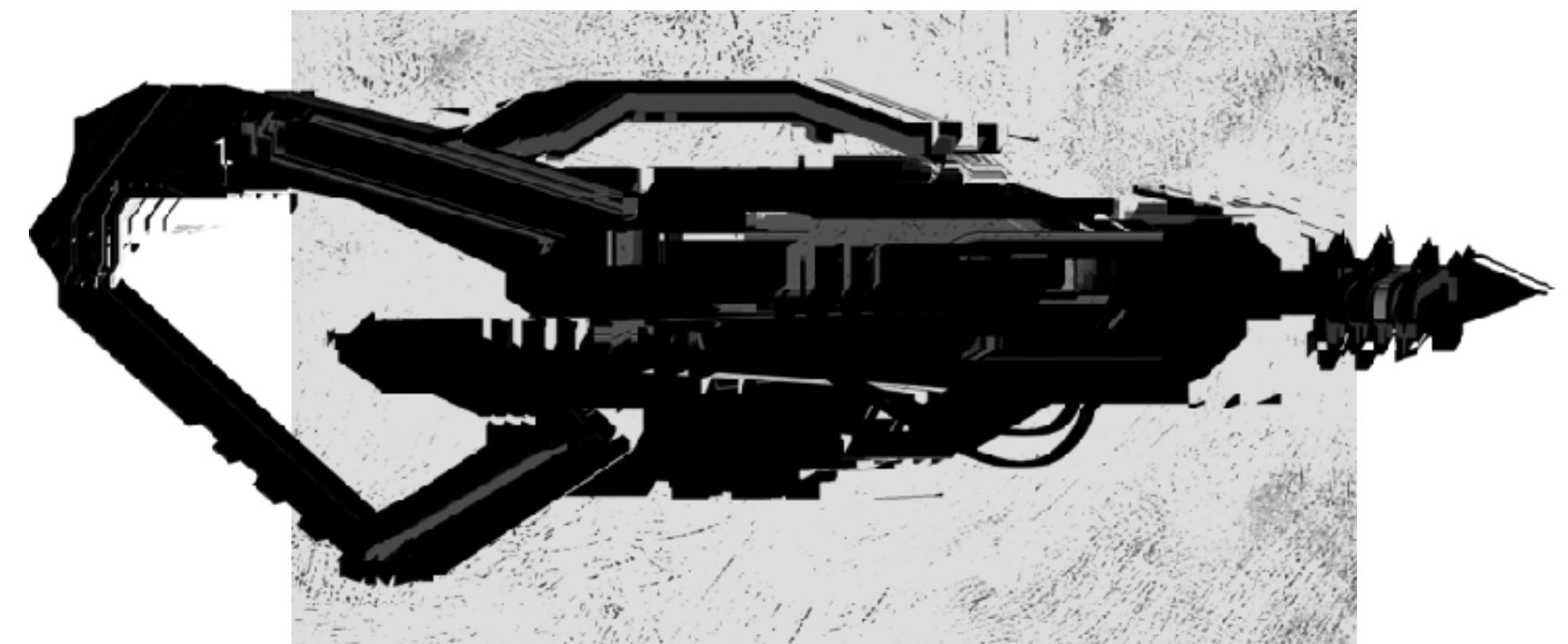
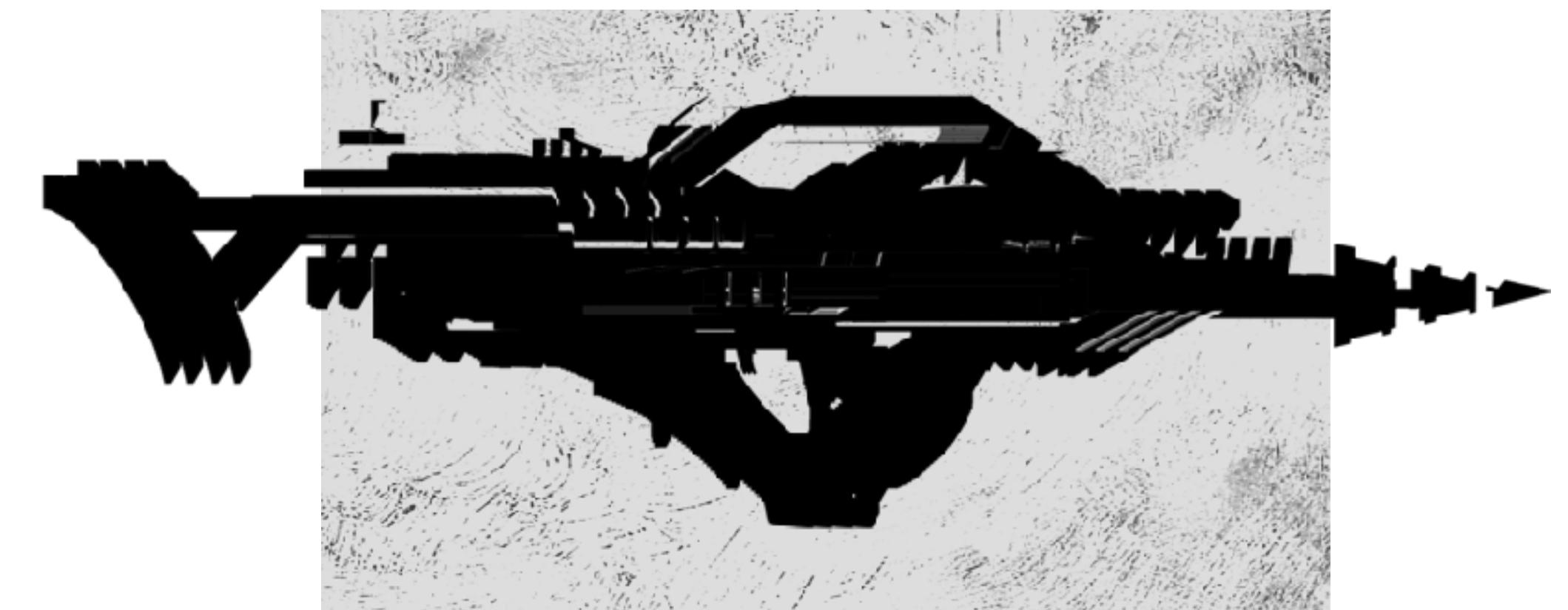
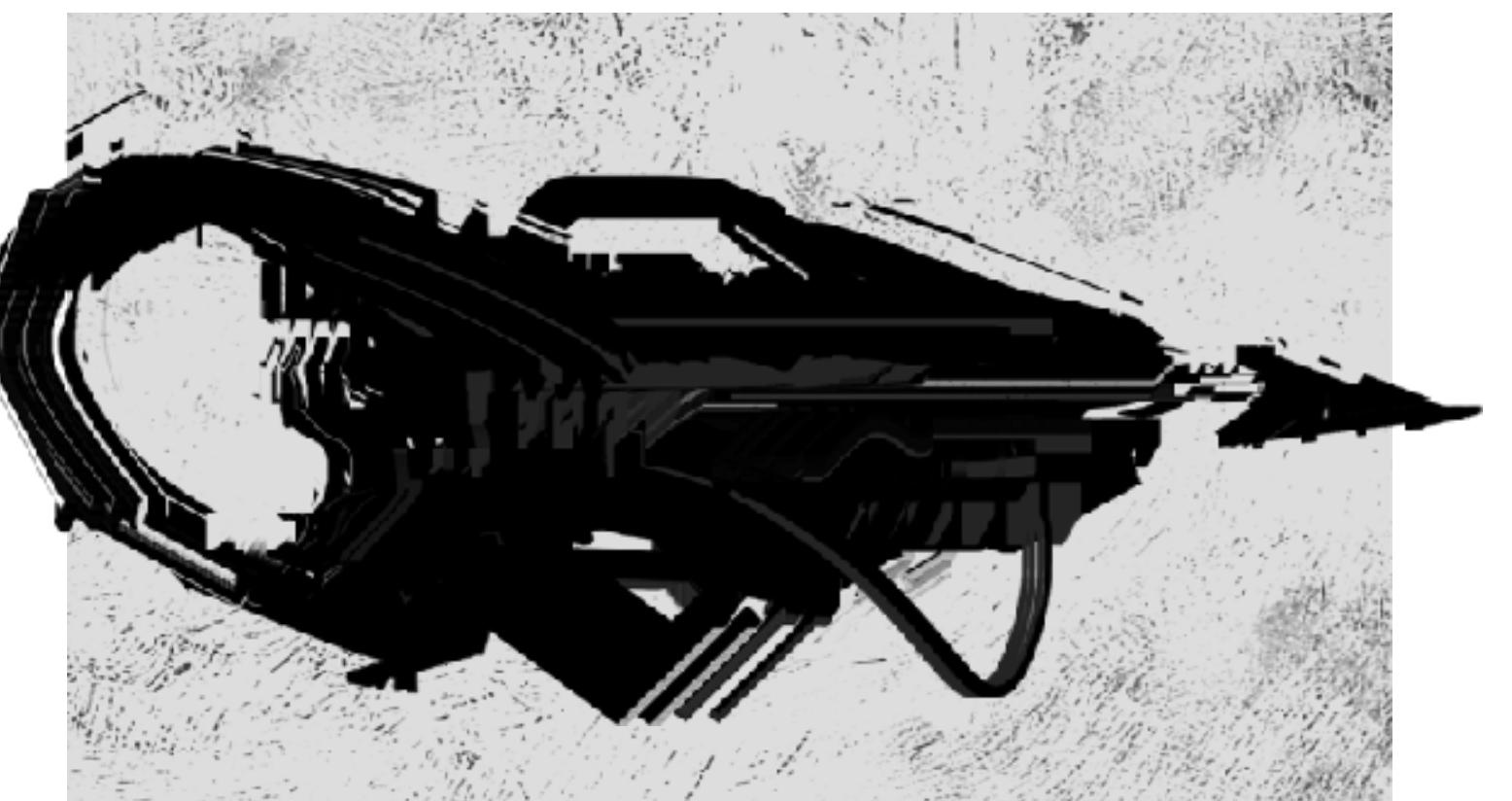
Weapons > Dynamics > Flesh Blaster



TUROK

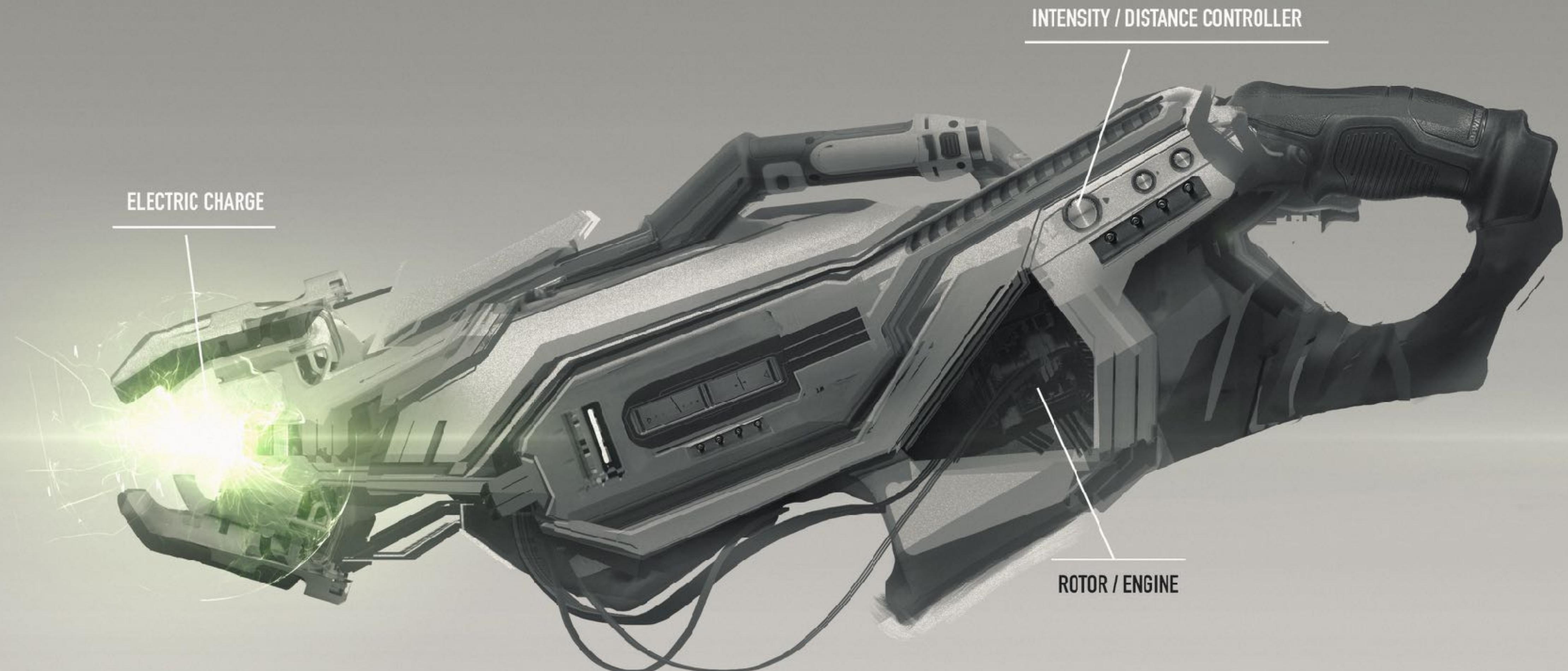
RESURGENCE

Weapons > Dynamics > Ripper Drill



TUROK
RESURGENCE

Visual Development > Weapons > Explorations



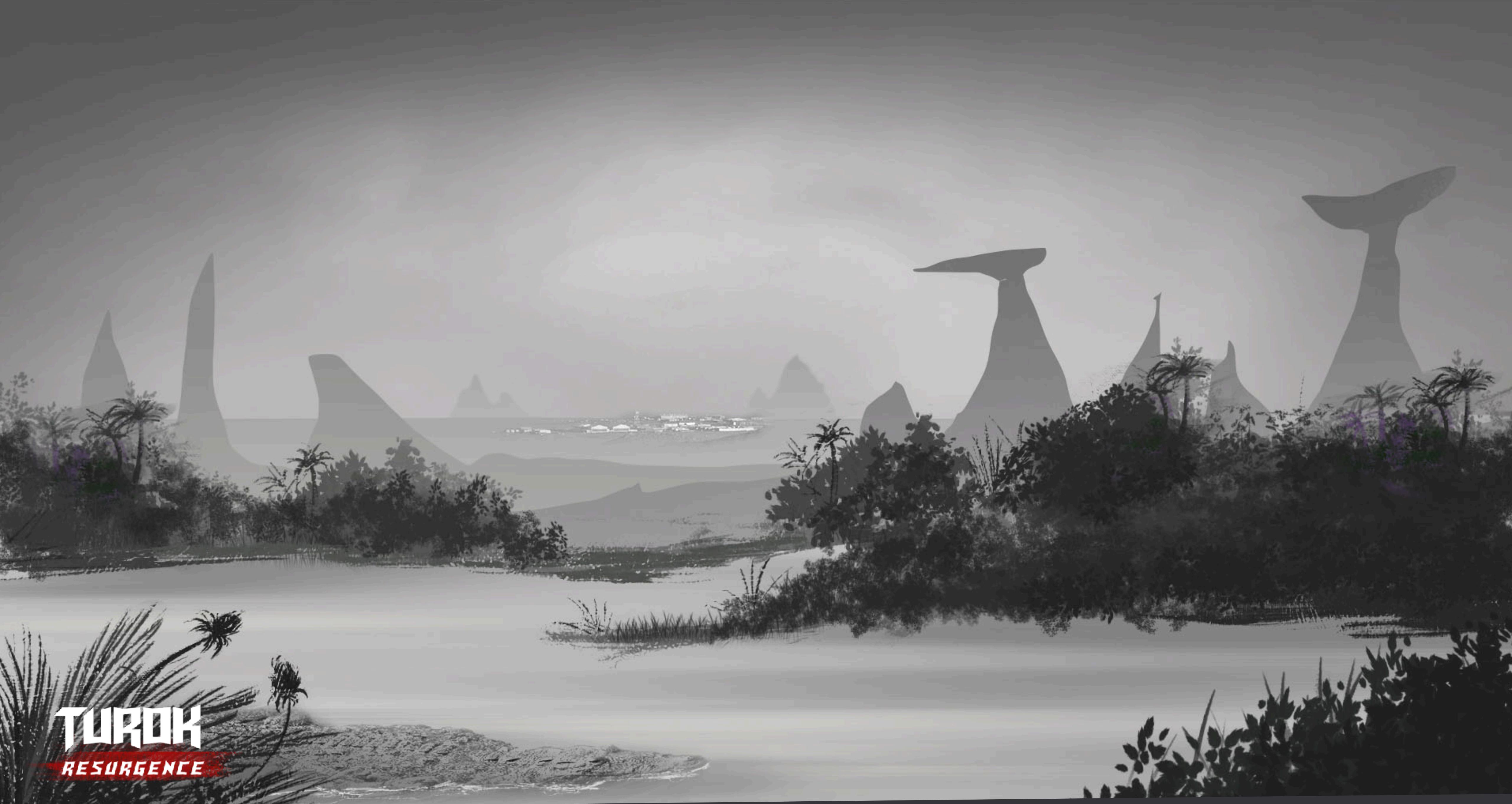
TUROK
RESURGENCE

Visual Development > Weapons > Crush Scope



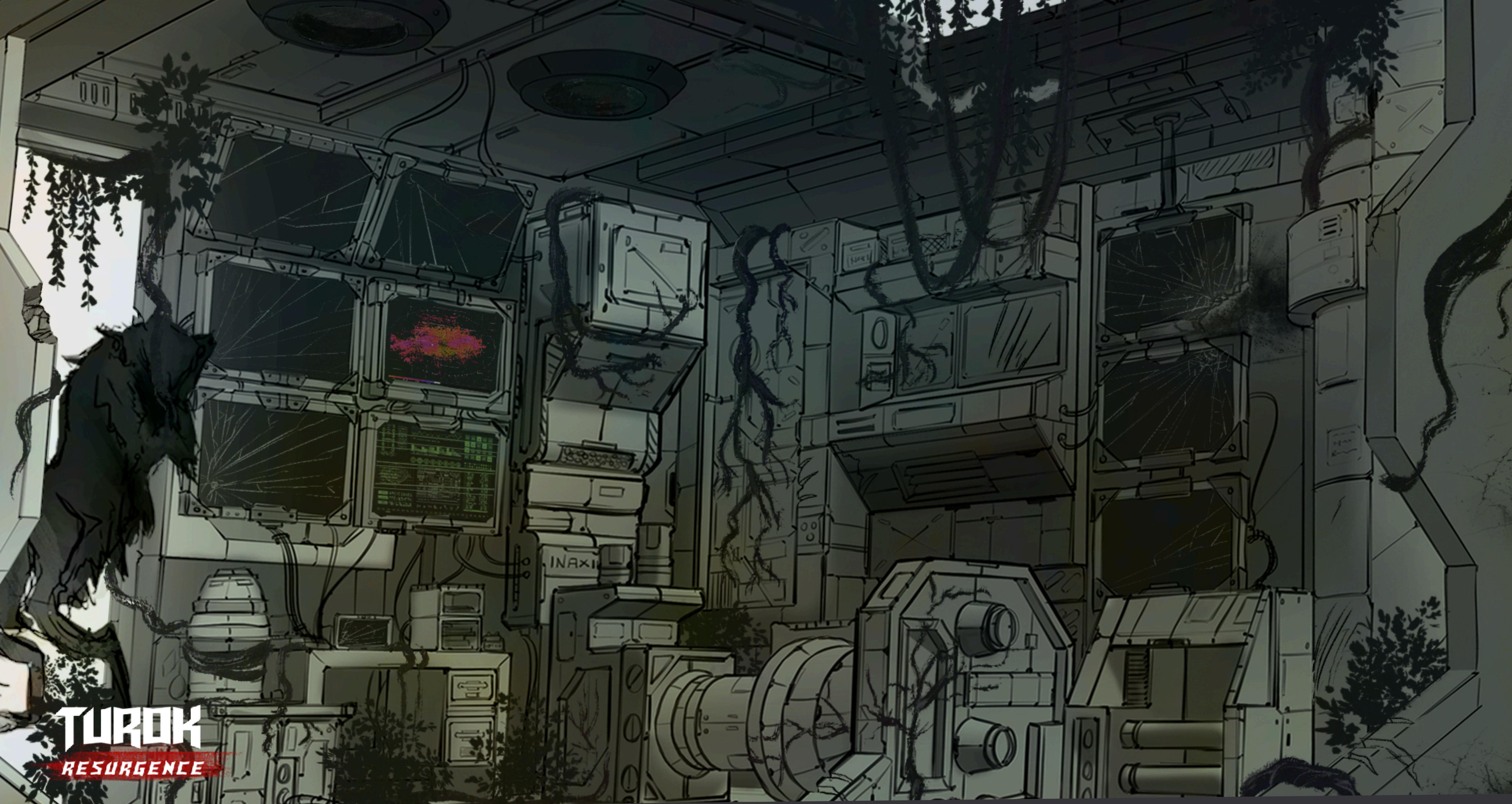
TUROK

RESURGENCE



TUROK
RESURGENCE

Visual Development > KeyFrame > Environments



TUROK
RESURGENCE

Visual Development > KeyFrame > Environments



TUROK
RESURGENCE

Visual Development > KeyFrame > Environments



TUROK
RESURGENCE

Visual Development > KeyFrame > Environments



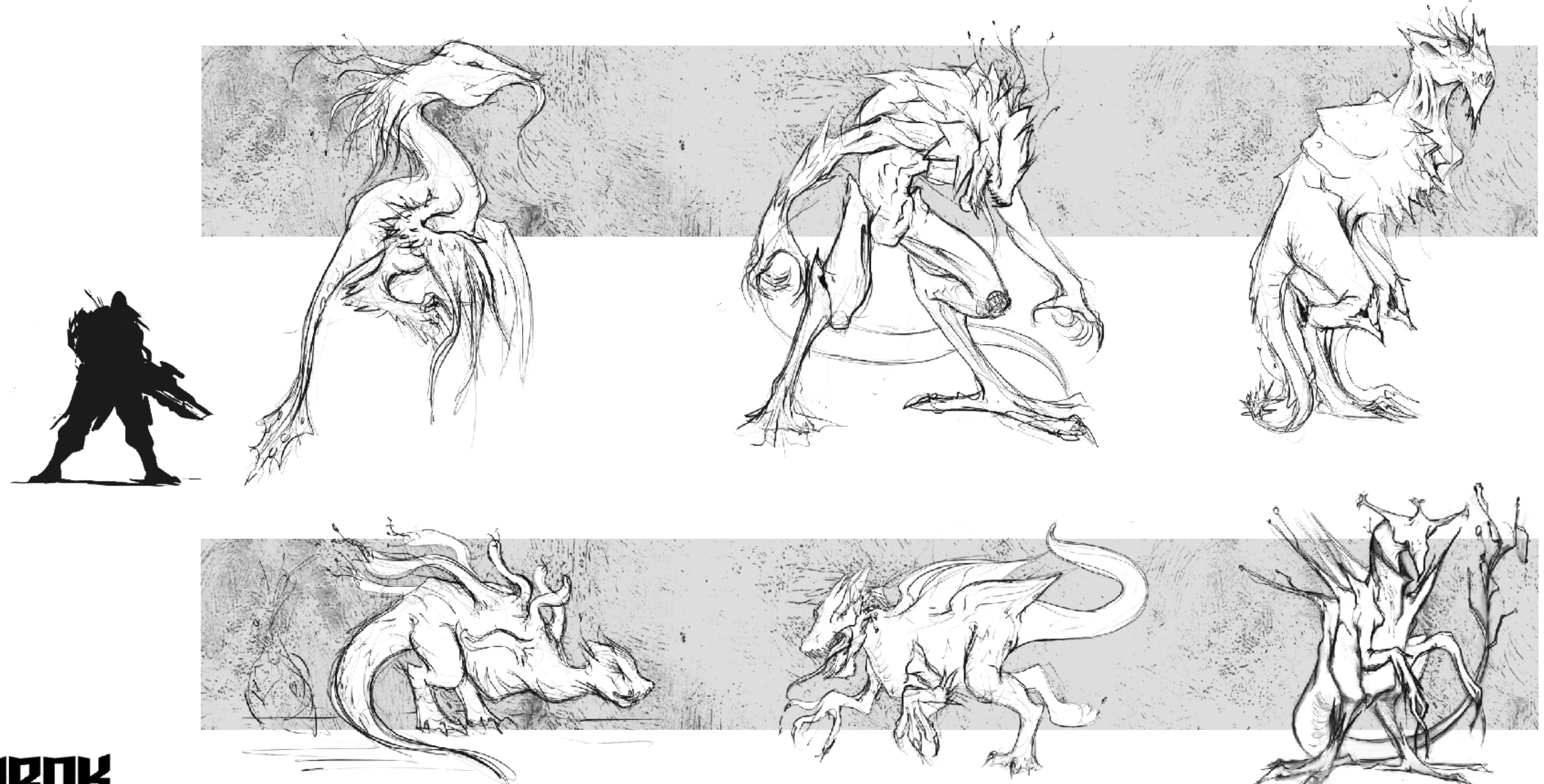
TUROK
RESURGENCE

Visual Development > KeyFrame > Environments



TUROK
RESURGENCE

Visual Development > KeyFrame > Environments

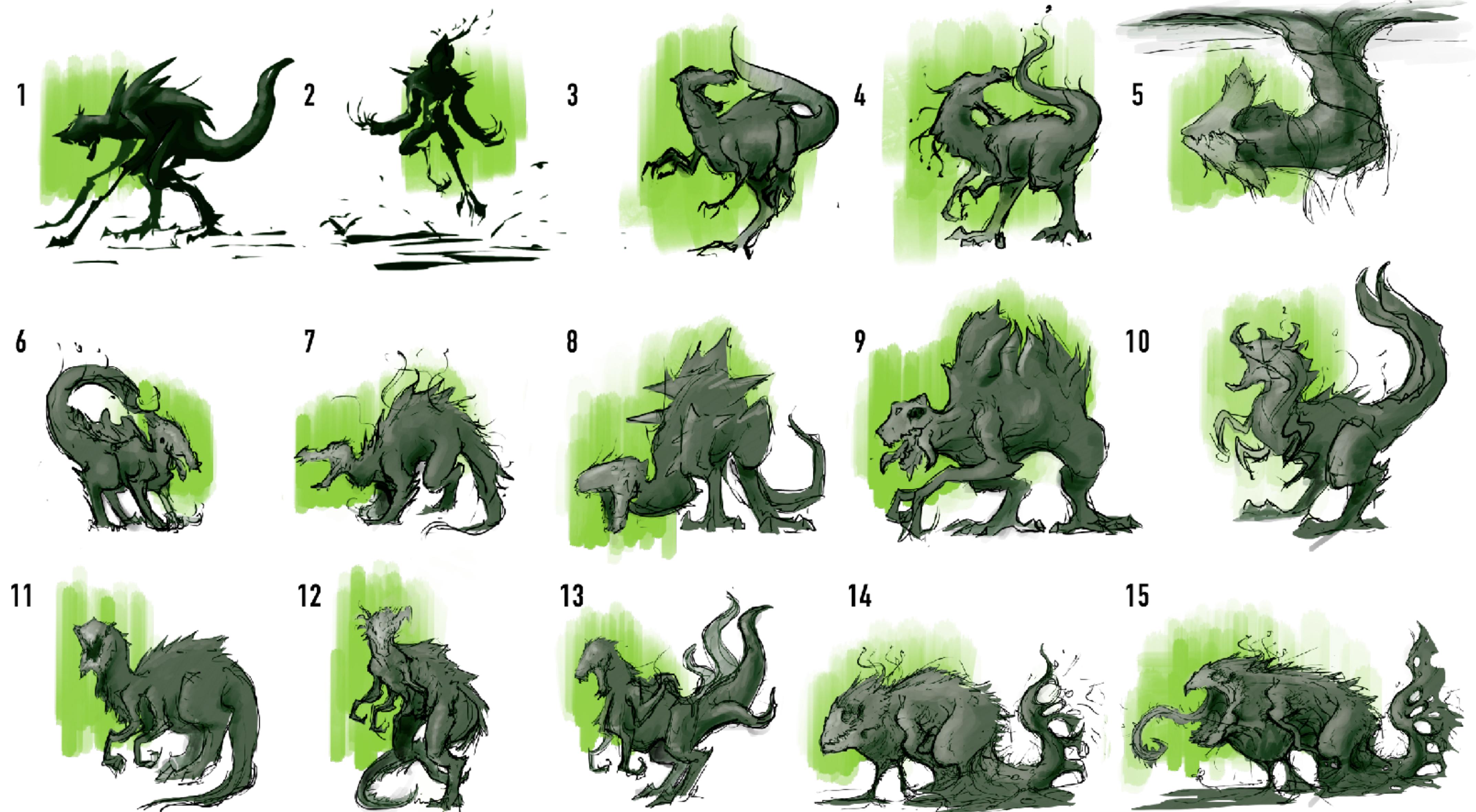


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Visual Development > Creatures > Anatomy Exploration

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RESURGENCE





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Visual Development > Creatures > Mutation Stages



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Visual Development > Character > Shapes Exploration



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Visual Development > Character > Look and Feel