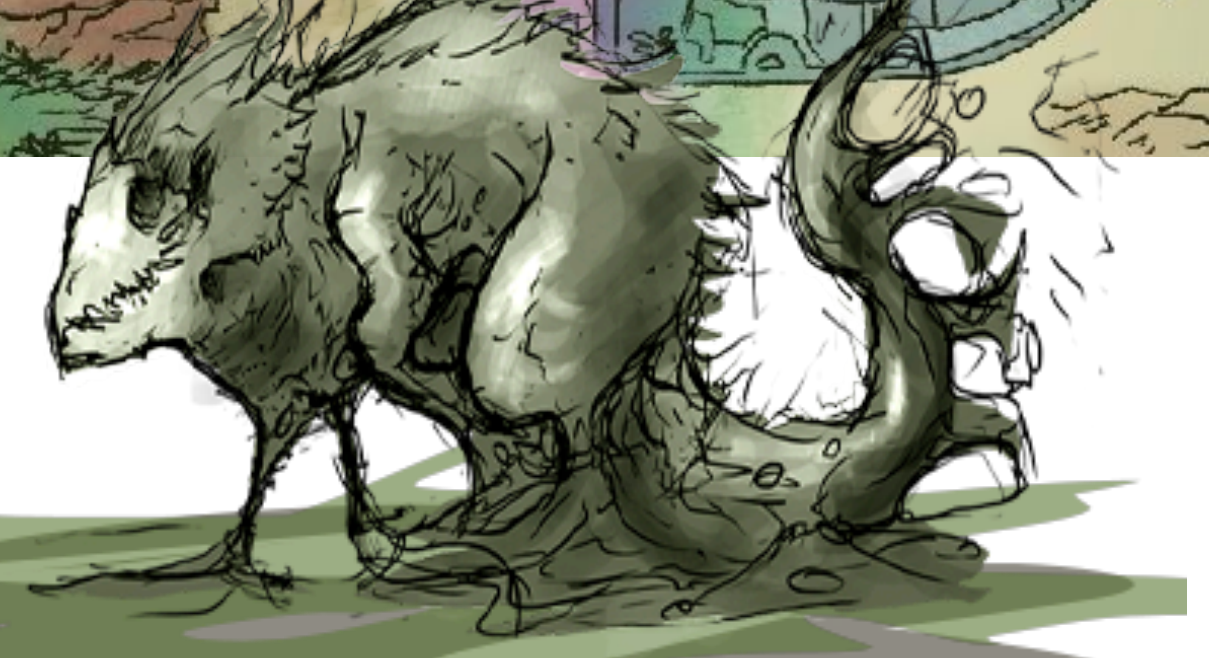
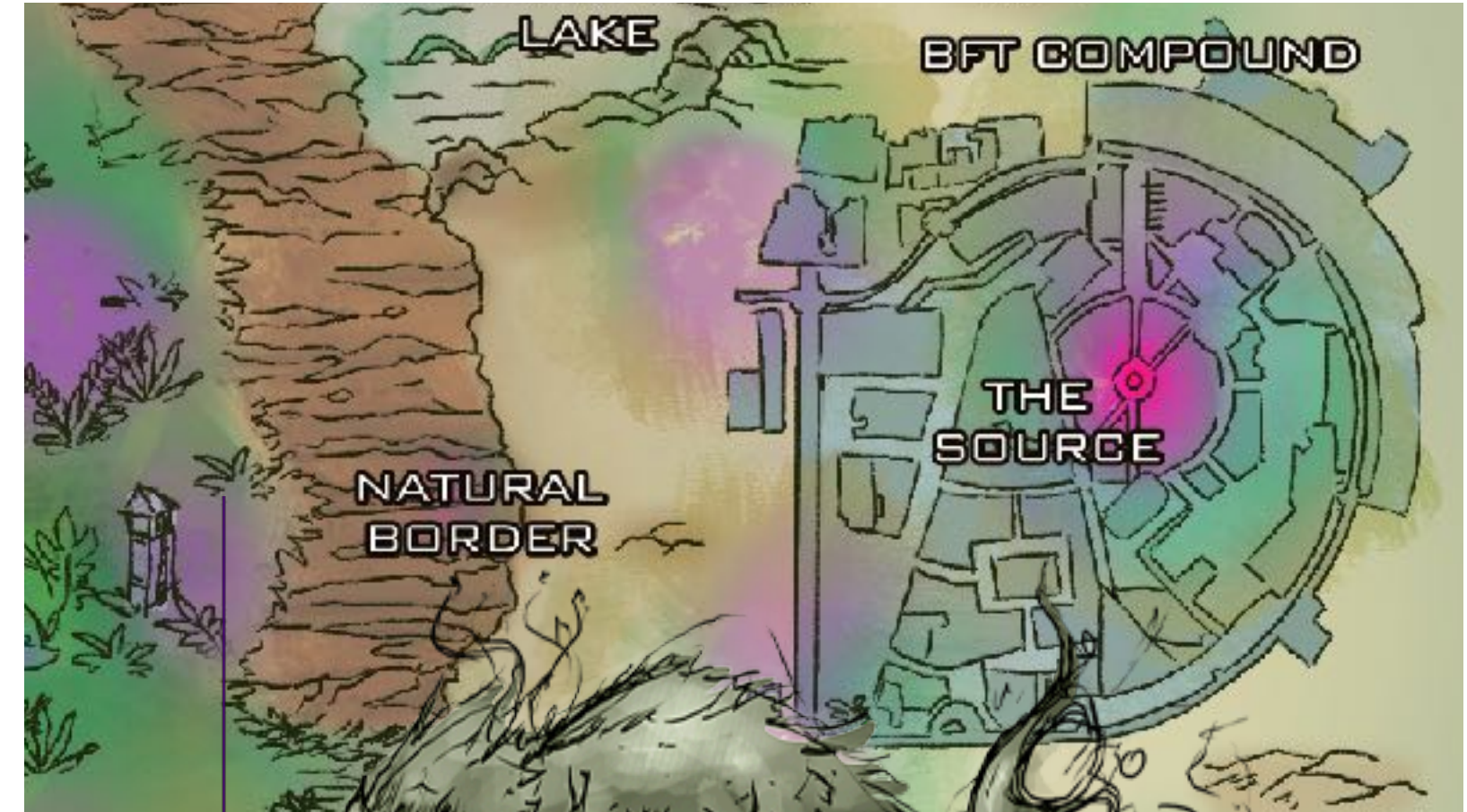
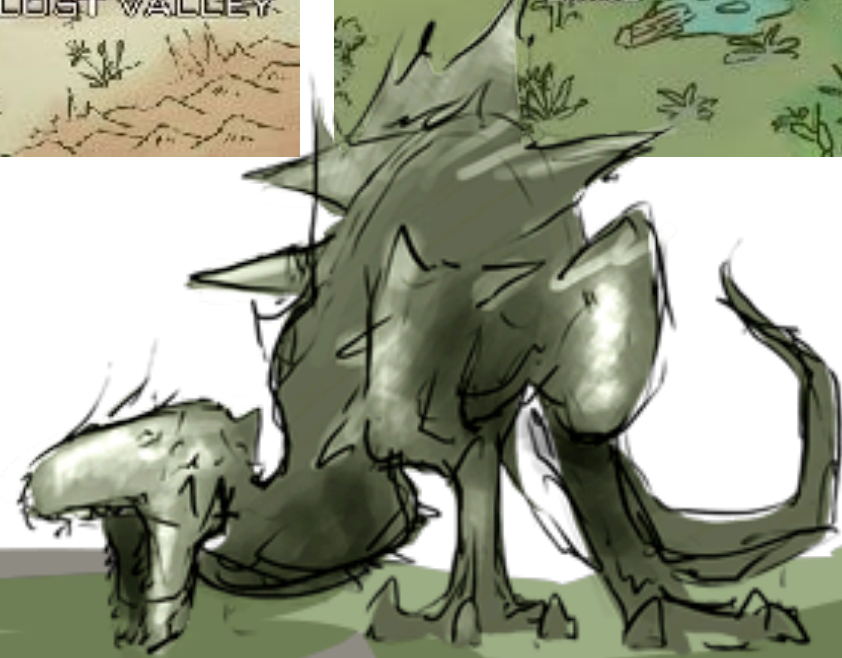
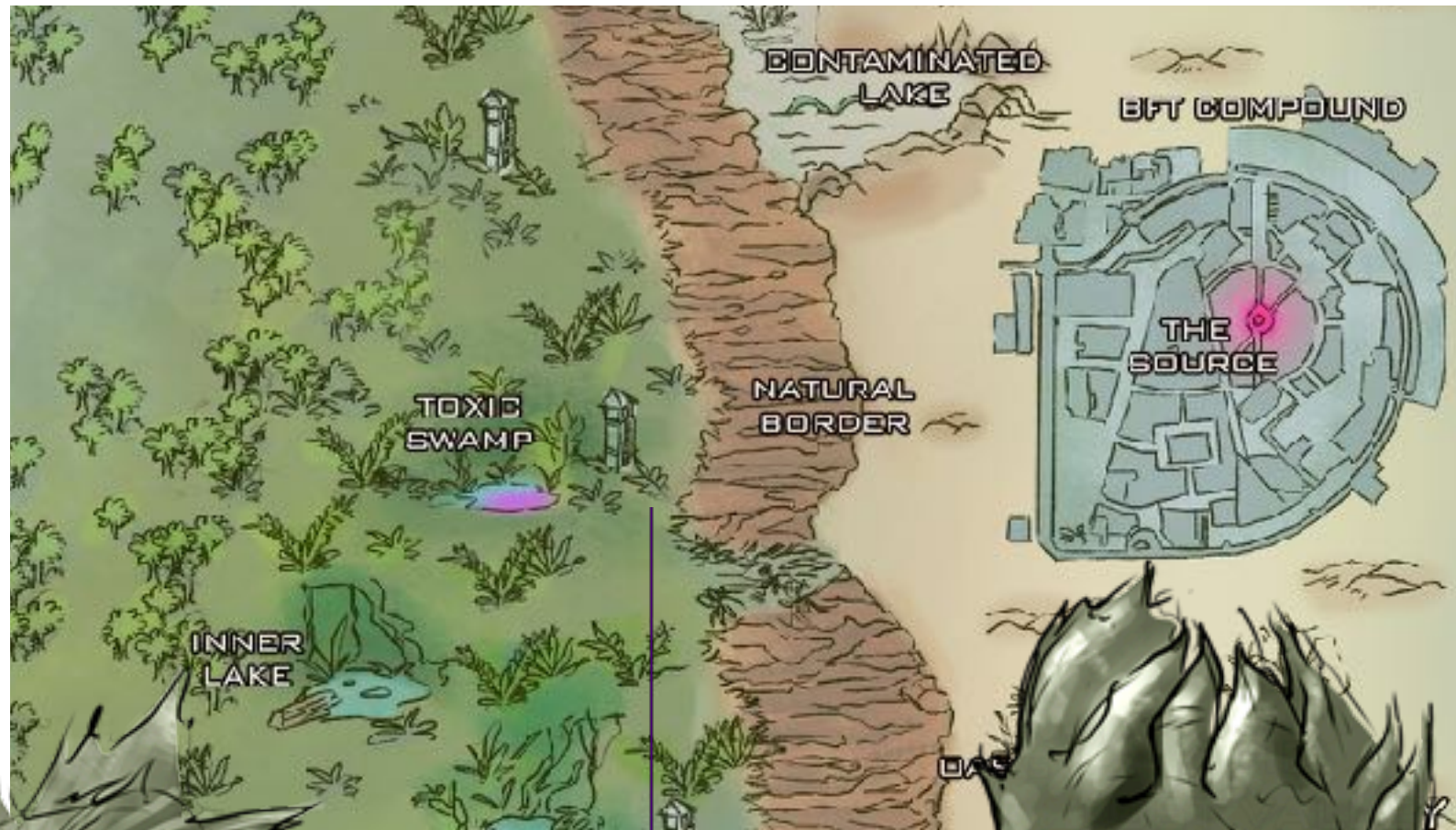


Universal GameDev Challenge

PART II
TECHNICAL ANNEX
APRIL, 2018



CONTENTS: Visual Development & Game Dynamics



TUROK

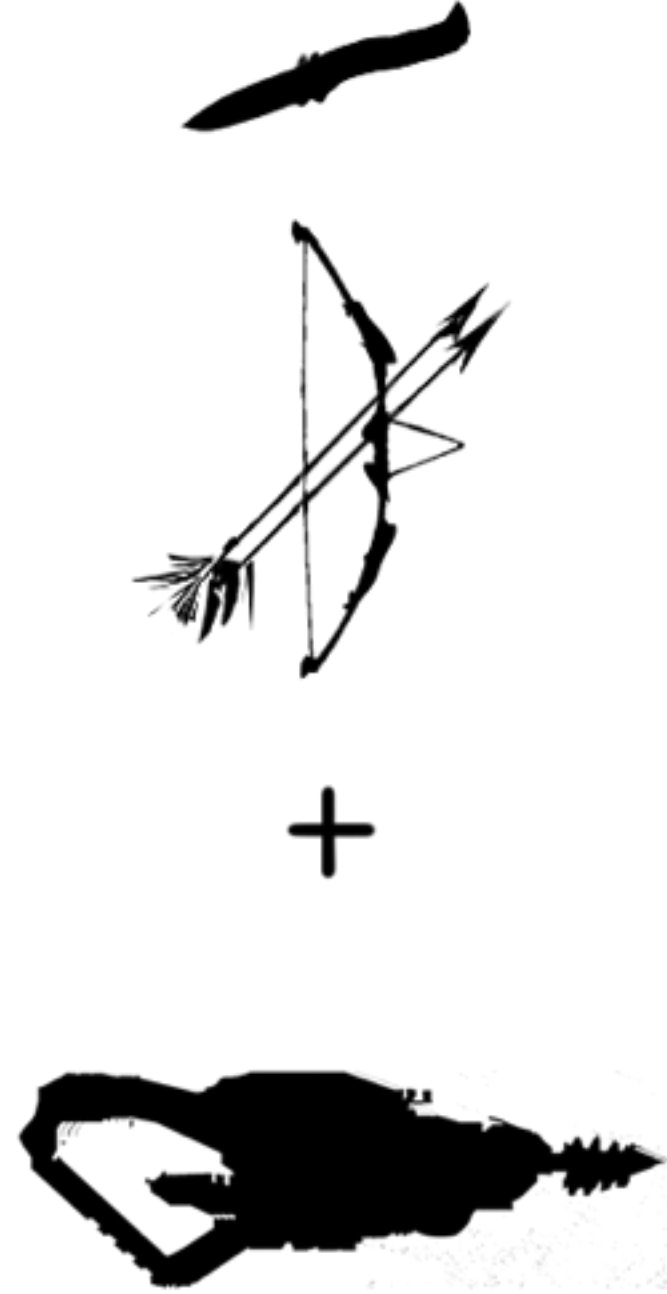
RESURGENCE

RESERVATION



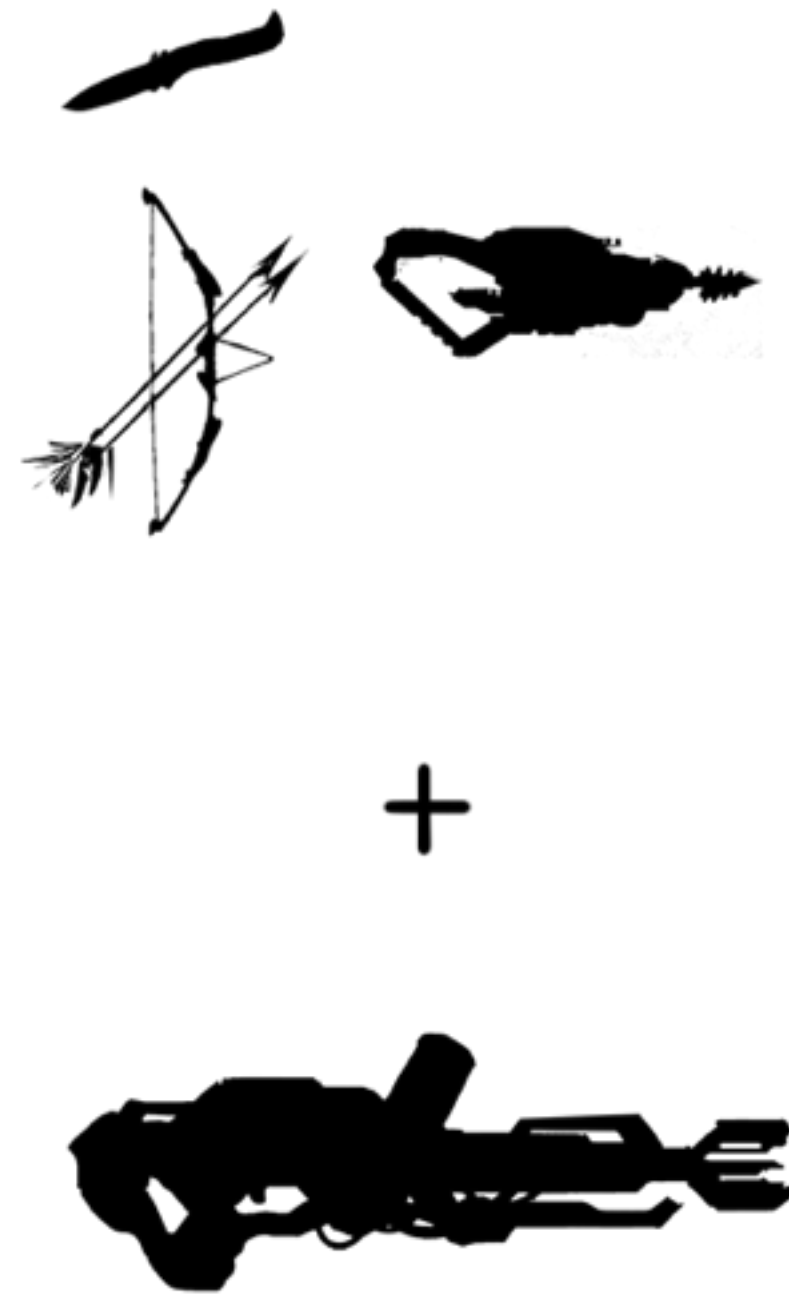
CRAFTSMANSHIP

FOREST



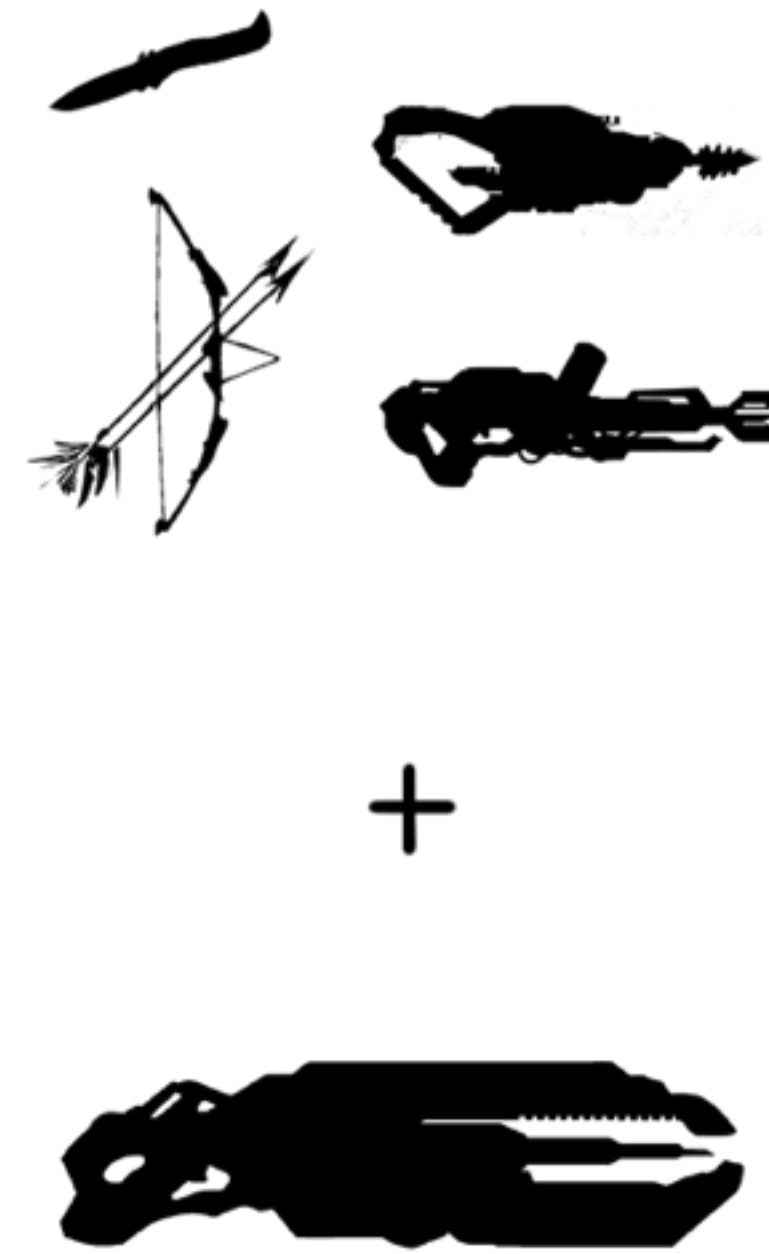
MECHANIC

JUNGLE/LAKES



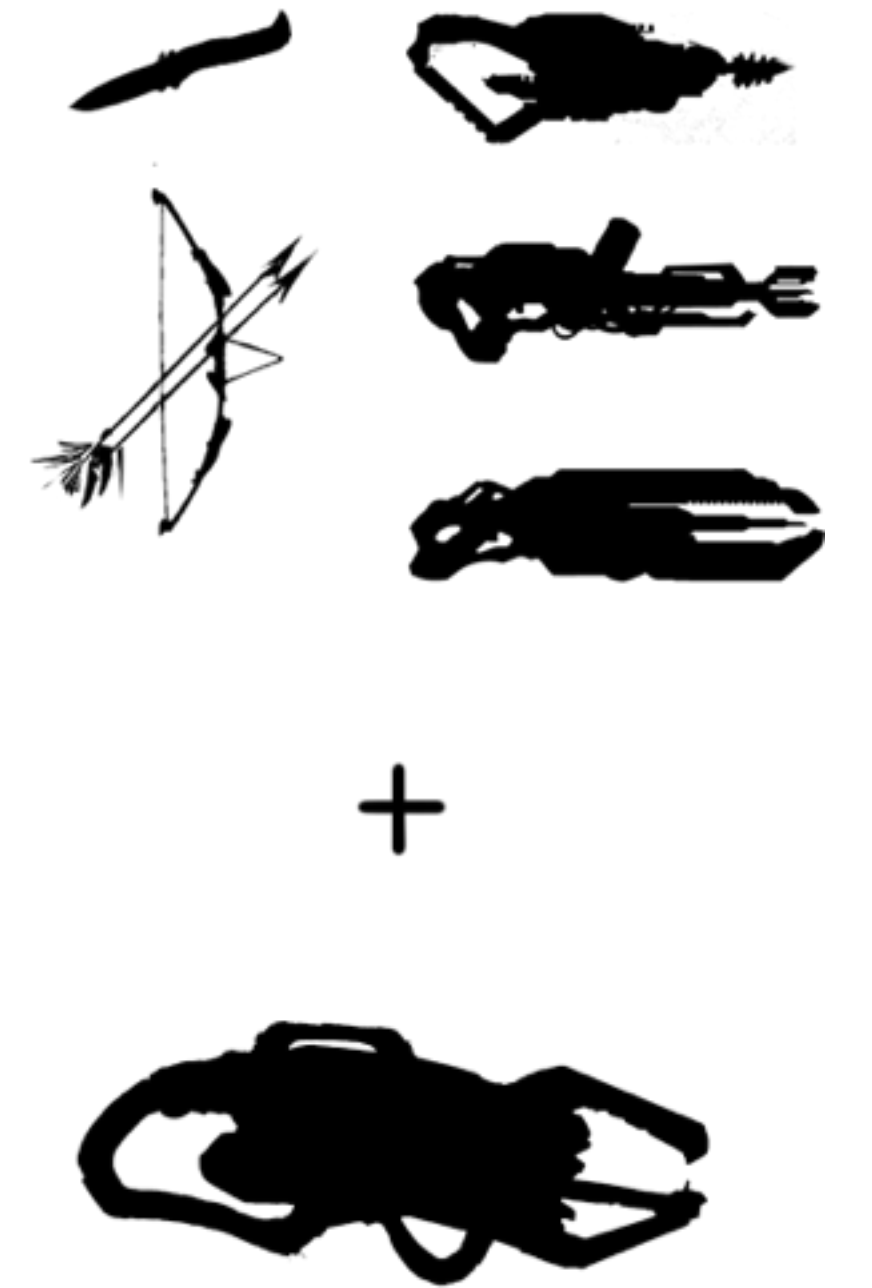
CHEMICAL

CLIFF/OASIS



ELECTRIC

COMPOUND



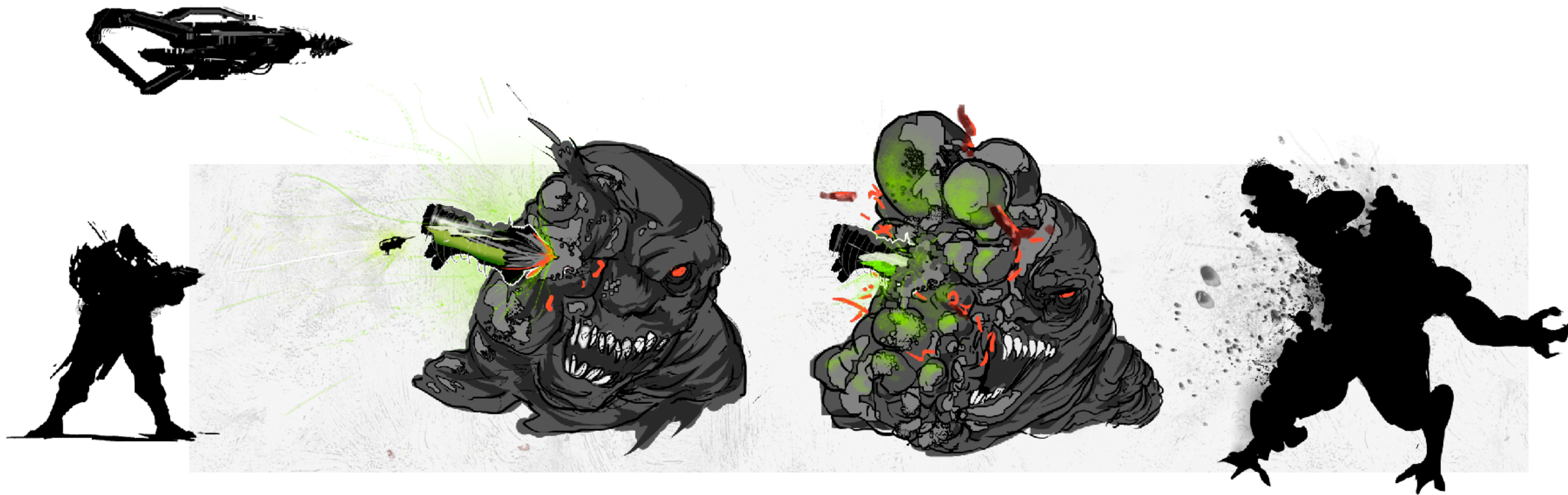
MAGNETIC/
GRAVITY

TUROK

RESURGENCE



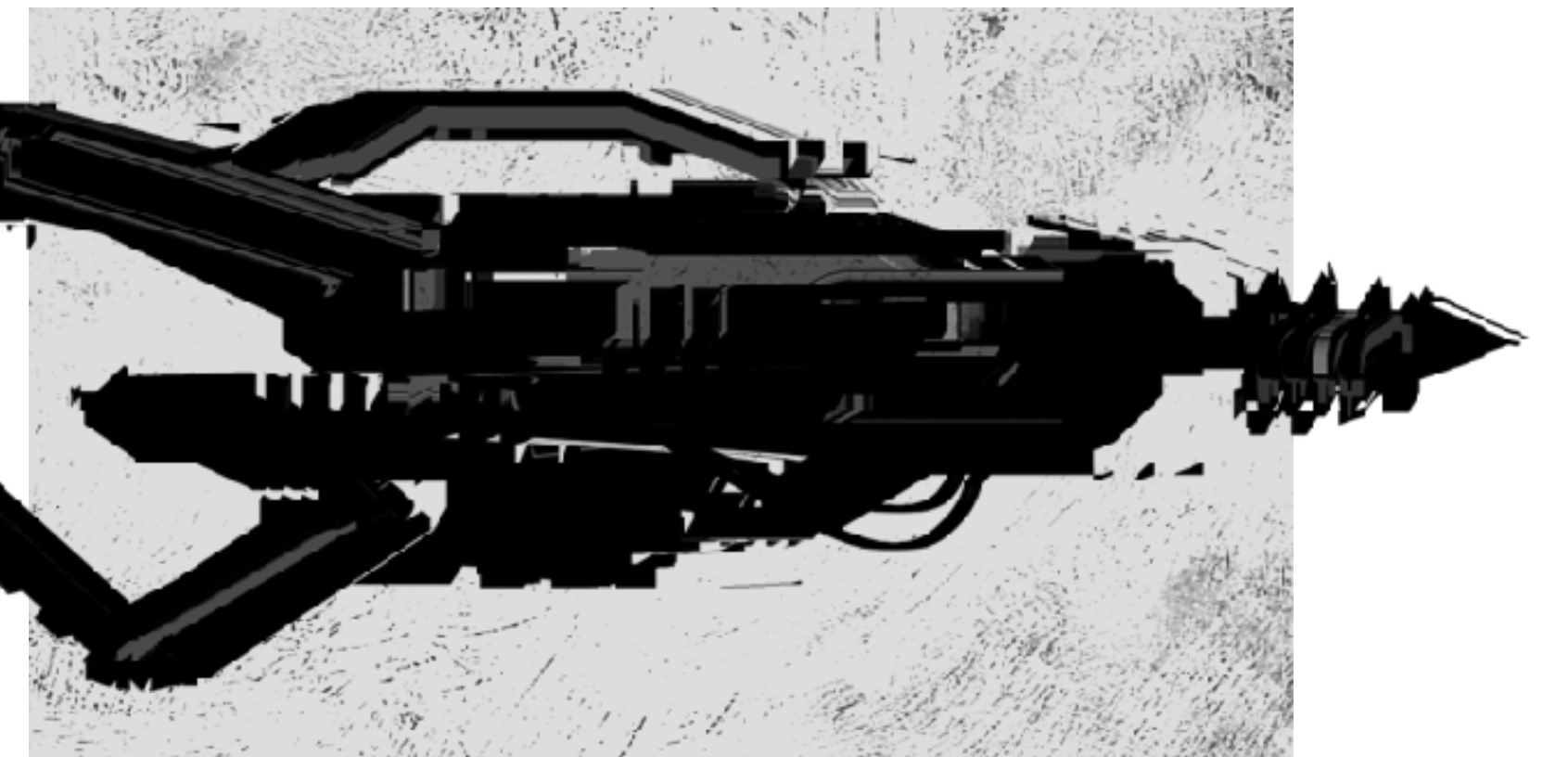
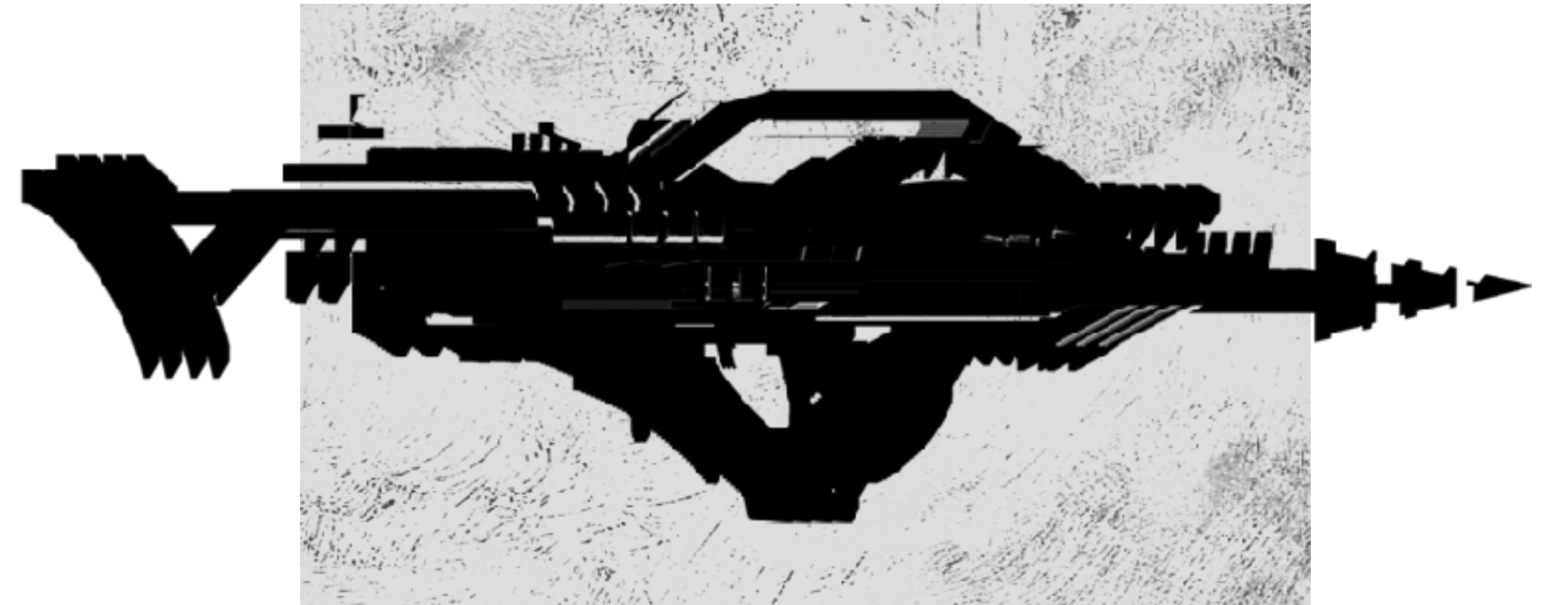
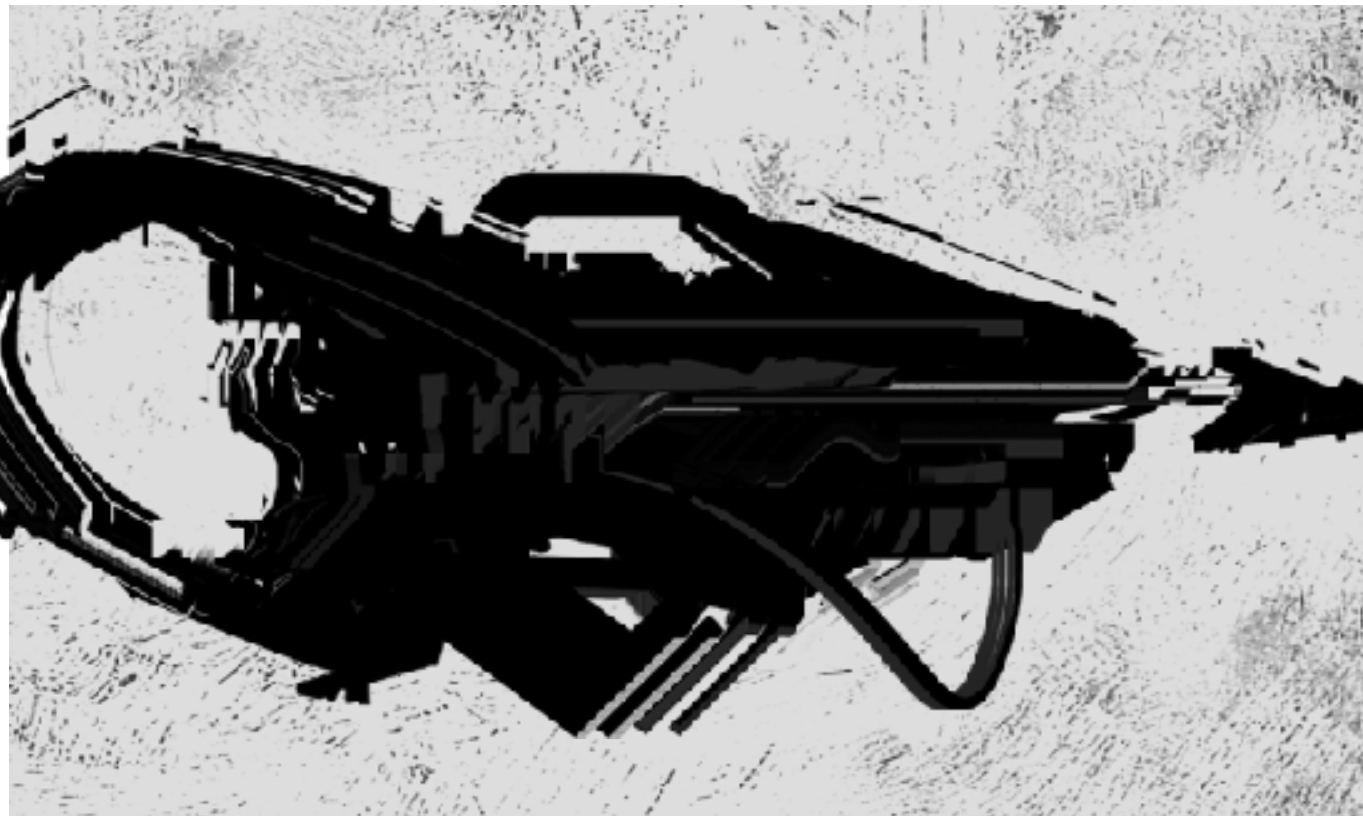
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RESURGENCE



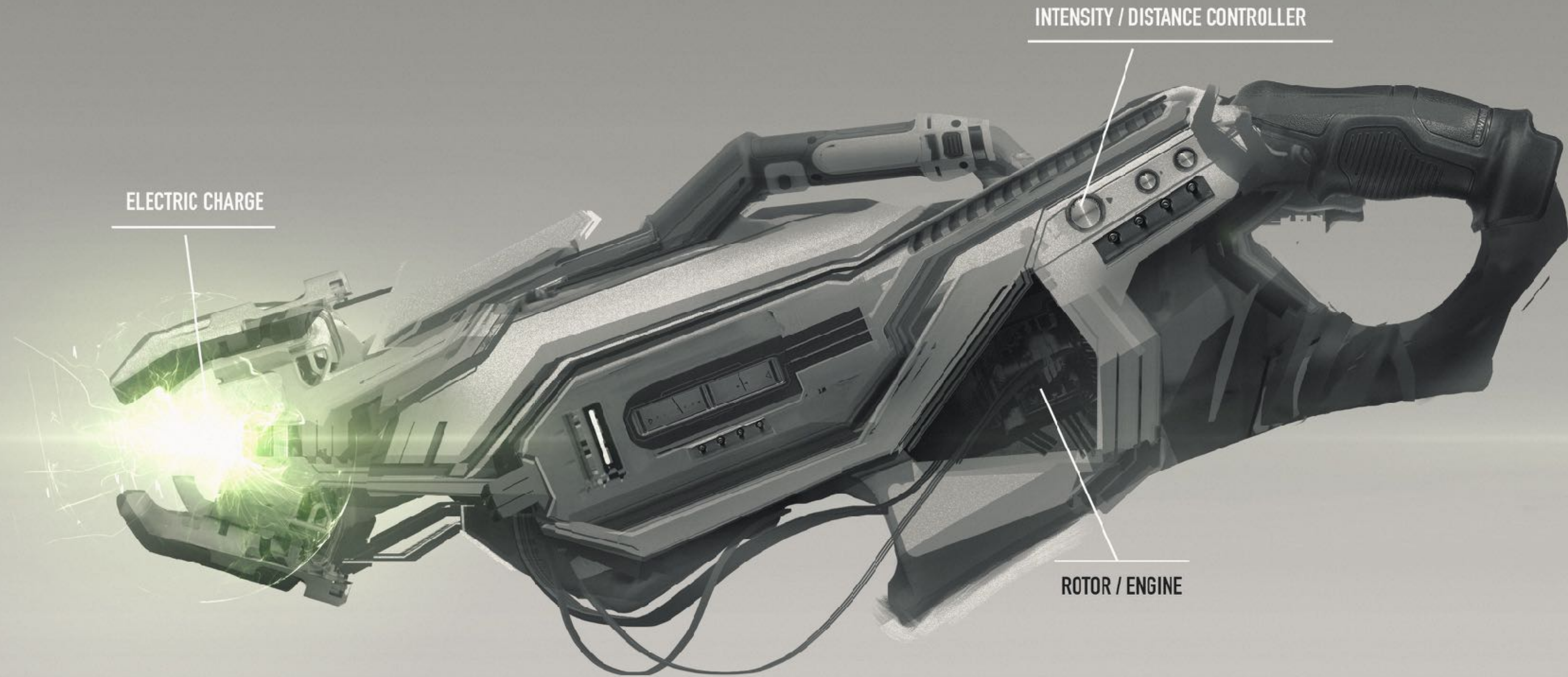
TUROK
RESURGENCE



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RESURGENCE



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RESURGENCE



ELECTRIC CHARGE

INTENSITY / DISTANCE CONTROLLER

ROTOR / ENGINE

TUROK
RESURGENCE



ELECTRIC CHARGE

DISTANCE CONTROLLER

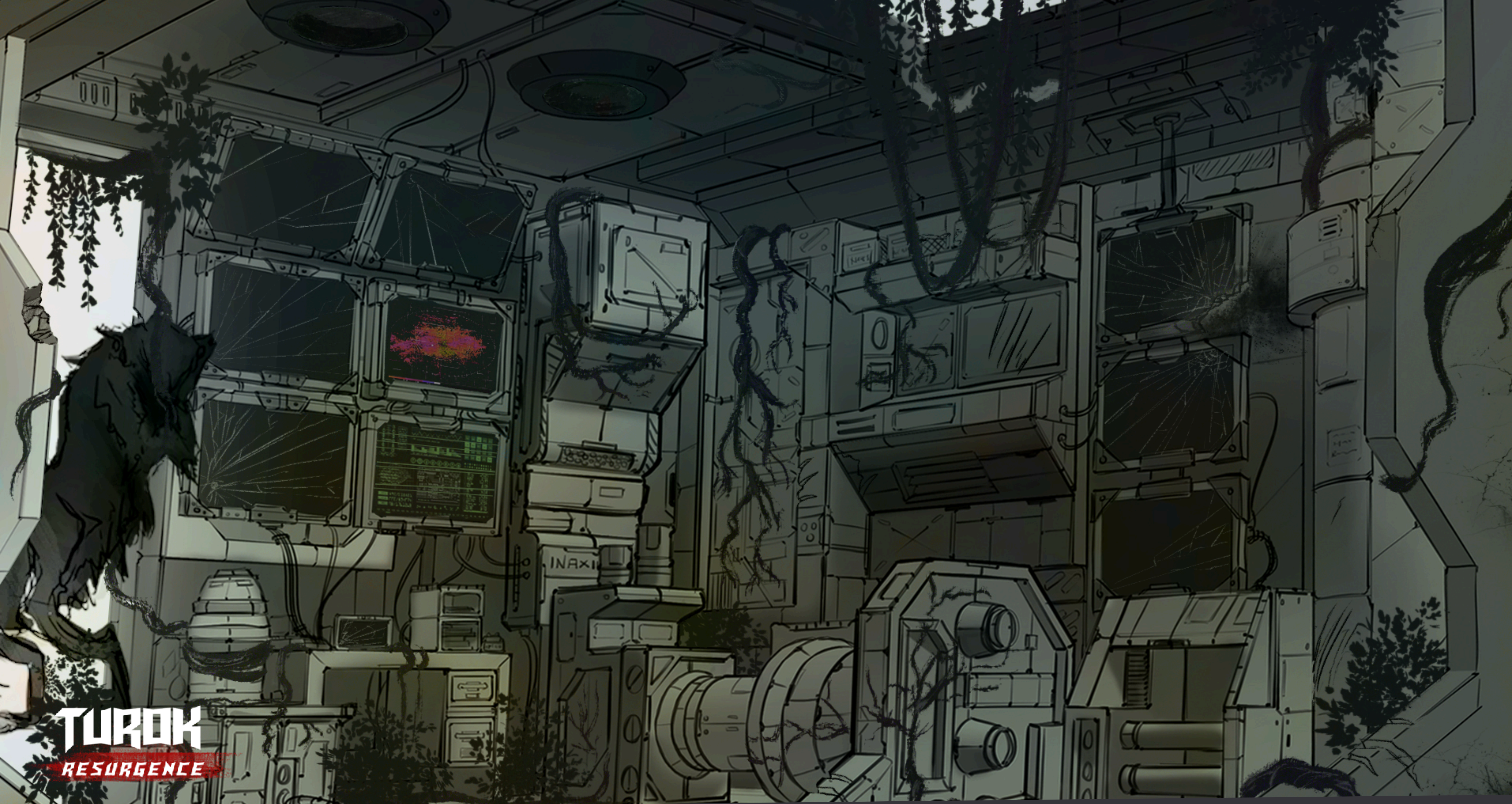
INTENSITY CONTROLLER

ROTOR / ENGINE

TUROK
RESURGENCE



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RESURGENCE



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RESURGENCE



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RESURGENCE



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RESURGENCE



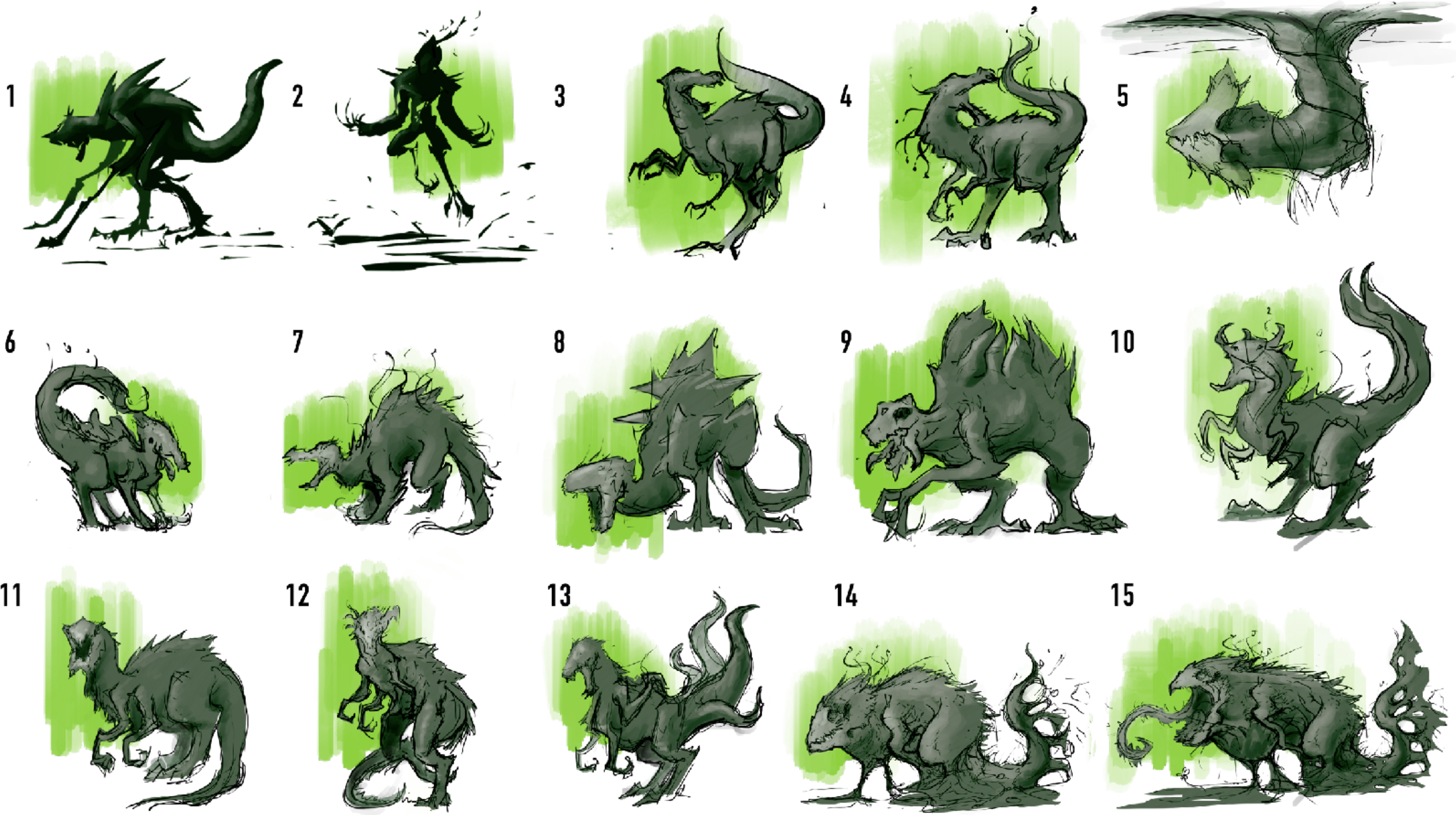
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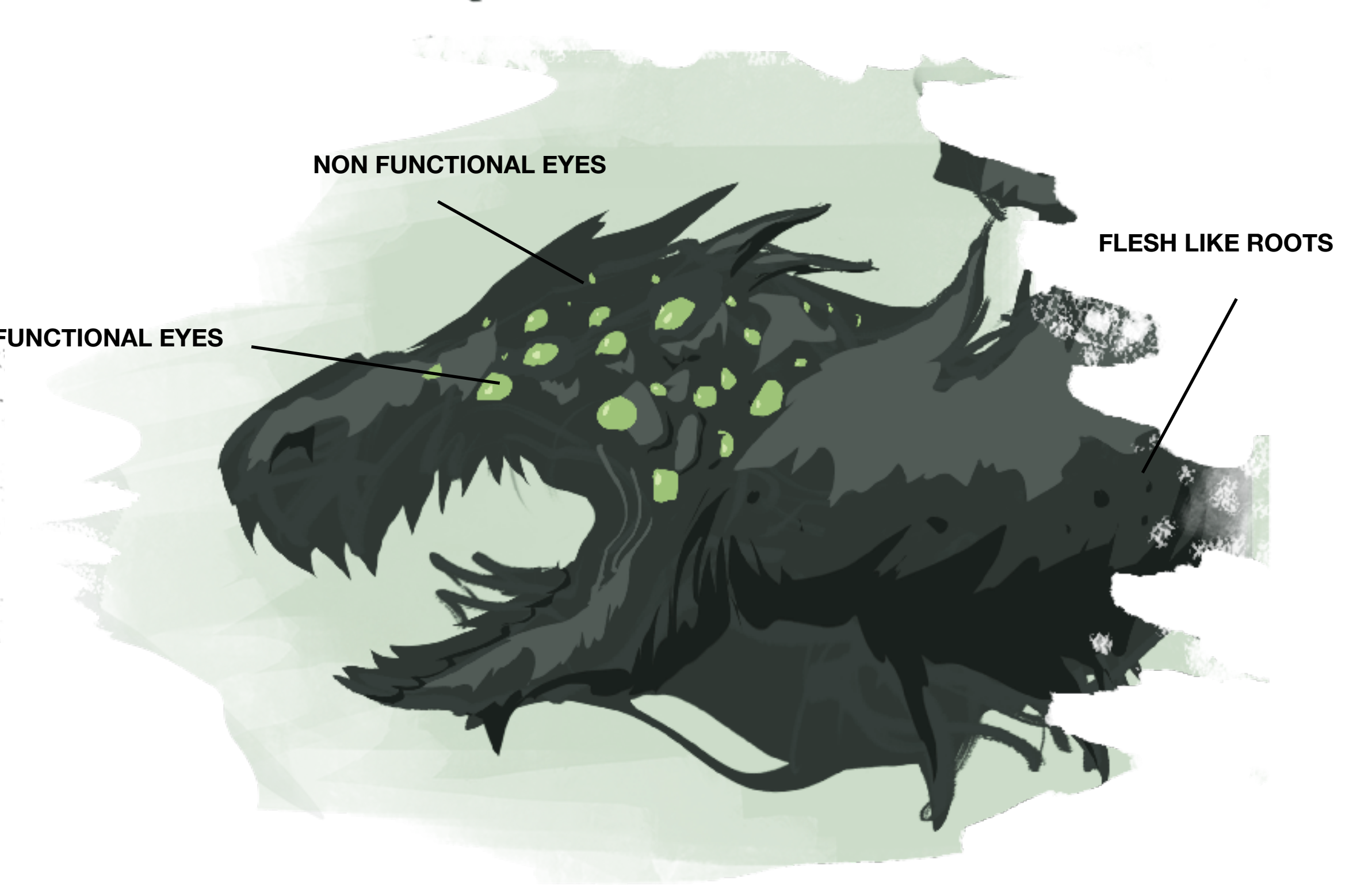
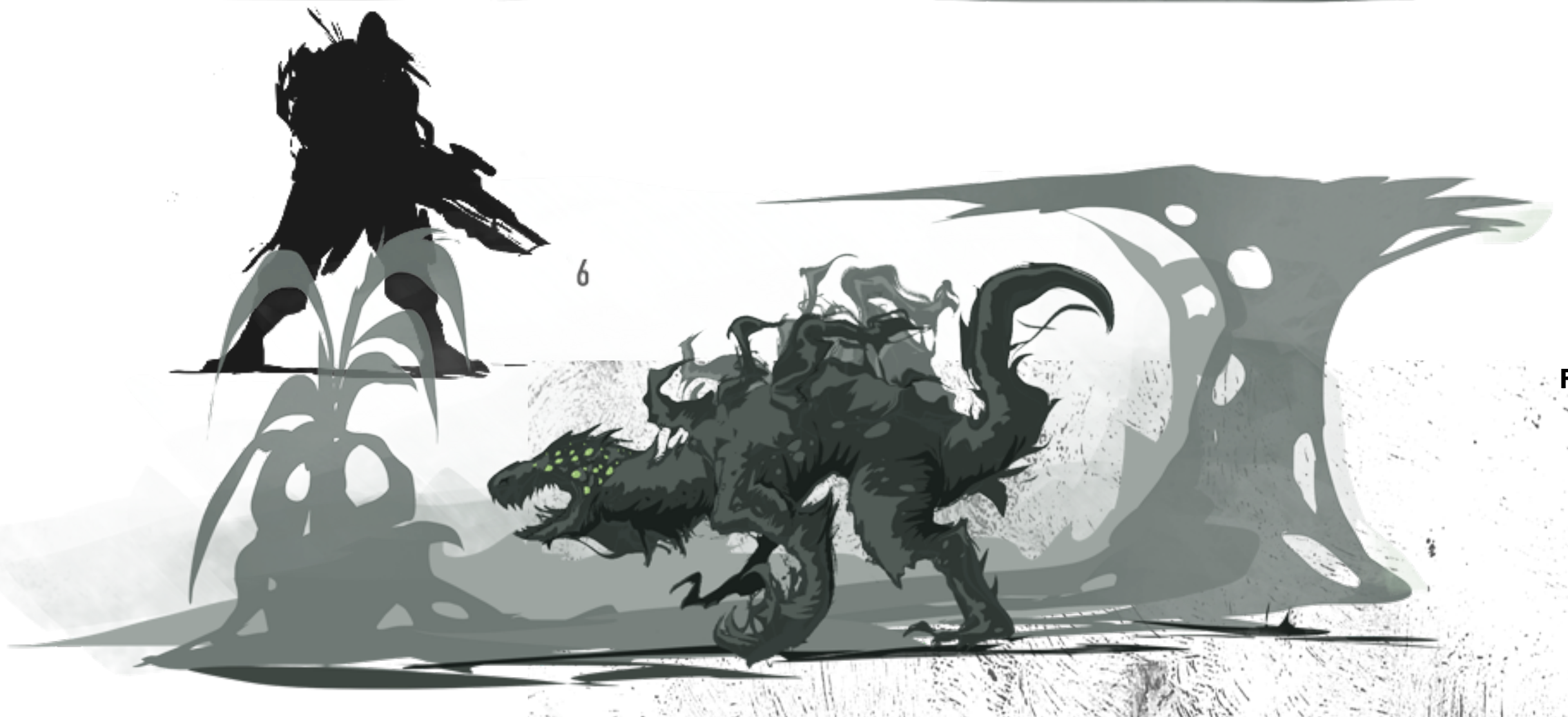
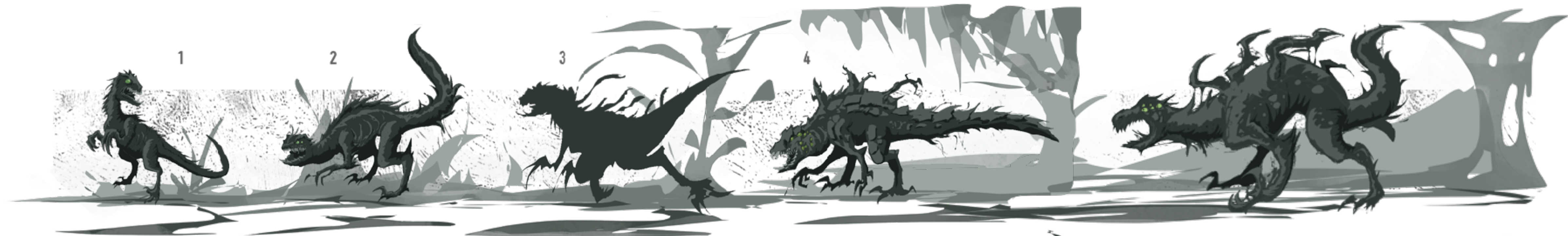
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