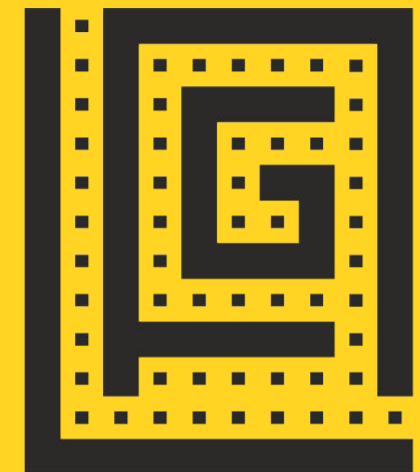


Team Purple

Game title:

Stylish Sword Turbo



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Team members

Marcin Wola - programmer

Robert Kędryna - UI/programmer

Juro Konecny - game designer

Agnieszka Noga - sound designer

Karolina Ziółkowska - UI&Intro designer

Gabriela Jasek - 3D modeler

Grzegorz Dąbrowski - 3D & asset designer

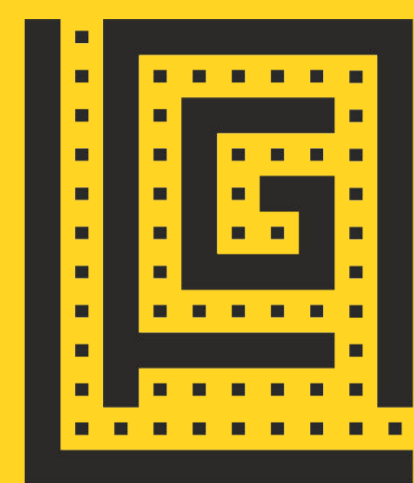
Rene Polichronov - VFX & 3D Animator

Agata Jankowiak - 3D & Character Designer

Katarzyna Kniefel - 3D & environment designer

Karolina Kotowska - 3D & character designer

Michalina Pasierbiewicz - 3D modeler

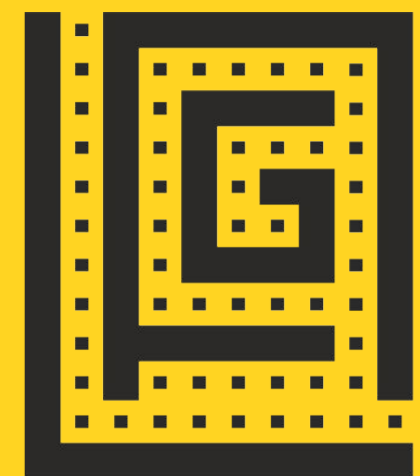


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The game summary

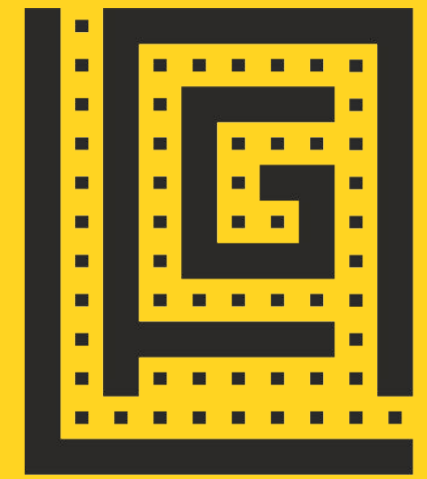
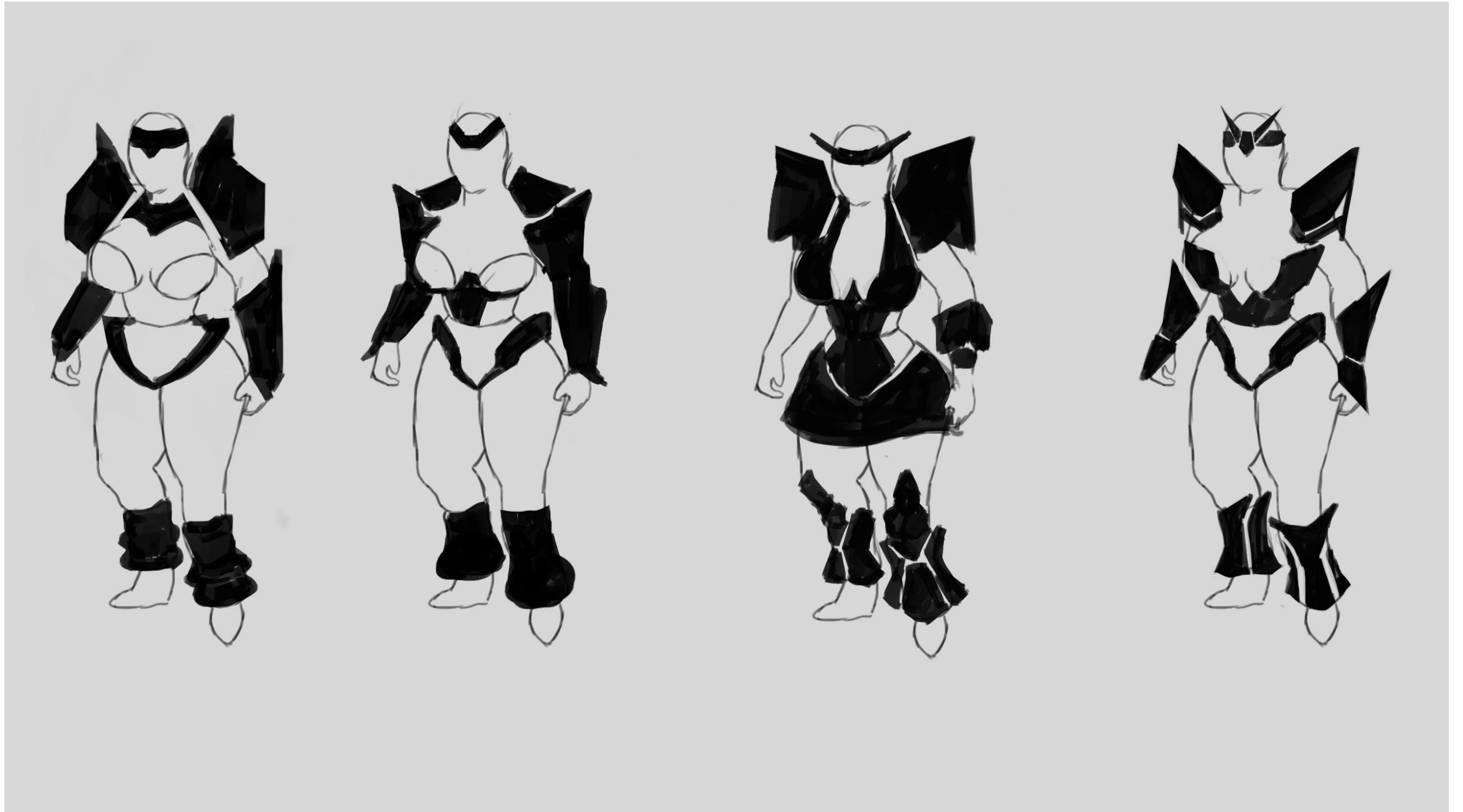
Our game is about two futuristic gladiators who are fighting for the most stylish sword that human could ever see. Swords are cursed, and they're draining life out of gladiators. To keep themselves alive, they need to kill mobs for stylishness that keeps them alive. They can interrupt each other stylishness grinding, so it leads to another person's death.



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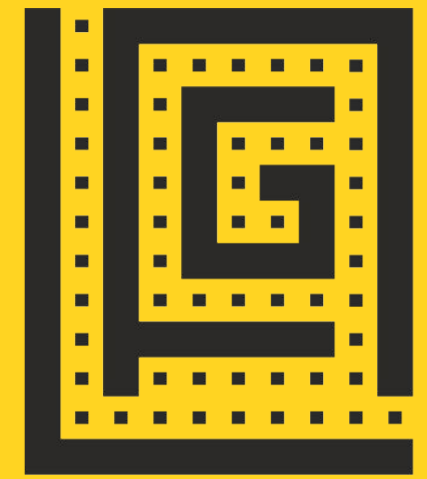
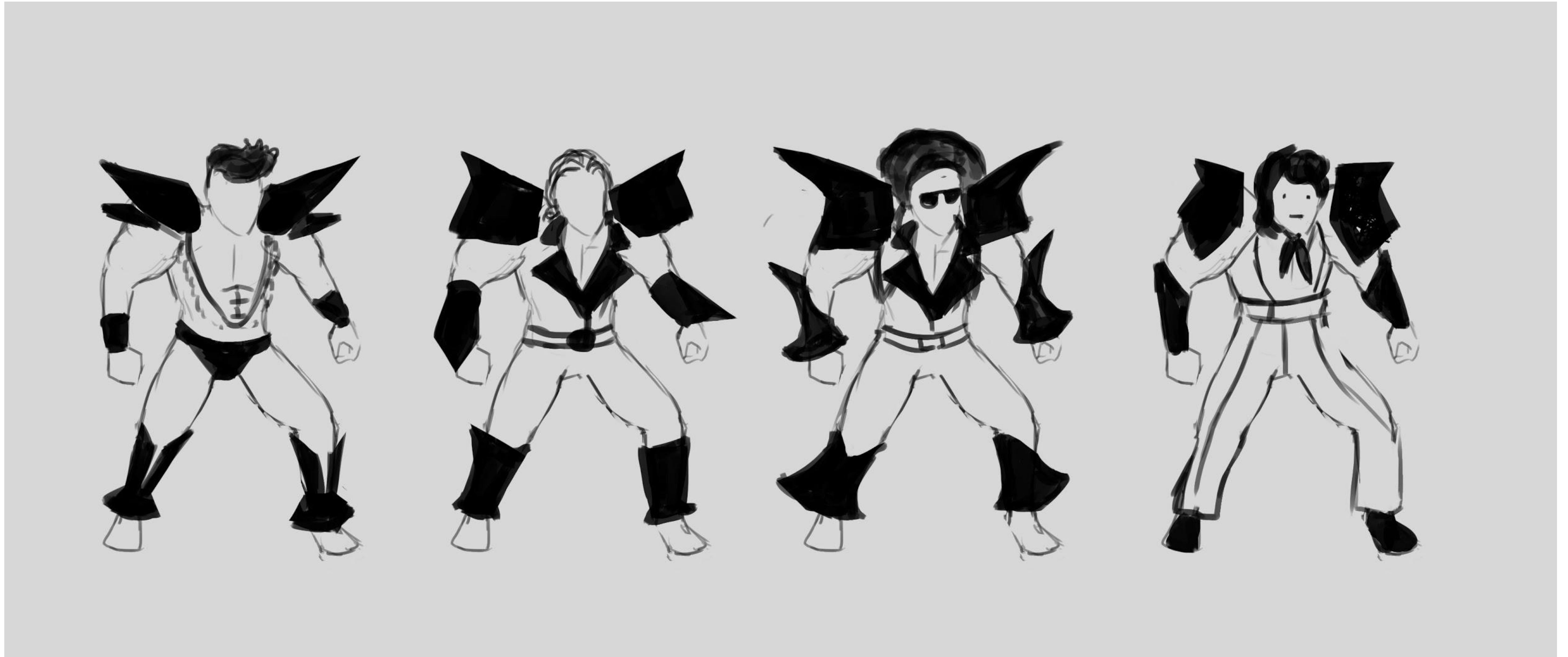
The process of game creation



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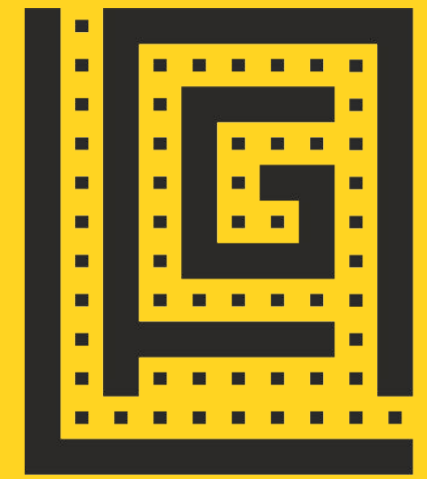
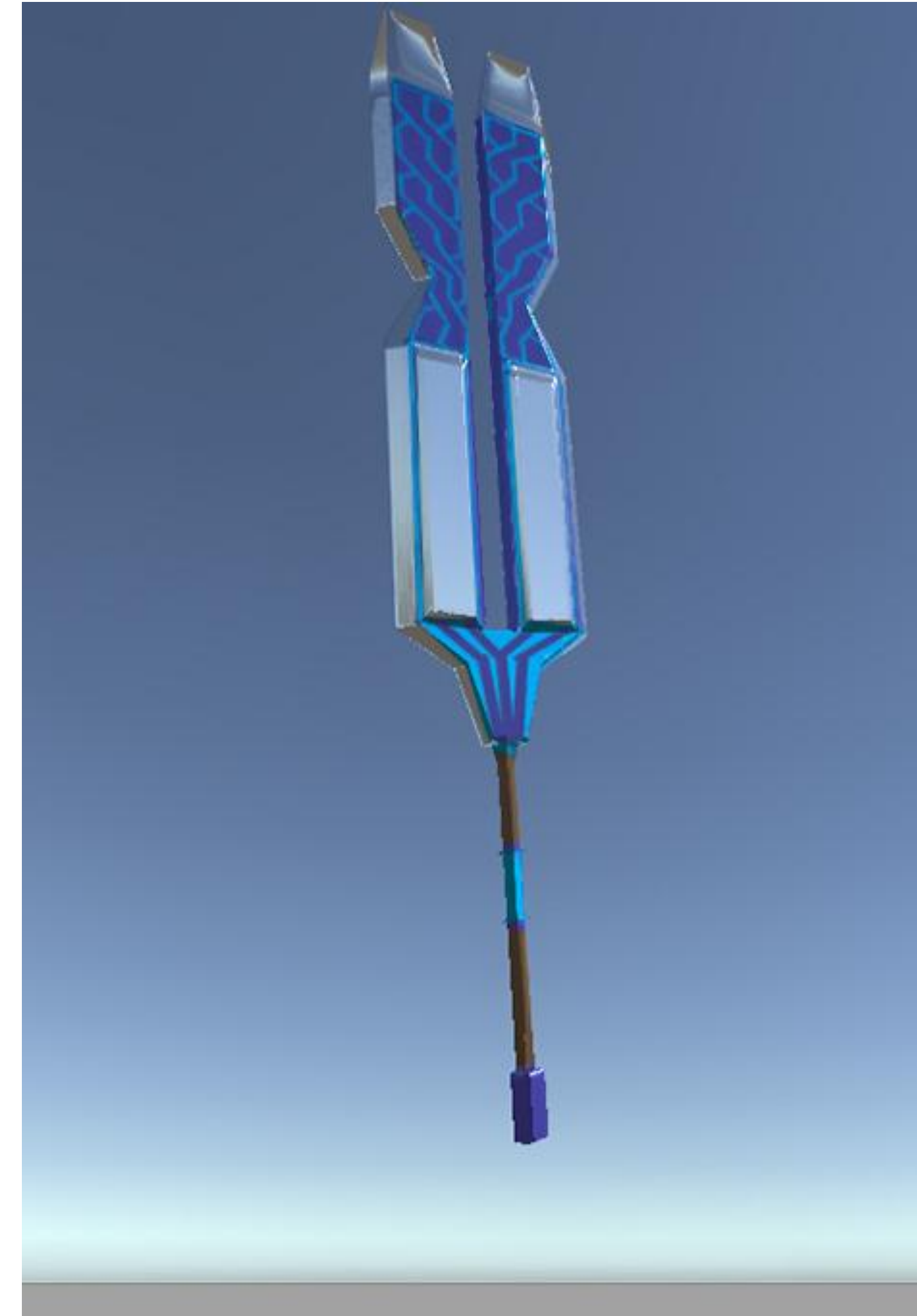
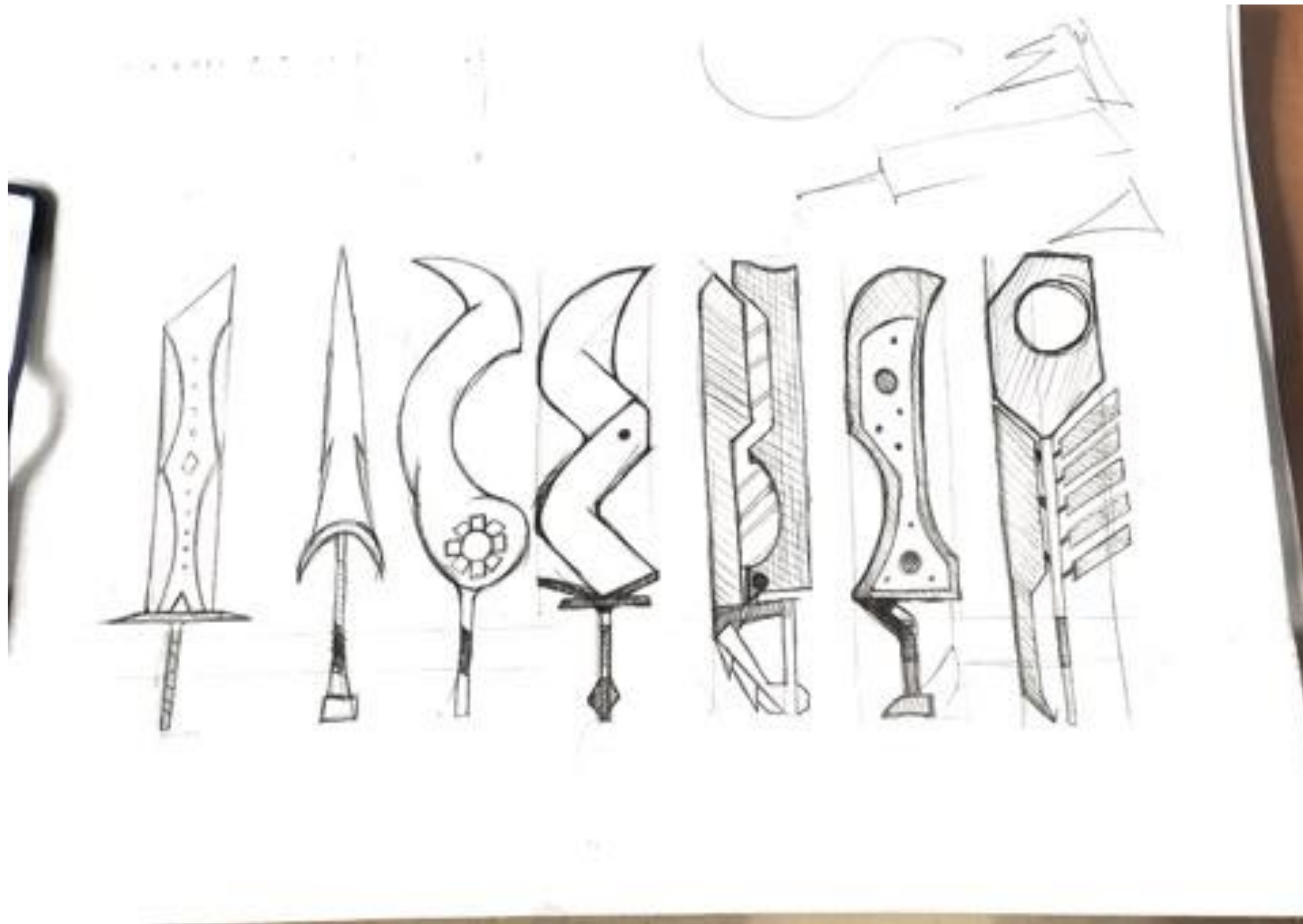
The process of game creation



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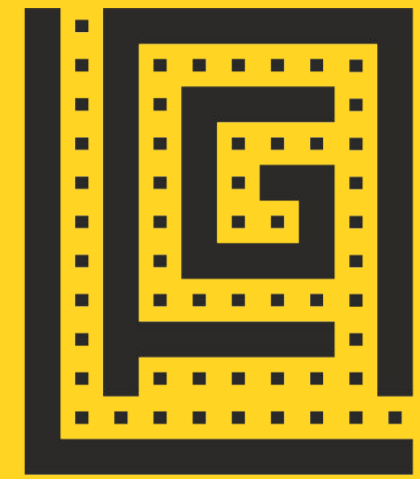
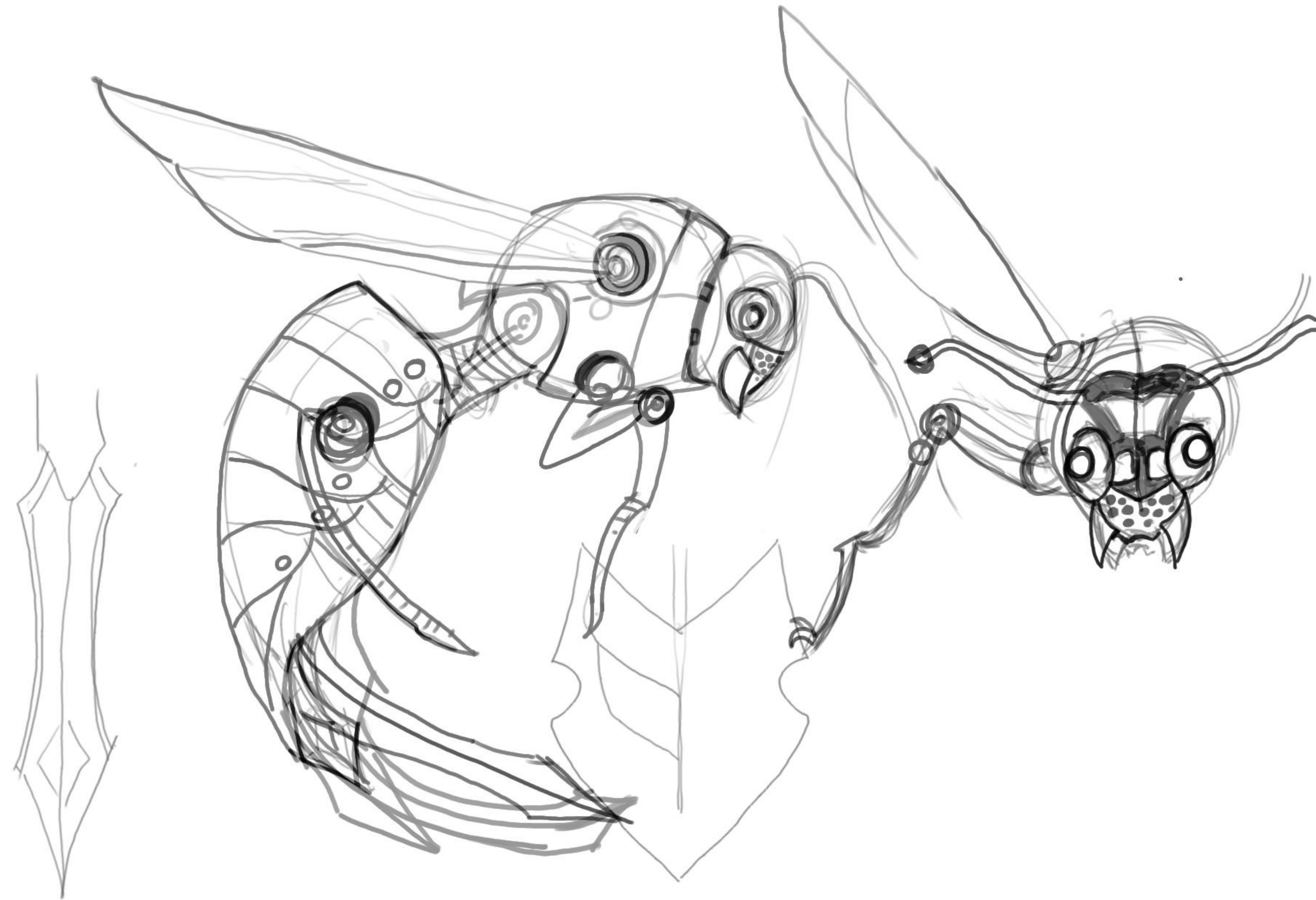
The process of game creation



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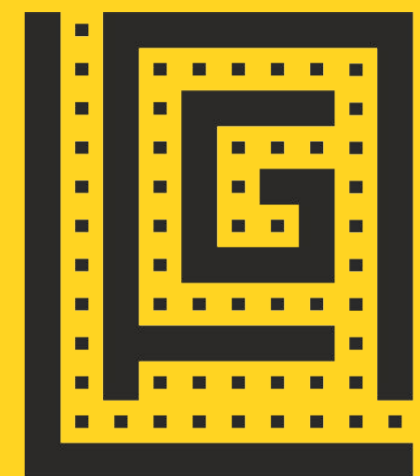
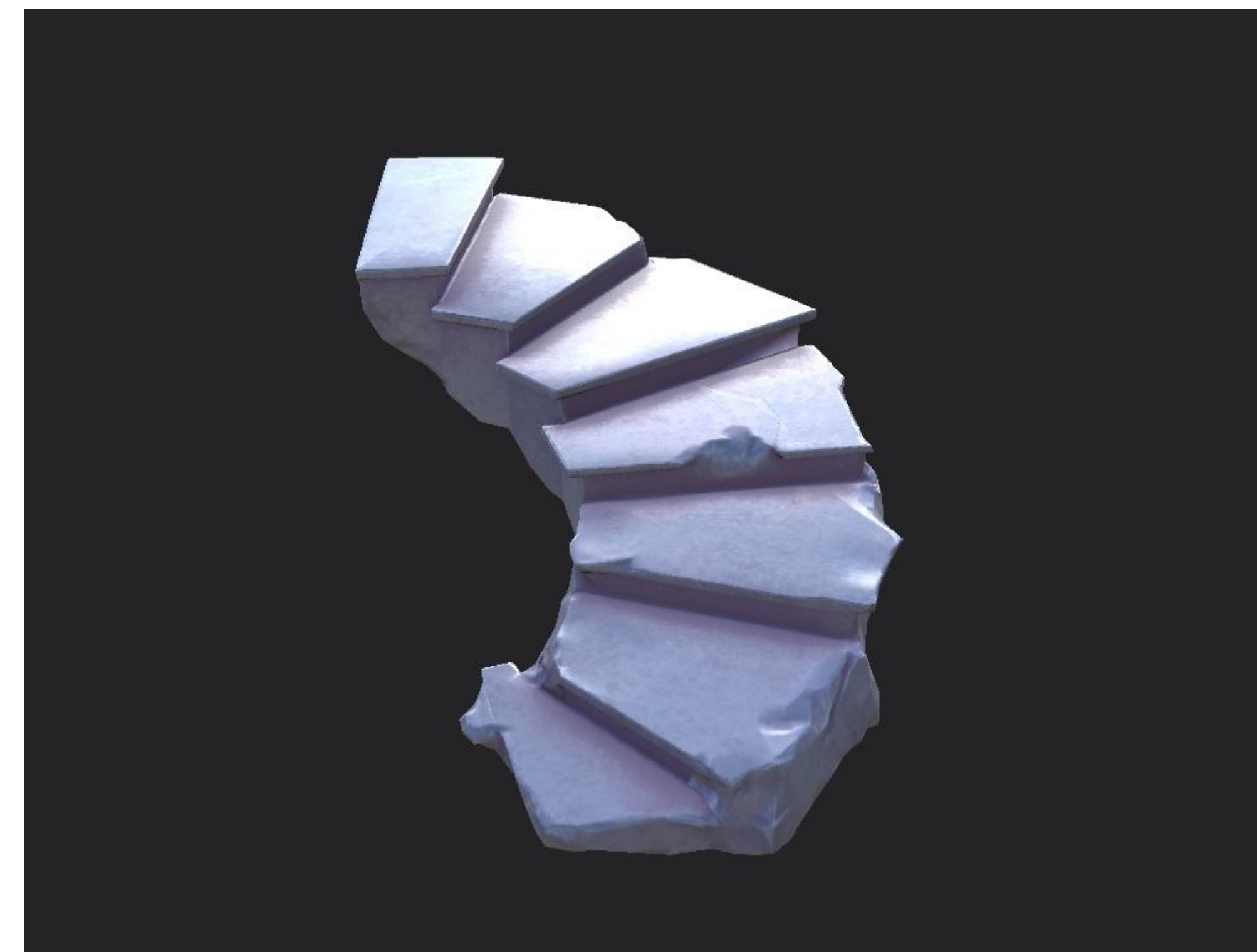
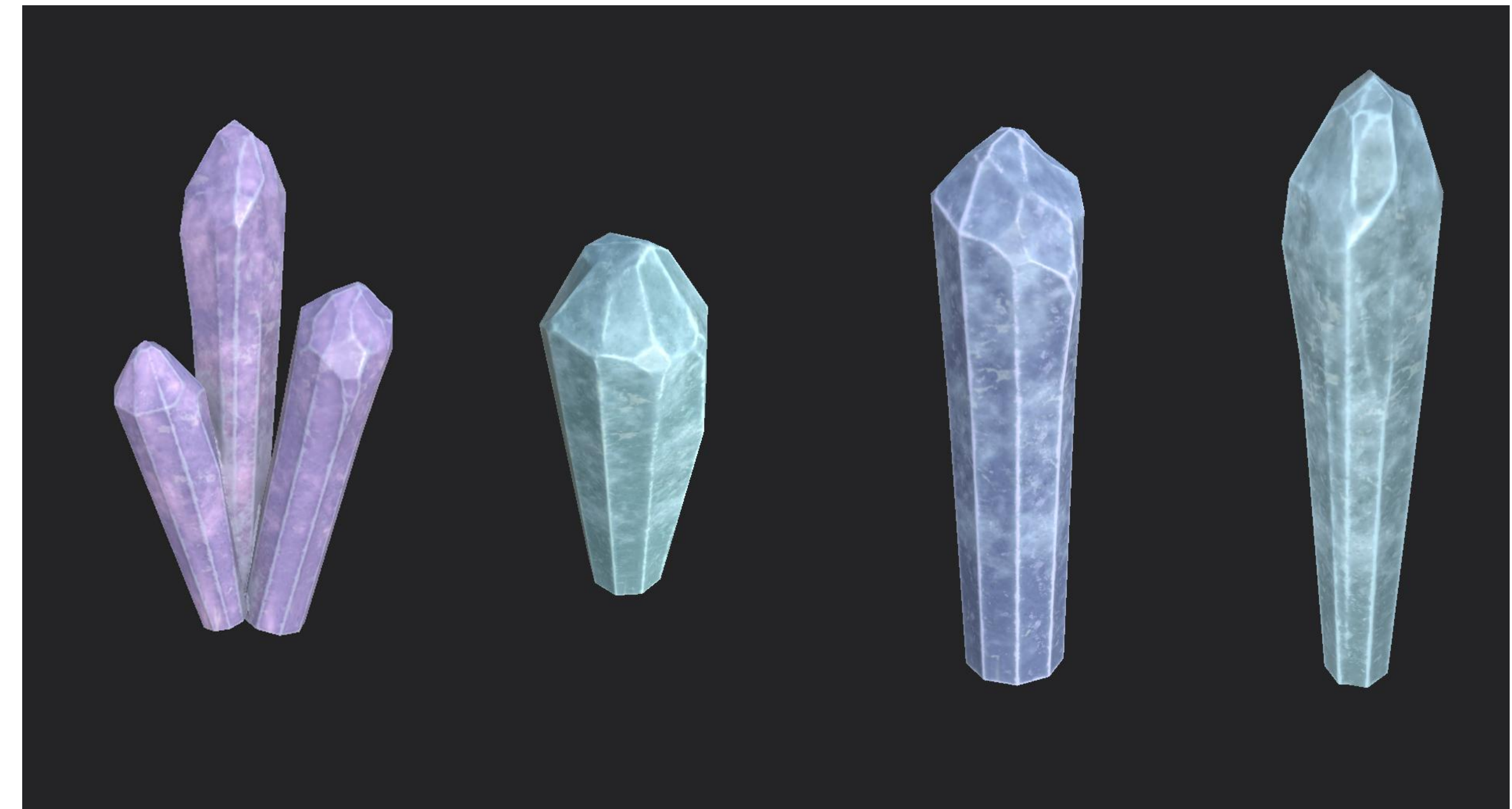
The process of game creation



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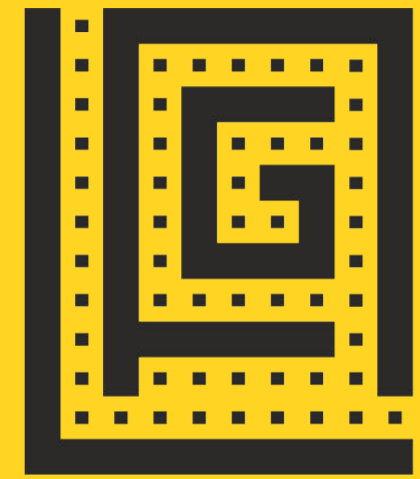
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The process of game creation



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**Video Games
and Virtual
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in Cieszyn



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