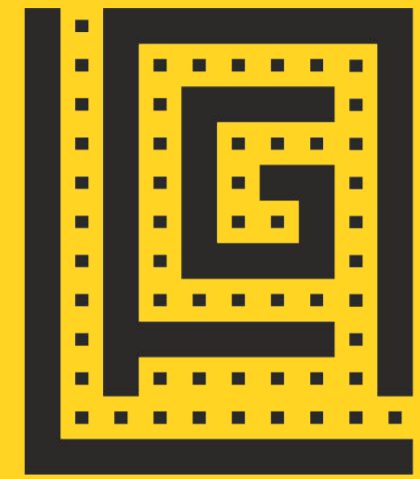


# Team Red

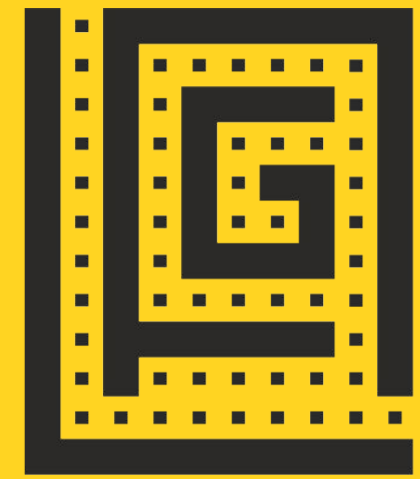
**Game title:**

# Radioactive Dog Legend



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# Team members

**Ján Babinec** - team leader, game design

**Krzysztof Nowakowski** - programming

**Maciej Grabowski** - programming

**Mikołaj Bartoszek** - programming, tealord

**Maja Kupiec** - music and sound design

**Dawid Biegun** - music and sound design

**Sandra Bobak** - concept art, nuisance, UI

**Agnieszka Kowalewska** - concept art, 3D

**Anna Manaj** - concept art, 3D, level design

**Alicja Bodzoń** - concept art, 3D, teaqueen

**Joanna Kobierska** - 3D, character design

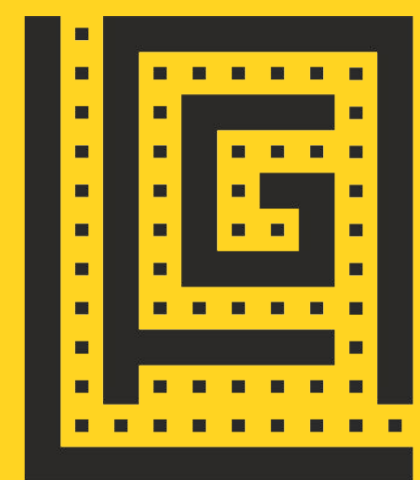
**Maciej Borys** - 3D

**Filip Rozynek** - 3D

**Michał Kolano** - 3D, level design

**Paulina Będkowska** - 3D

**Animations by Mixamo**

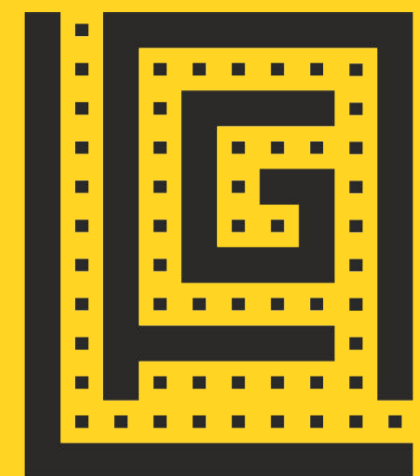


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# The game summary

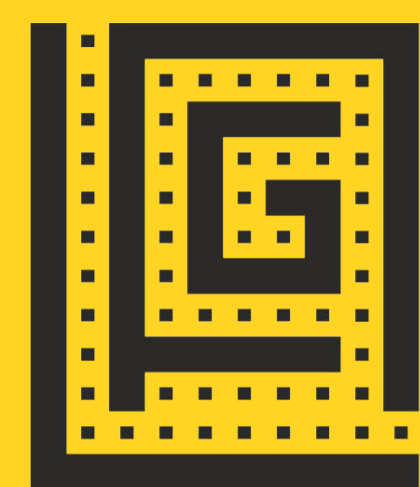
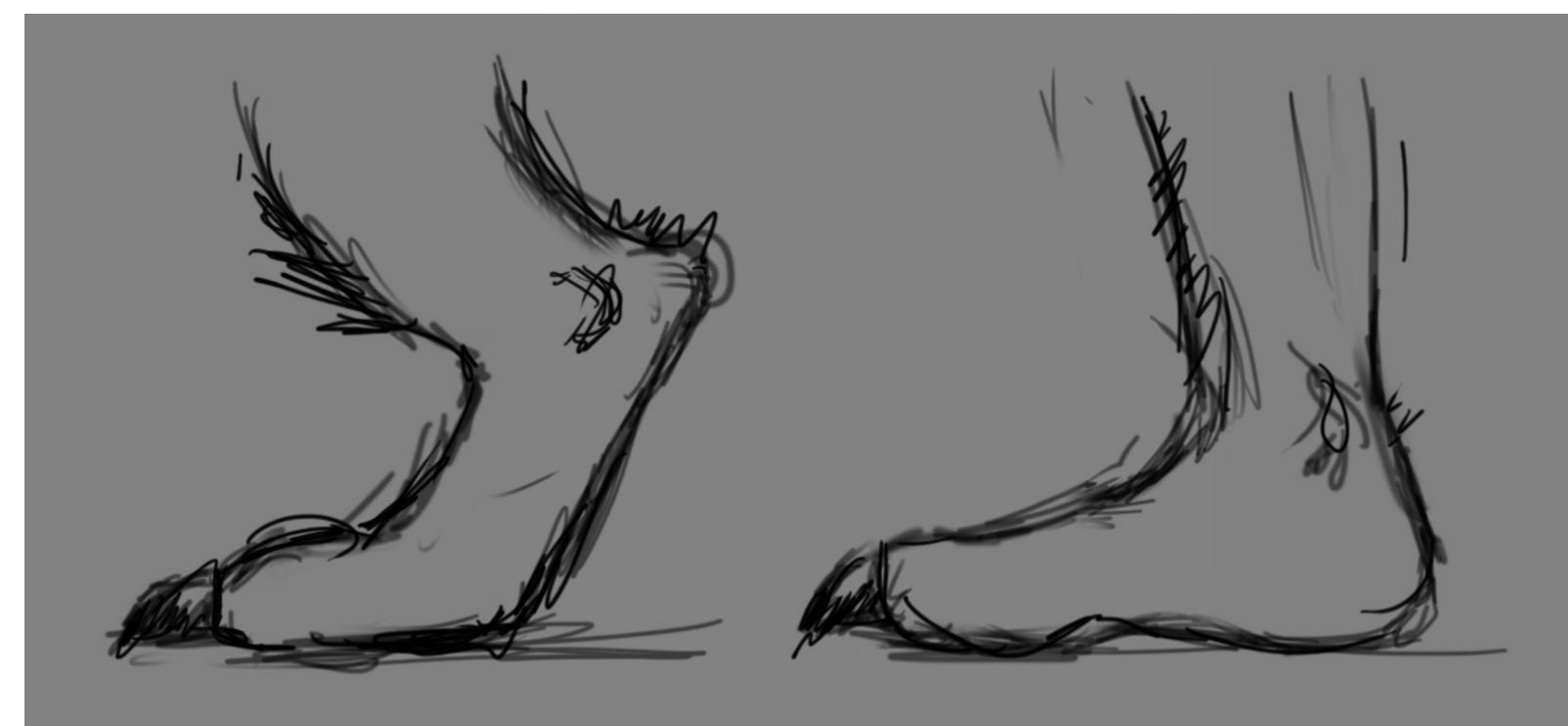
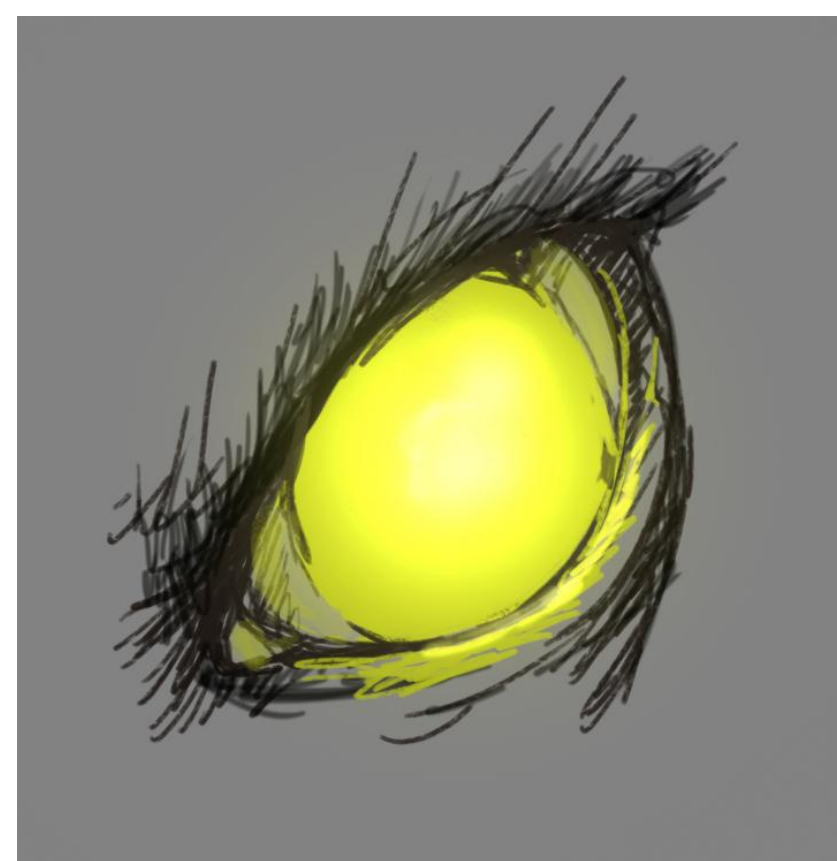
**The player is tasked with finding and unveiling the story behind radioactive dog while exploring remains of the city and avoiding murderous radiation fields.**



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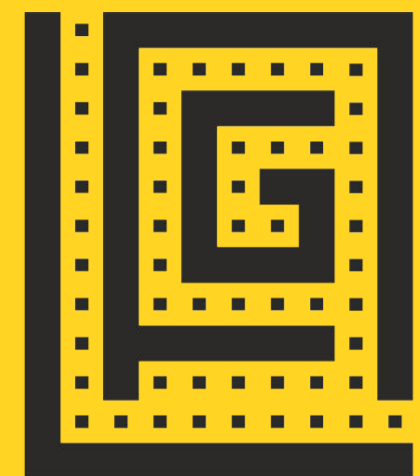
# The process of game creation



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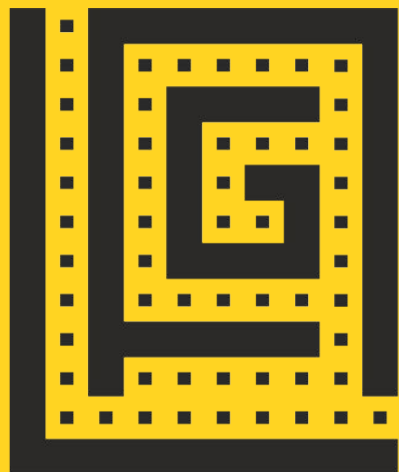
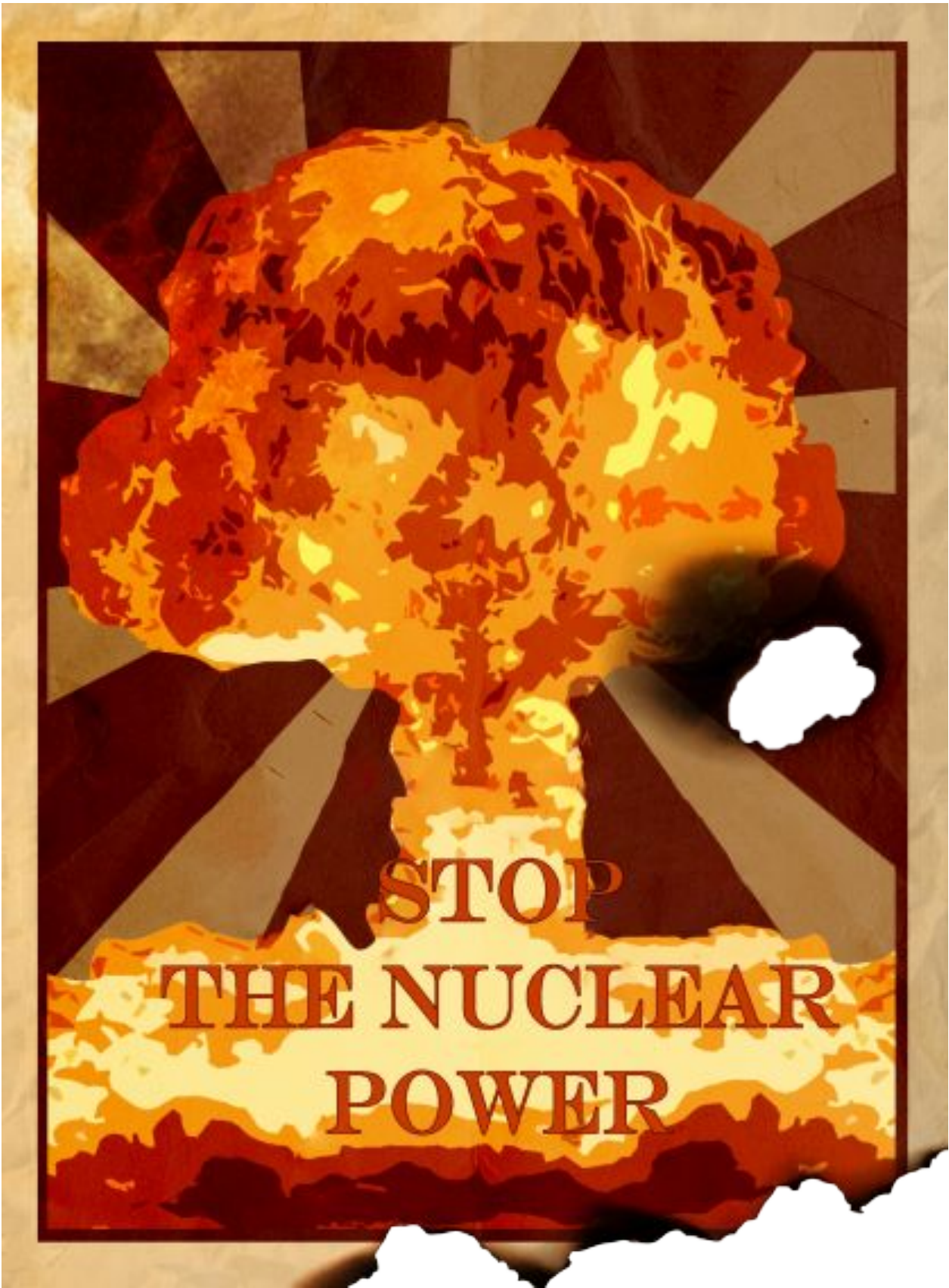
## The process of game creation



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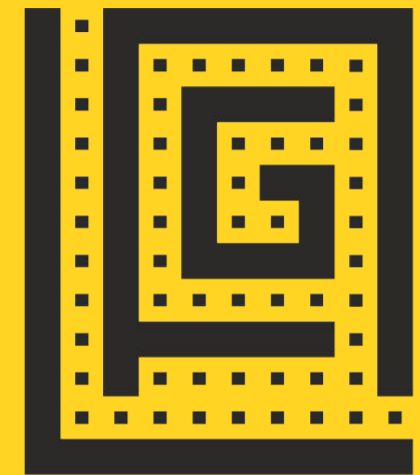
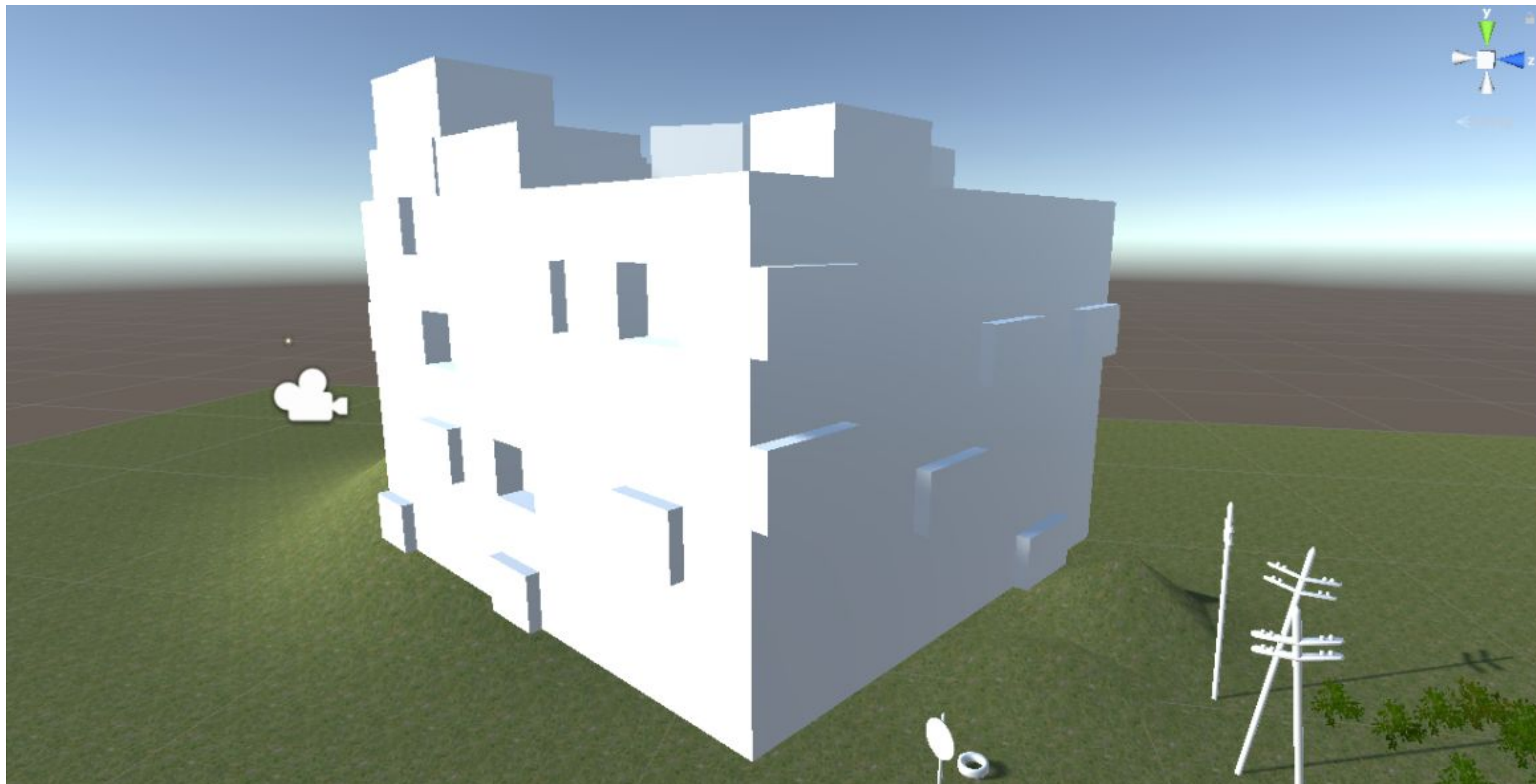
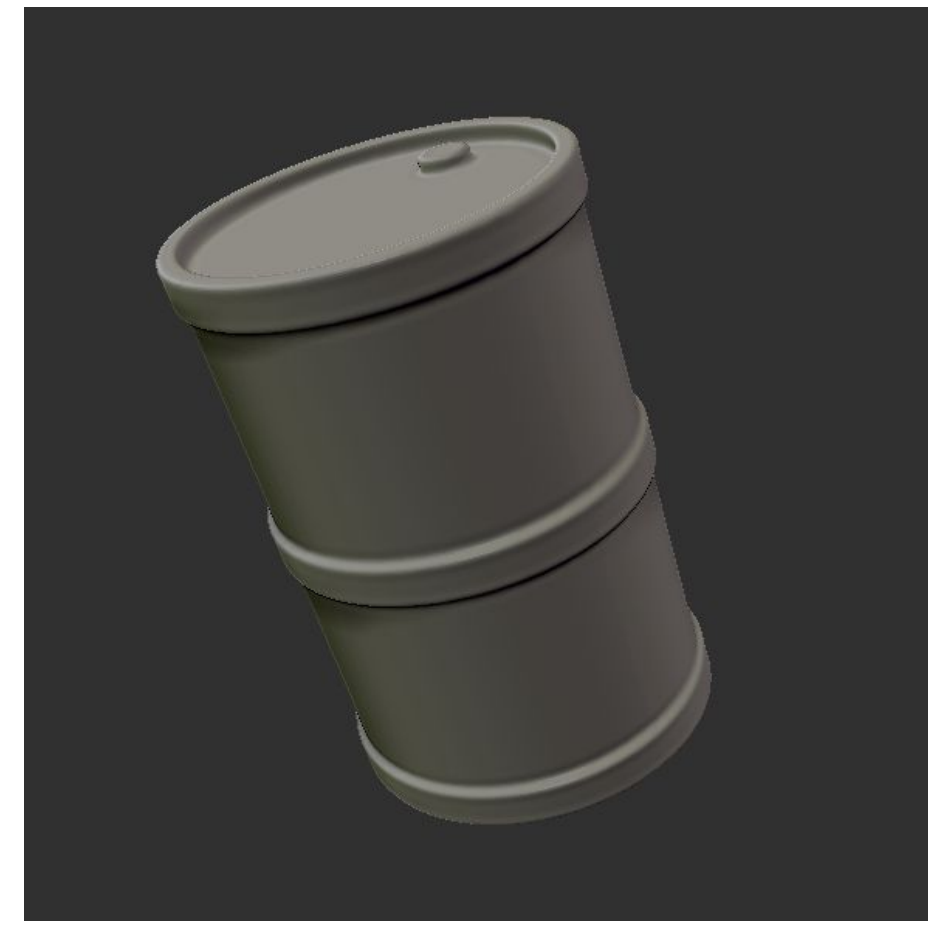
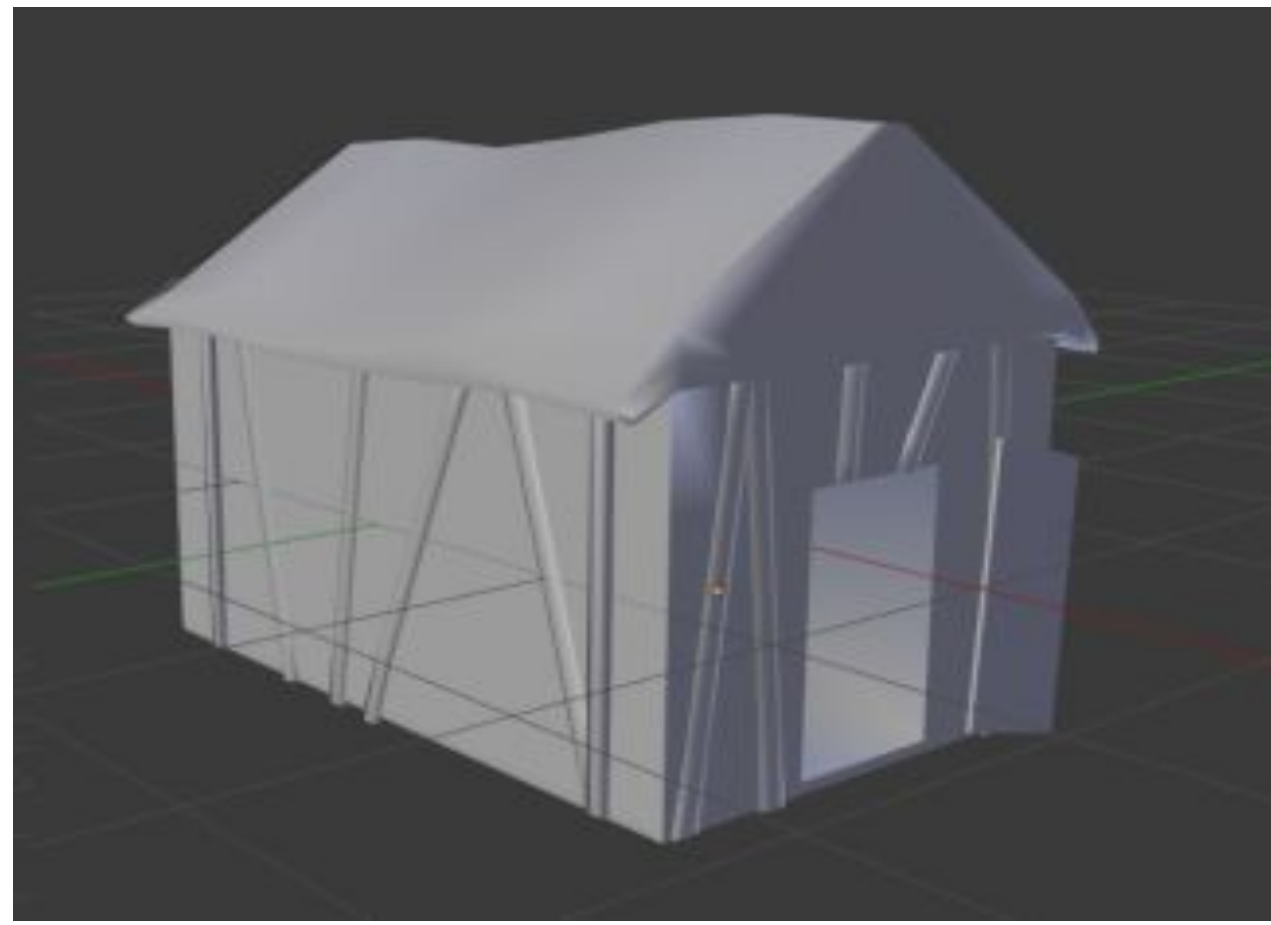
The process of game creation



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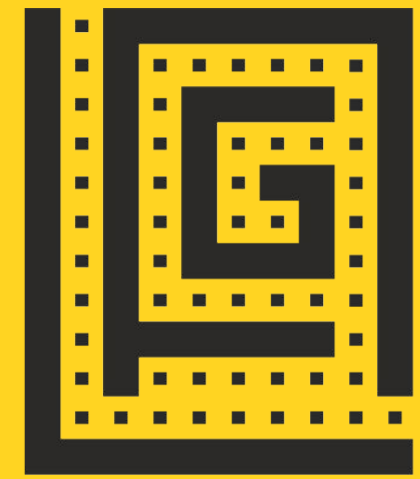
## The process of game creation



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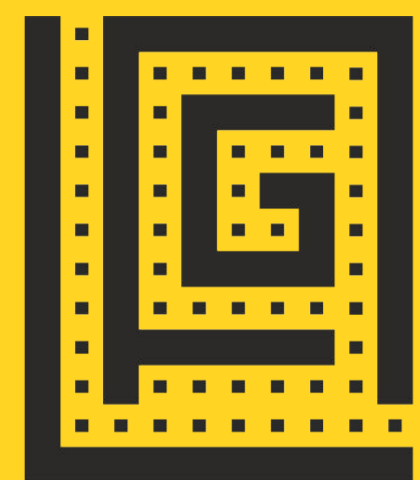
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## The process of game creation



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and Virtual  
Space Design**  
in Cieszyn



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