



FOWL
PLAY

The image is a 3D-rendered scene. In the center, a clipboard with a silver clip at the top holds a white sheet of paper. The paper has the title 'Progress Update' in bold black text, followed by a bulleted list of development progress. The clipboard is placed on a dark wooden workbench. In the background, there is a dark, industrial-looking environment with a metal grid fence on the left and some machinery on the right. In the foreground, at the bottom of the frame, there are two blue, blocky, robotic hands. The overall lighting is dim, with some highlights on the workbench and the paper.

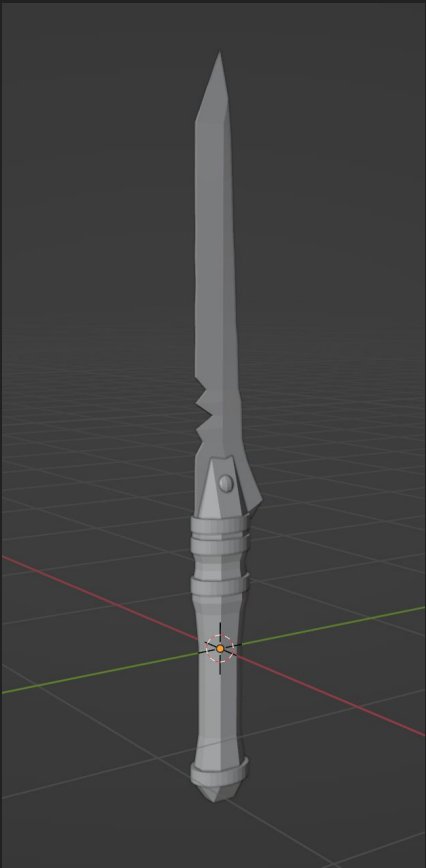
Progress Update

- Chicken Model
- 3D Weapon Models
- Controls
- Basic 3D Combat Arena
 - Environmental Hazards
- Shop System
- Basic Enemy AI
- Basic Combat Implementation

New Chicken



Dagger



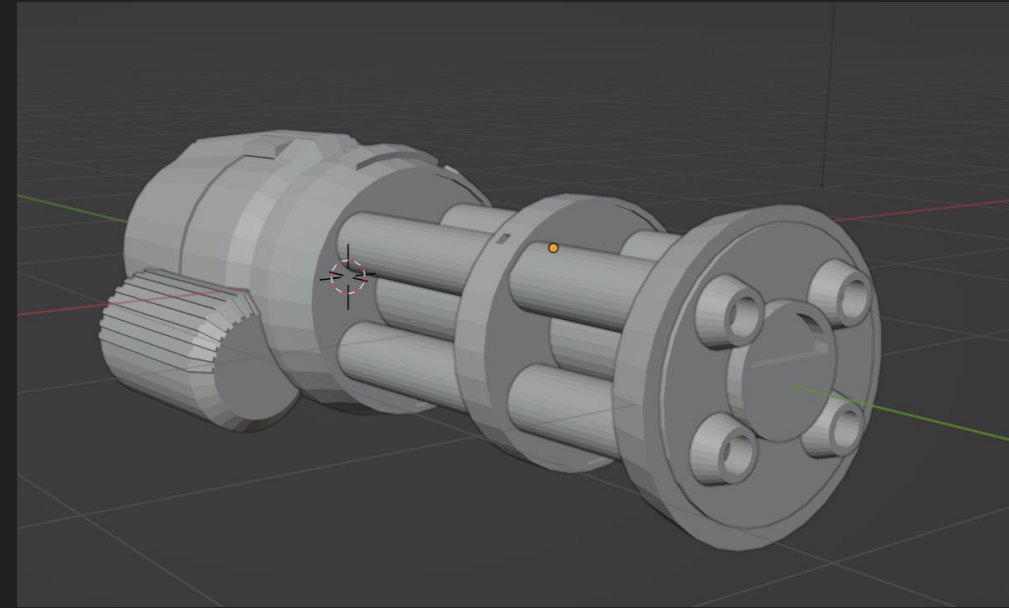
Butterknife



Sword



Minigun



Weapon Models

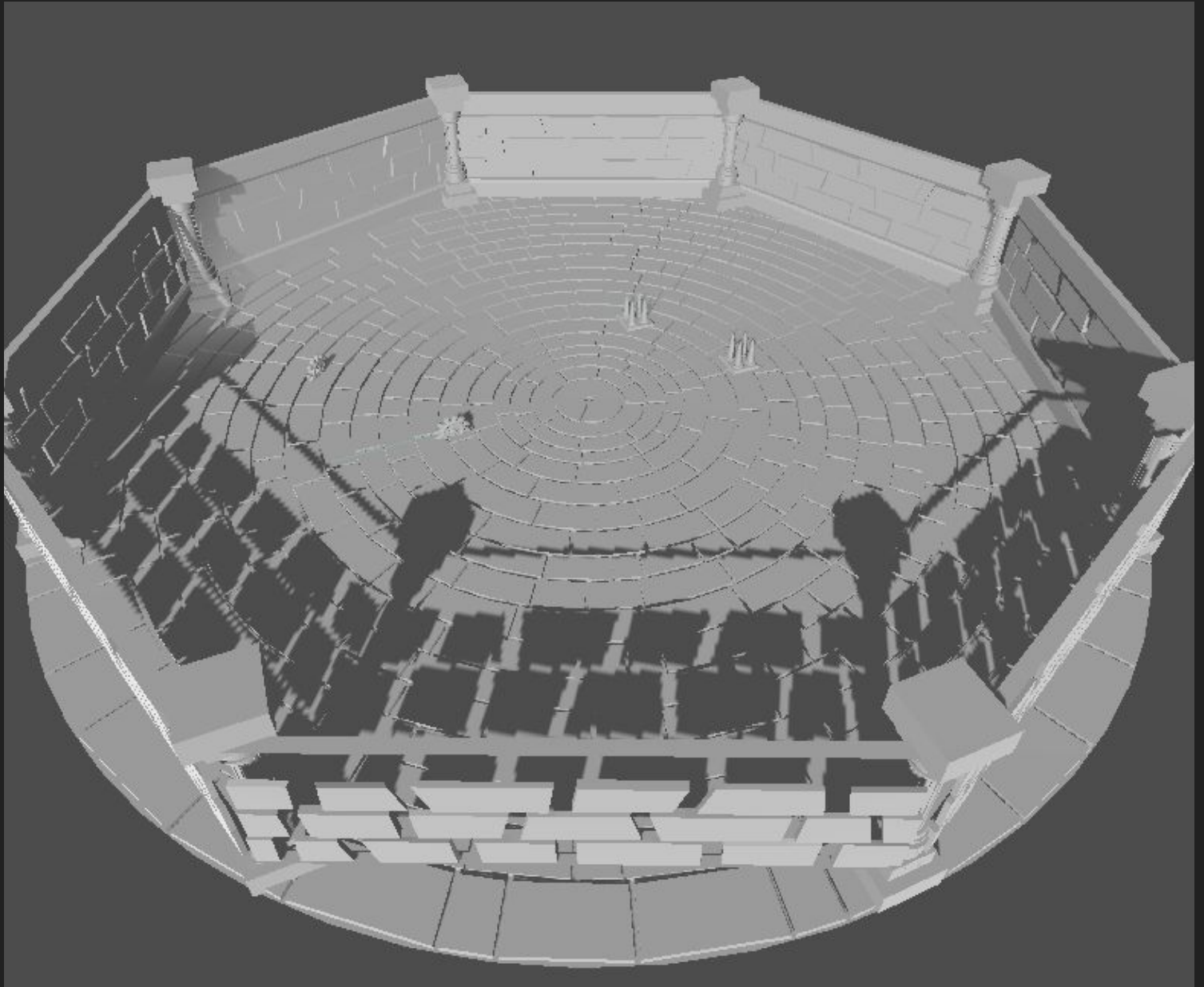


Leek

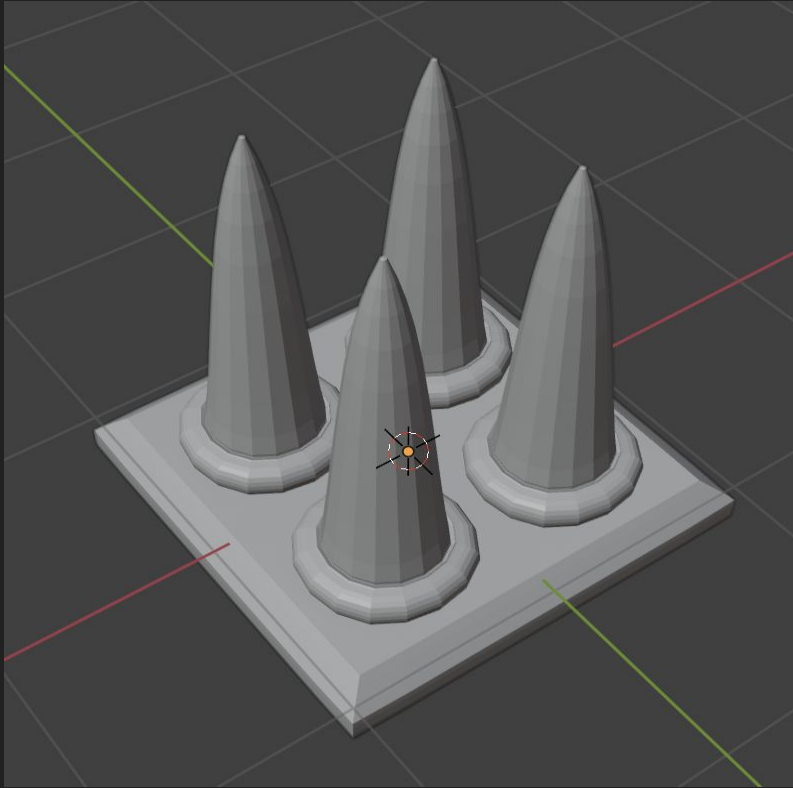


Slingshot

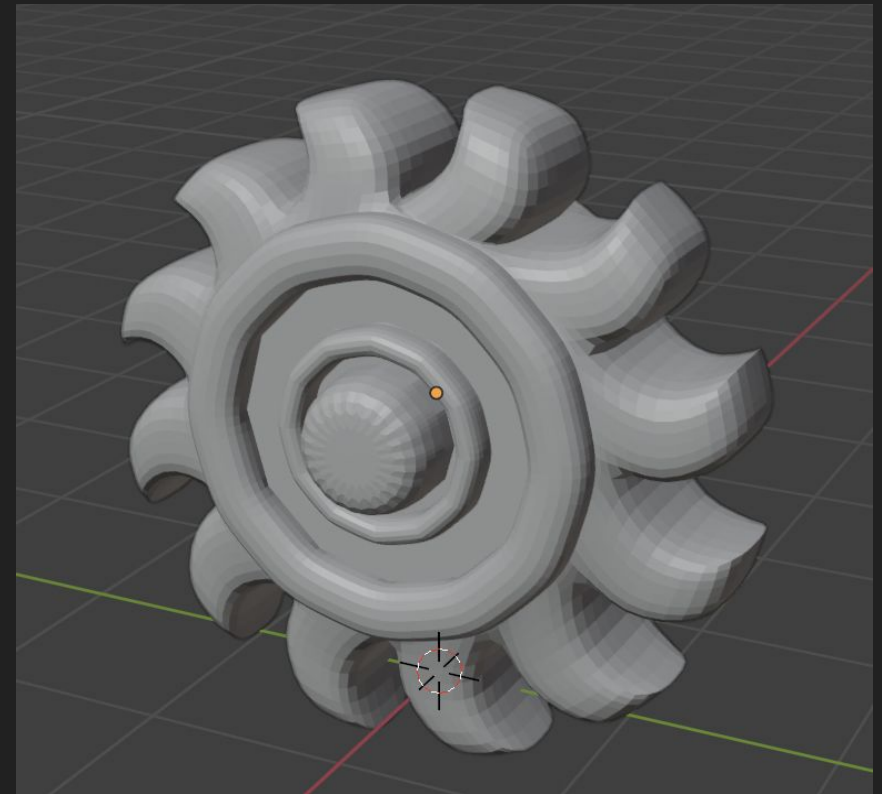
Combat Arena



Regular Spike

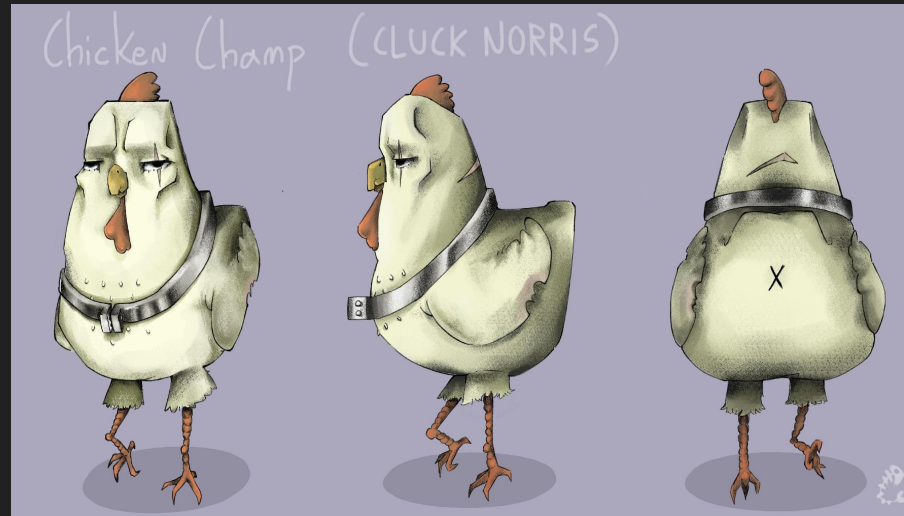
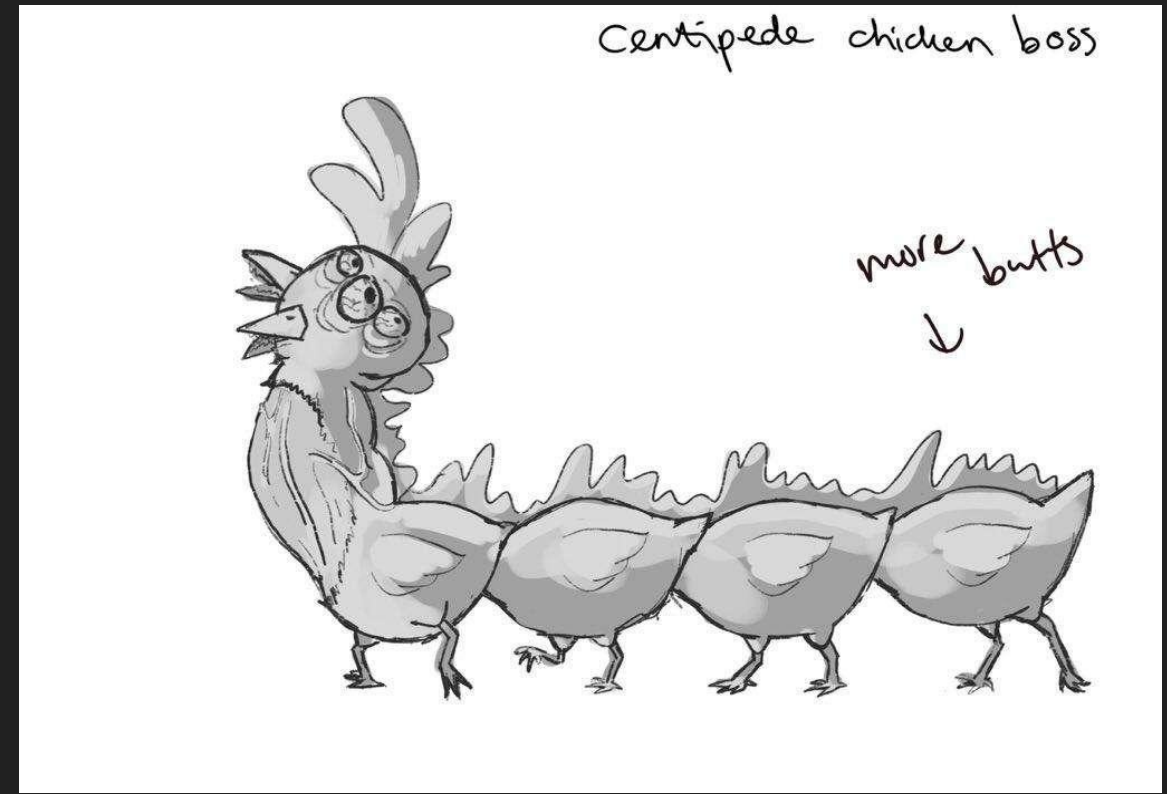
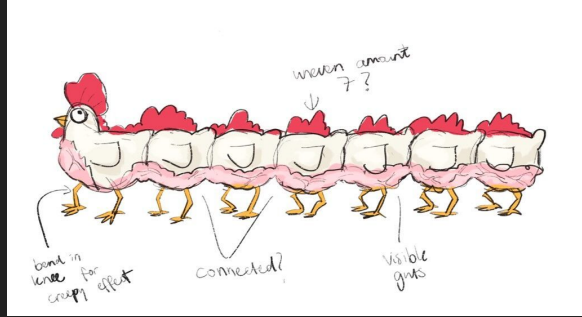


Ground Saw



Environment Hazards Models

Concept Art



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Live Demo

