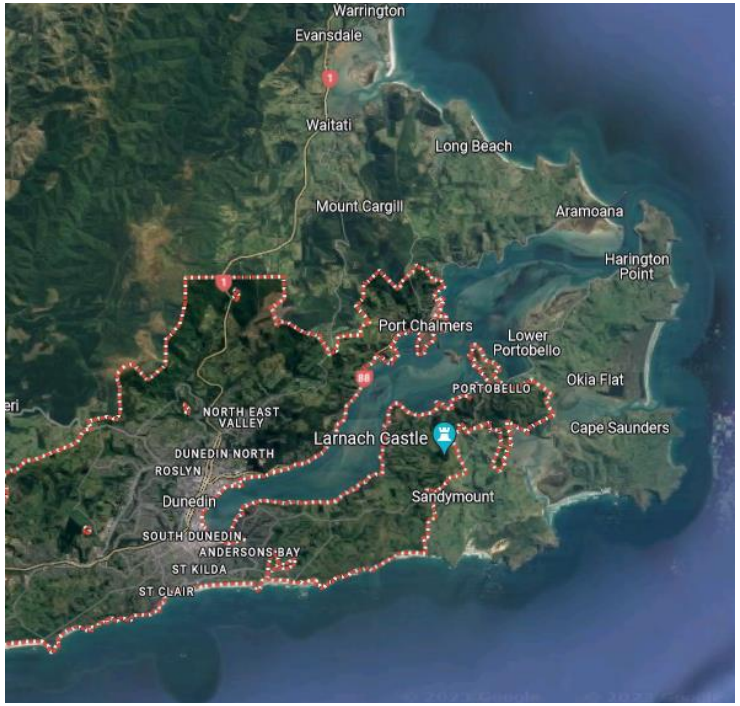
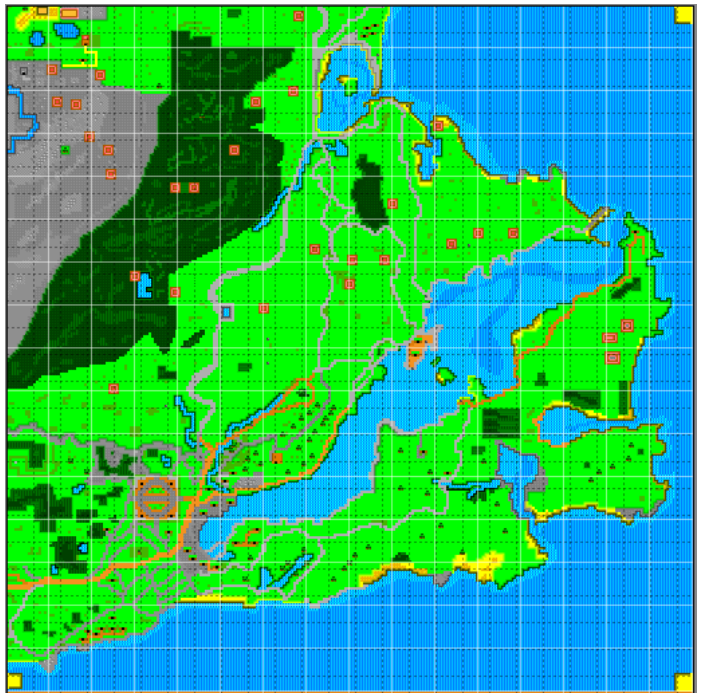
Duneatin'

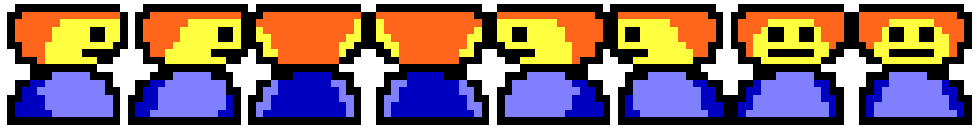
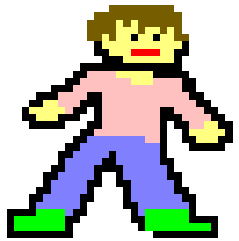
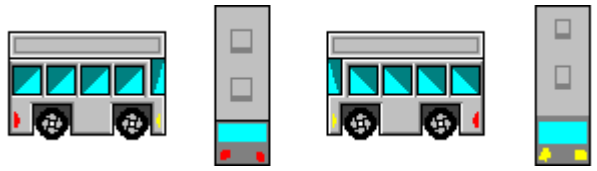
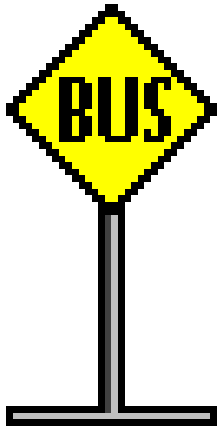
What we made

- Our goal was to make a fun game with educational content.
- As a team, we developed an educational game using geospatial data, weather data, the Dunedin bus timetable and food nutrition data.
- We wanted to create a fun experience for the user. To enable this, we added game mechanics such as combat, quizzes and puzzles.

Map Development





Enemy sprites

Game art