

Carnegie Mellon University



INCADE

P R E S S S T A R T

A GAME BY



BANANA PANCAKE

▶ RISHI ▶ MILAN ▶ KIRAN
▶ KARAN ▶ ADITYA

DIVISION OF ROLES



▶ **RISHI**

3D Interface, Jumpy Doggy,
and Final Assembly

▶ **MILAN**

Asteroids

▶ **KIRAN**

Whac-a-mole

▶ **KARAN**

Aviary Aviators

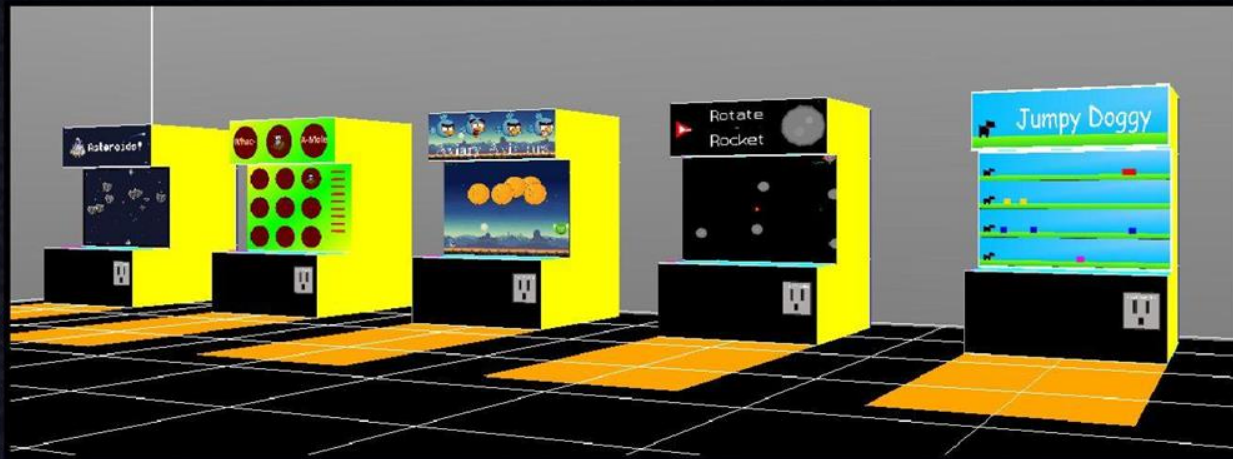
▶ **ADITYA**

Rotate Rocket

3-D INTERFACE



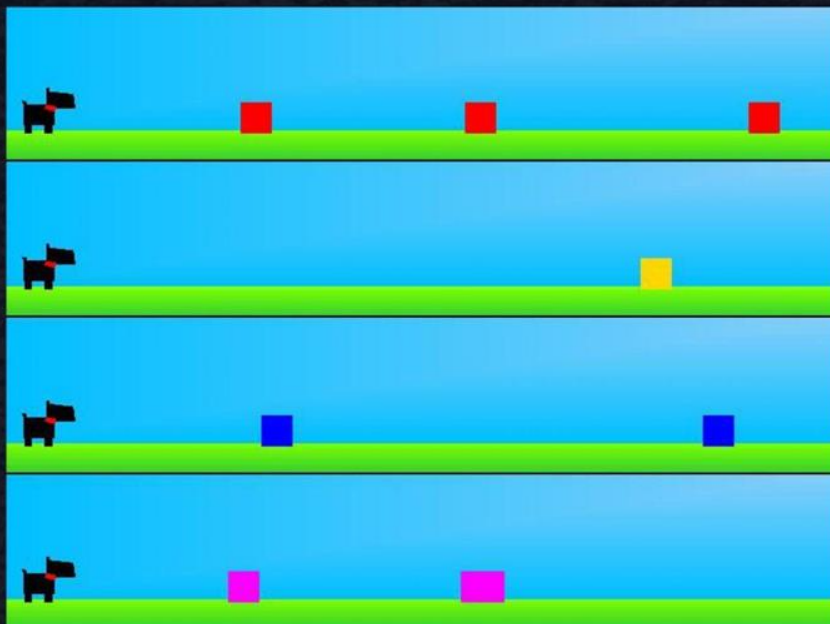
- ▶ An interactive 3D GUI used to select the game you would like to play. This was built to be scalable, making it easy to add new games!.



JUMPY DOGGY



- ▶ An infinite runner where you can play as four characters simultaneously.
- ▶ The greatest challenge was building each level to be self-contained while tracking overall progress.



ASTEROIDS



- ▶ A shooting game where you try to defeat enemies before running out of ammo.
- ▶ A culmination of smooth animation, sound, and hitboxes with bugs play-tested out.



AVIARY AVIATORS



- ▶ A casual and fun game where you launch birds and try to strike down the Boss Pig.
- ▶ The fun and challenging part was to make the game visually appealing while also making it fun to play .



ROTATE ROCKET



- ▶ A fun space-themed multi-directional shooting game where the player has to clear the asteroid field.
- ▶ The challenge was to geometrically generate moving graphics, while allowing smooth gameplay!



WHAC-A-MOLE



- ▶ A simple game inspired from the classic arcade game of the same name. Whack the mole before it disappears!
- ▶ The biggest challenge was to encapsulate the various elements of the game into classes.

