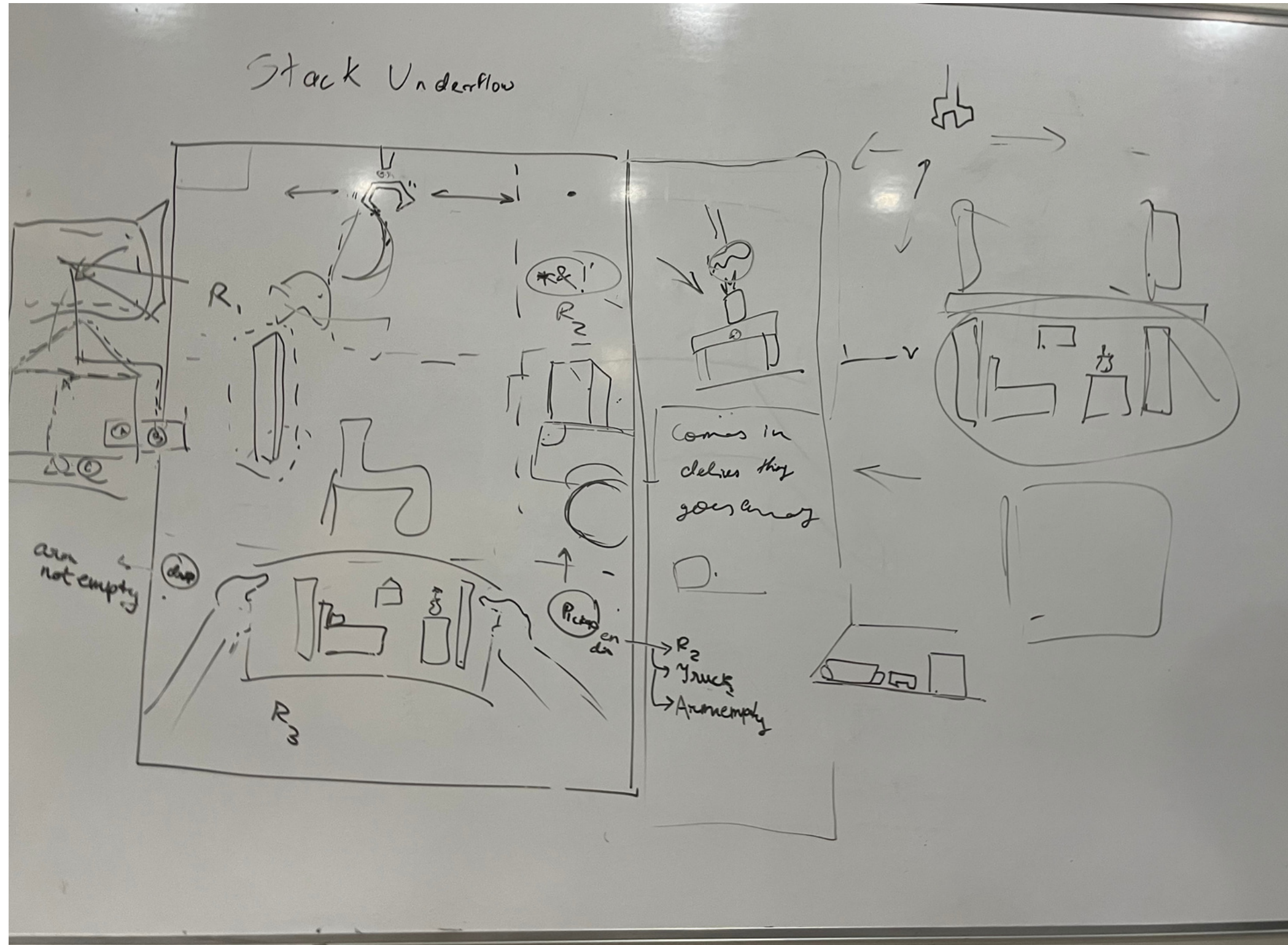


Crane Game



Conceptualization



Camera Views

- o- Truck is on the side of the house.
- Adv - Inertia exists, block sways after picking up.

Problem - limited screen space.

- o- Building camera and truck pickup block camera are separate.

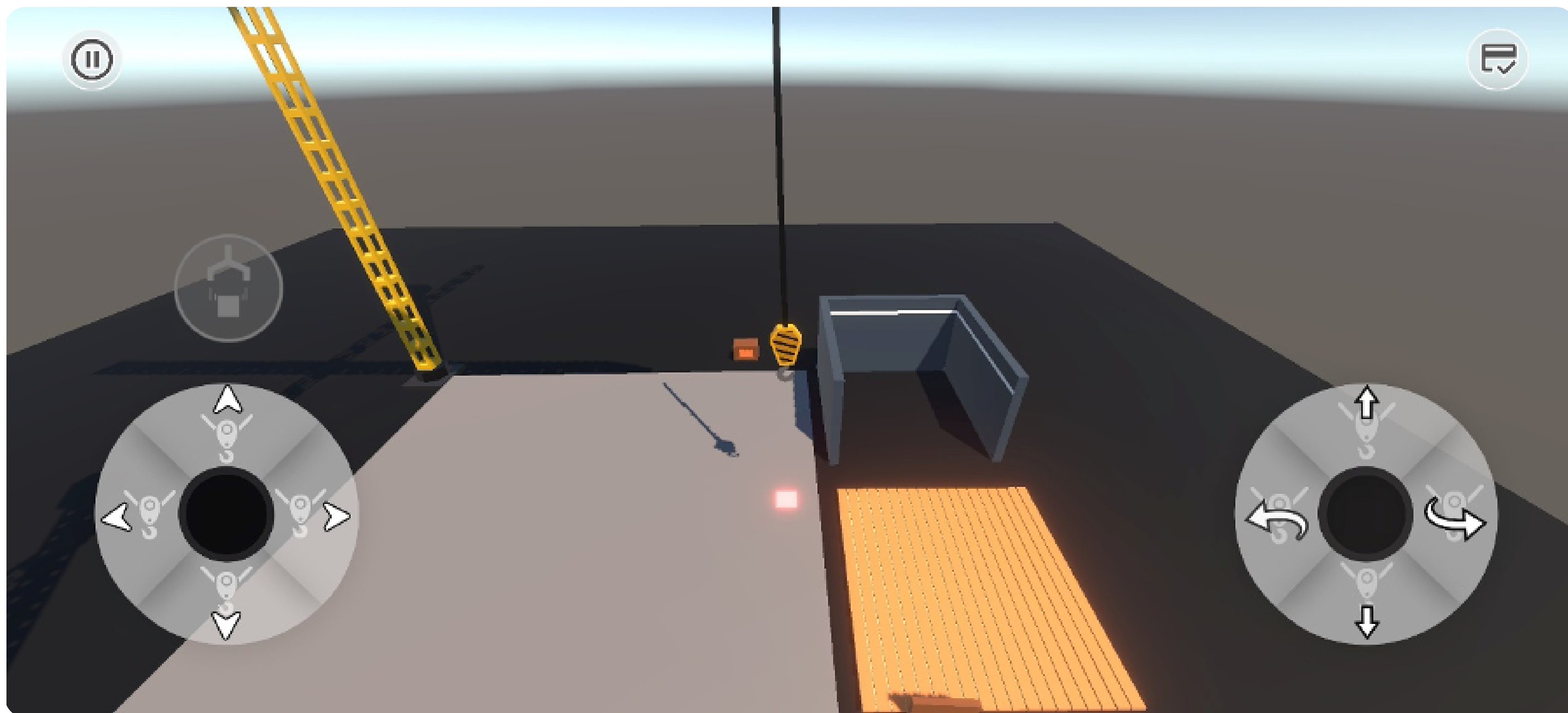
Adv - More space for blocks and construction.

Problem - Have to program camera movement depending on claw arm status.

- o- Truck comes to foreground and building is in background after we pickup block, truck leaves the scene and background structure is revealed.

Adv - UI is clean and structure occupies full space.

Problem - No inertia on blocks, game is slower since camera switches from background to foreground.



Demo Tutorial Level

