

The background features a dark teal base with several overlapping, angular shapes in a lighter teal and a vibrant lime green. These shapes create a layered, mountain-like effect. The word "Wanderlust" is centered in a white, bold, sans-serif font.

Wanderlust



The game this guy's talking about.



1.

PERSONA

The public I'm trying to captivate.

Camila Batista



"A vida me ensinou a nunca desistir...."

Idade: 22

Trabalho: Estudante

Estado Civil: Solteira

Cidade: Manaus, AM

Personalidade



Devoradora de livros

Viciada em séries

Amante da Fofura (gatos)

Indecisa

Objetivos

- Ter renda suficiente para ter uma vida luxuosa;
- Ser habilidosa em algum jogo;
- Viver experiências emocionantes;

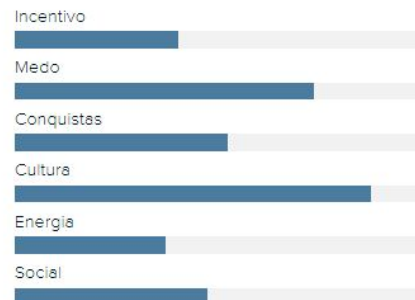
Frustrações

- A grande complexidade de algumas coisas;
- Burocracias para algo simples;
- Sua falta de força de vontade;
- Medo de falhar.

Bio

Fernanda é uma jovem estudante de Economia, que gosta muito de ver as novas tendências da tecnologia e do design. Ela gosta muito de filmes de ficção científica e jogos simples que possam a entreter durante seu tempo livre. Não gosta de coisas muito complexas quando se trata de diversão, gosta de ficar no simples e rápido, de forma que se divirta o suficiente no seu tempo livre.

Motivações



Canais Preferidos



Batista's still the power.



2.

PLOT

What does this game have to tell?



An astronaut that got lost in his first mission in space. Now, he needs to get oxygen and survive until his rescue arrives.

SCORE: 100

OXYGEN: 93%.



You should be fine if you...

- ◆ Collect oxygen;
- ◆ Avoid the aliens;
- ◆ Avoid the asteroid;
- ◆ Survive.

The background consists of several overlapping geometric shapes, primarily triangles and polygons, in various shades of green and teal. The top and bottom edges are jagged, creating a mountain-like silhouette. The central area is a solid teal color where the text is located.

3.

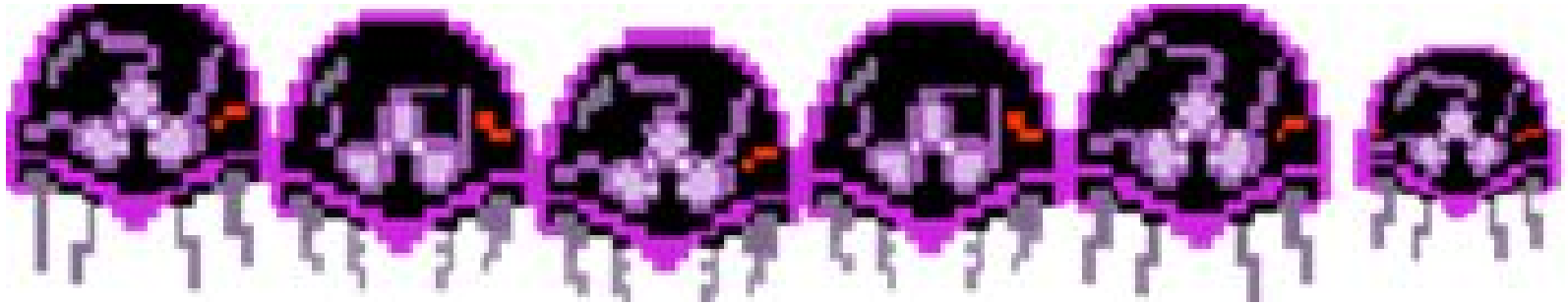
CHARACTERS

Ok... So now what about the guys?

Mark Bridges, 21.



Aliens... I really don't know the age.





4.

UNIVERSE

WHERE AM I NOW?!



Somewhere in the galaxy...
Seriously.



Yeah... That same picture again.



5.

CONTROLS

Just tell me how I play now and we should be fine.

Press those buttons... Now!

Accelerate!



Rotate to left!

Rotate to right!

Alright... This one
does nothing!

The background consists of several overlapping geometric shapes, primarily triangles and polygons, in various shades of green and teal. The colors range from a bright lime green to a dark, almost black teal. The shapes are layered to create a sense of depth and movement, with some shapes appearing to recede into the background while others come forward.

6.

INTERFACE

Let me take a look at this “designs”.



Main menu



Game itself (I promise this is the last time I show this image).

HIGH SCORES

1	A	300
2	A	100
3	<Empty!>	0
4	<Empty!>	0
5	<Empty!>	0

High Score Screen (My name isn't A).

Artists

DOUGLAS MATHEUS Concept
Elements

VIRGINIA OLIVEIRA Concept
Characters

Programmers

GABRIEL ALONSO Physics
Sound Design
Progression

GABRIEL BRASIL Game Designer

Credits (My apologies to Mr. Brasil).

GAME OVER

YOUR SCORE:

100

New Top Score!

Please, input your name:

GAB

Press enter to try again
or esc to menu



Game Over



THANK YOU
FOR PLAYING!

UEA
UNIVERSIDADE
DO ESTADO DO
AMAZONAS

IGNITERS

Yeah, this is the end.



6. TOOLS

What did I use to create all this stuff.

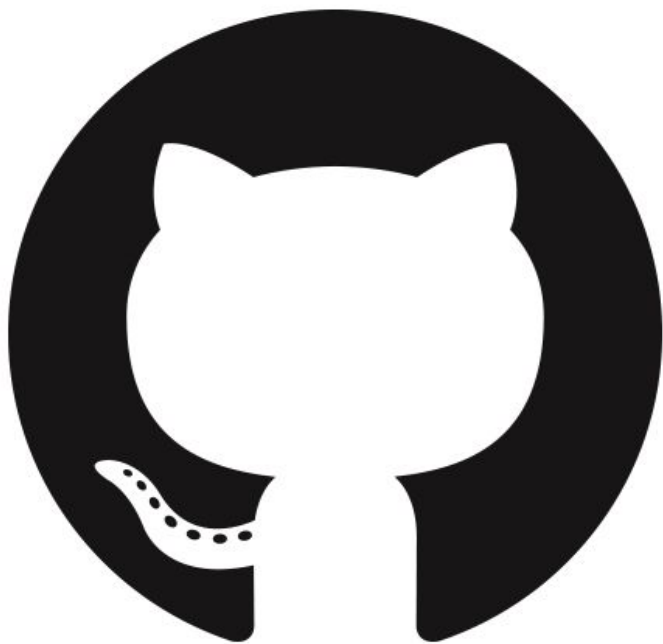
Code...



Draw...



Share...



Document...



Communicate...



Play!





Thanks!

Any questions?

You can also contact us at gamp.tjd@uea.edu.br!