Made in 48 hours for [Global Game Jam 2024: "Make me laugh"](https://globalgamejam.org/games/2024/city-tickler-4)

Tools:

* Unity
* C#

Collaborators:

* [Michael Anderson](https://conundrum55.itch.io/)
* [Kieron Saunders](https://itch.io/profile/kairos01)
* [Ben Campbell](https://desuwa.itch.io/)

My Role:

* Programming
* Some game design

City Tickler was made for the first game jam I had participated in. We made it for [Global Game Jam 2024: "Make me laugh."](https://globalgamejam.org/games/2024/city-tickler-4) You play as the notorious city tickler, running through the city tickling people and evading the police trying to detain you. It was a goofy idea that we thought would be perfect for the theme.

Since we only had 48 hours to develop with project my team needed to focus on extremely rapid iteration and close collaboration. I’m very proud of how we managed the scope of the game. We kept it small enough to actually complete it in the allocated time, but big enough to have gameplay depth and replayability .