JETPACKBEAR

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Prototyping interactive media-apps and games

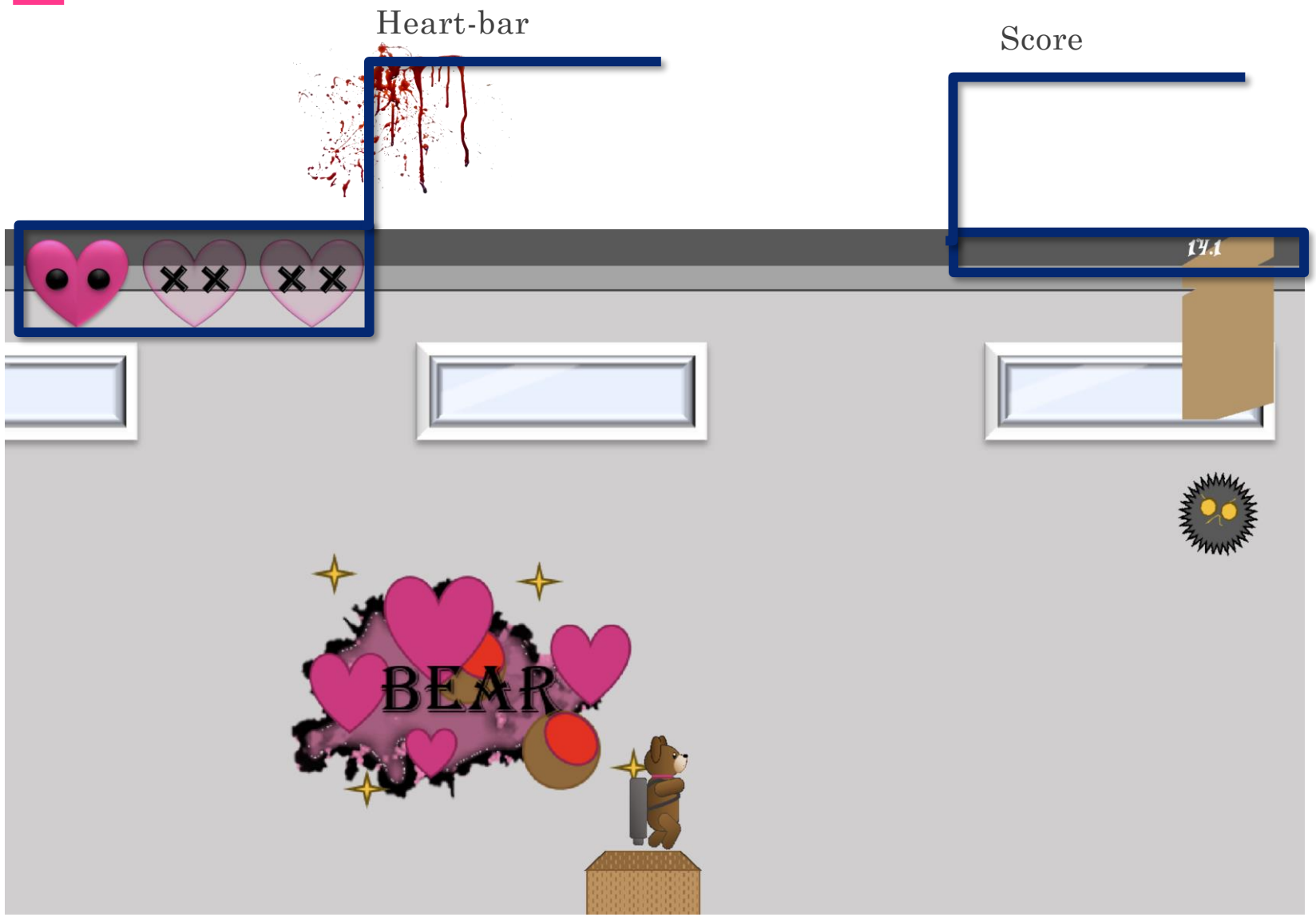
CONCEPT

A Jetpack game, similar to flappy bird and Jetpack Joyride. The player has 3 lifes and an enemy who tries to constantly hit the player. The player has to navigate around obstacles, trying to miss the enemy while doing so. The score shows the user how far they came, before dying.

CONTROLS

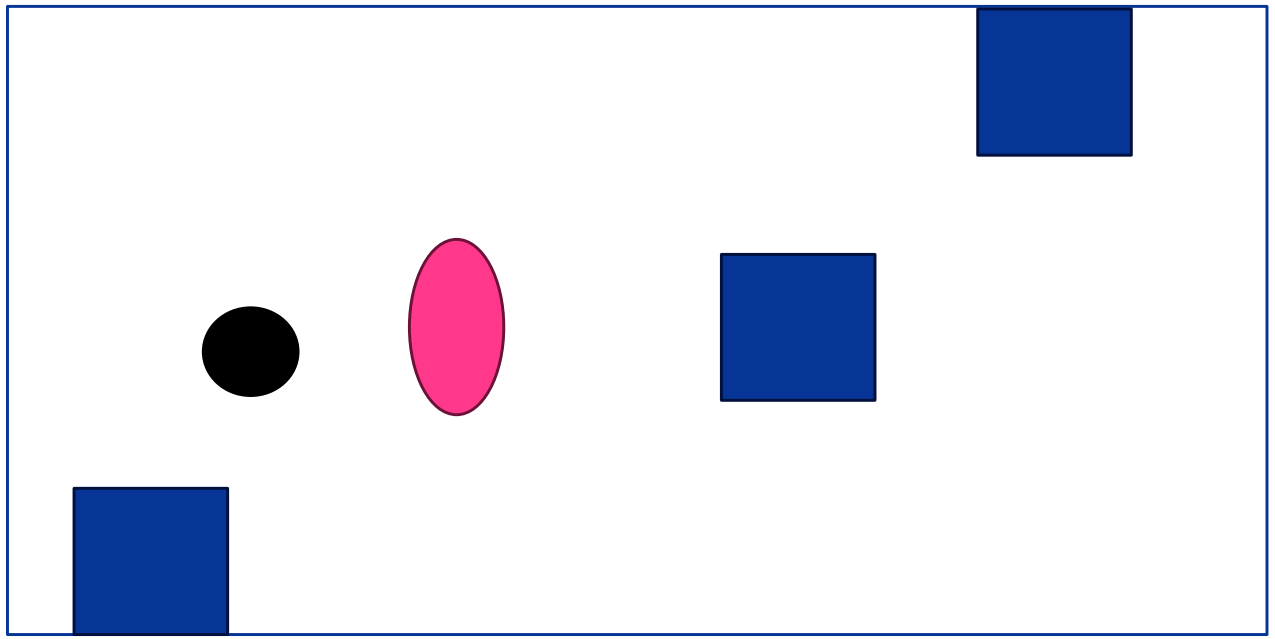
The user has to use/hold the space bar, to give the bear a force to fly upwards. He automatically falls due to gravity and moves to the rigth. It is a very simple control.

VUI



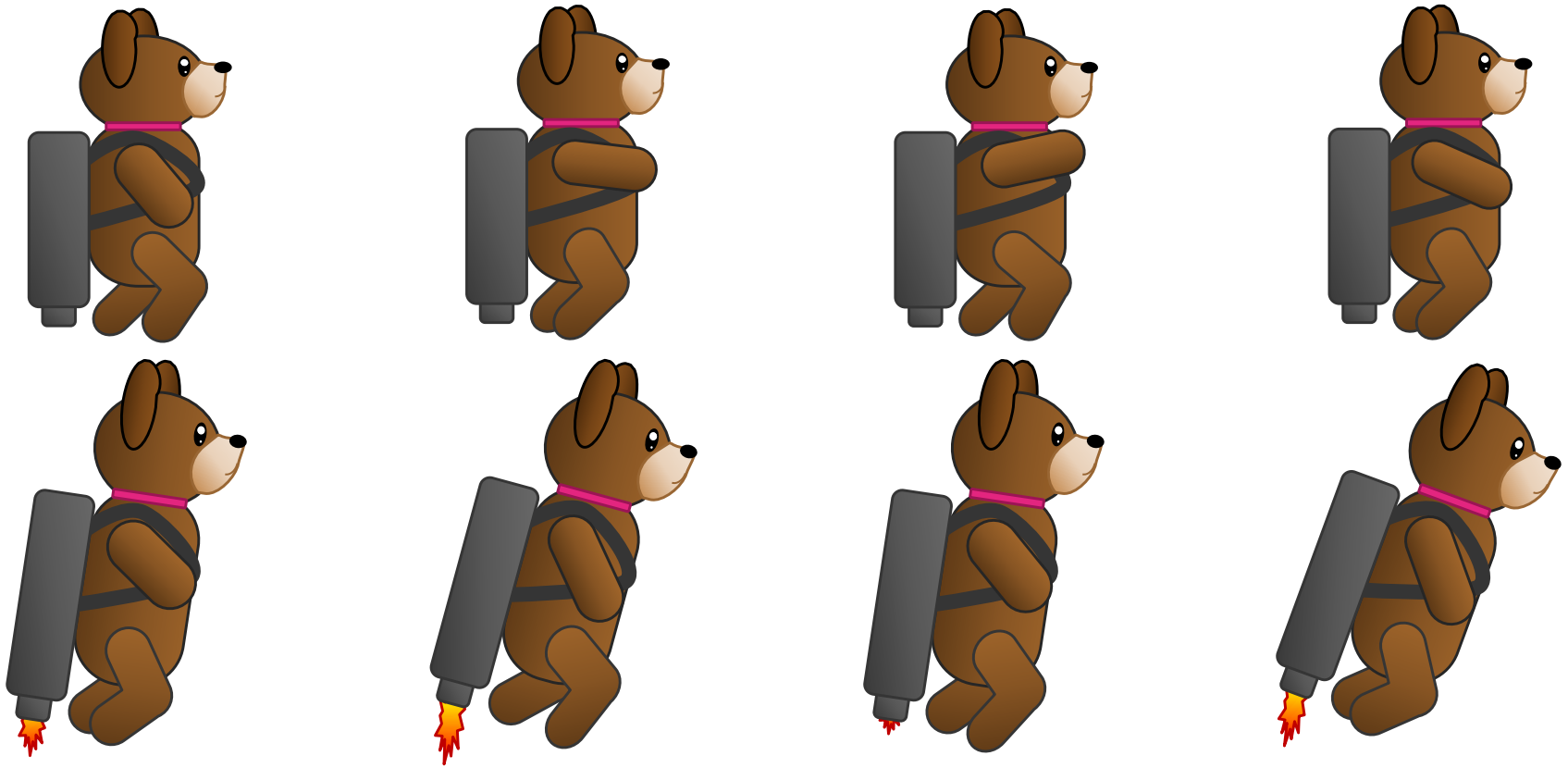
CONCEPT-ART

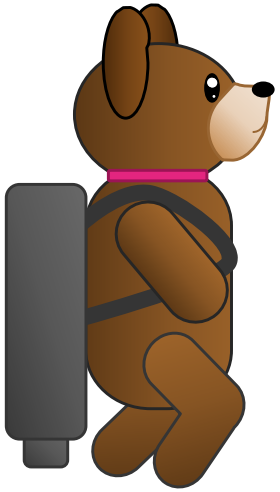
The following pictures are a representation of my first idea.

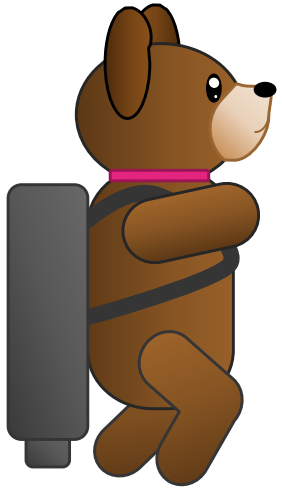
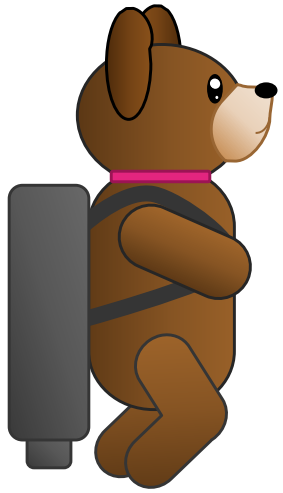
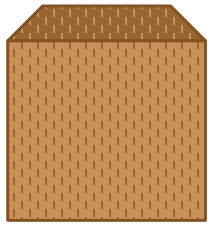
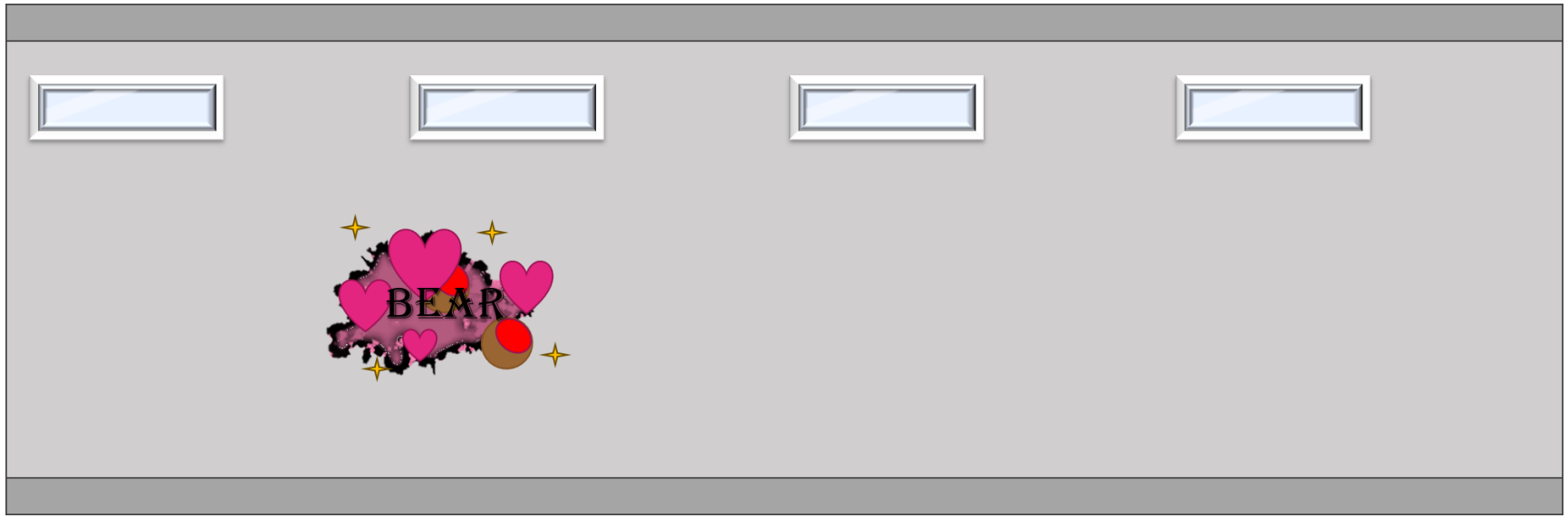
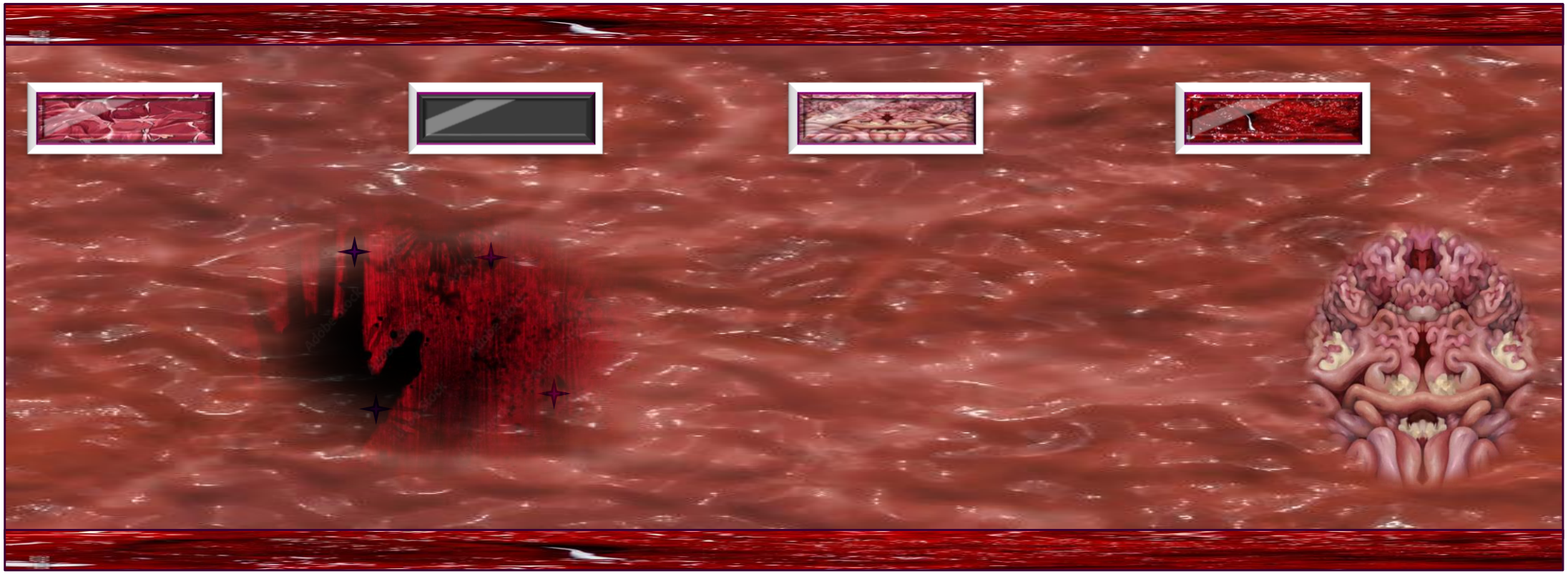


SPRITES

The spitesheets were designed by myself:








OTHER PICTURES