

Group 17

Nazareno, Camille R.

Introduction

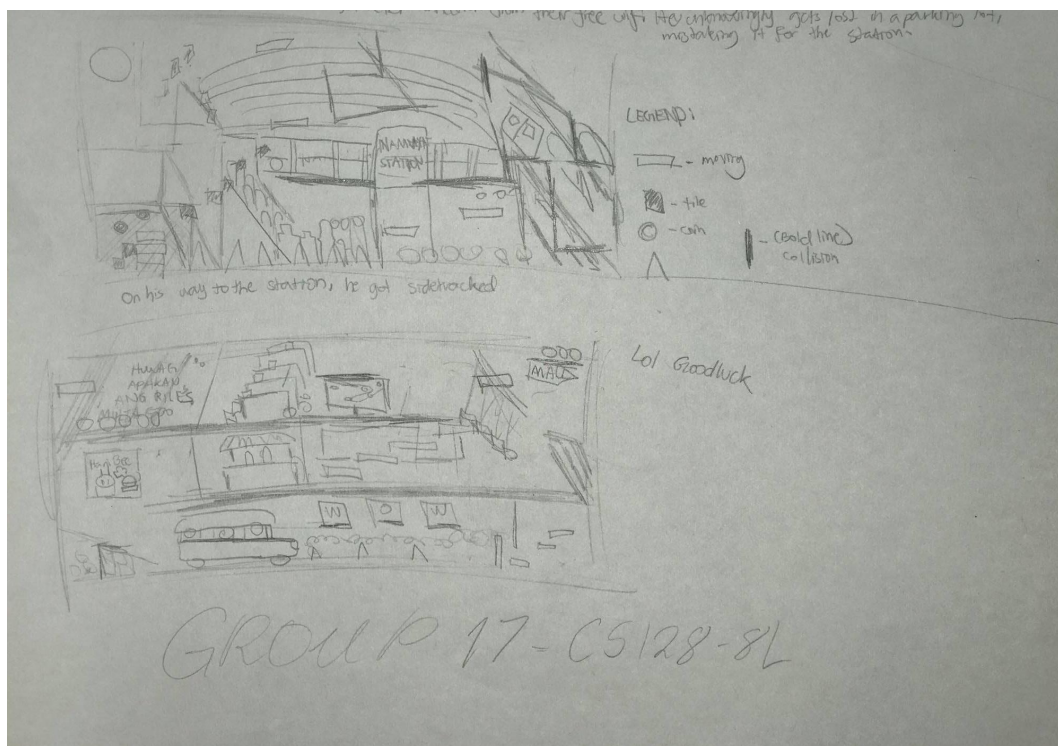
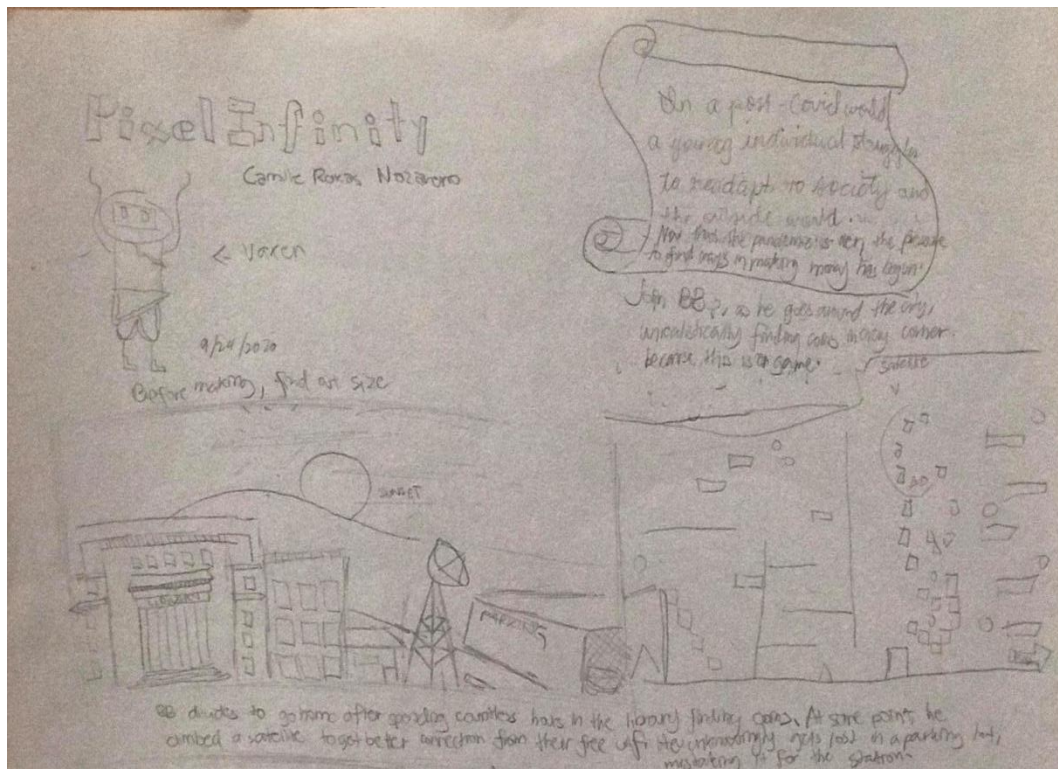
Pixel Infinity

A mobile game that lets players explore a pixel world with multiple levels to choose from. Each level gives different challenges for the user.

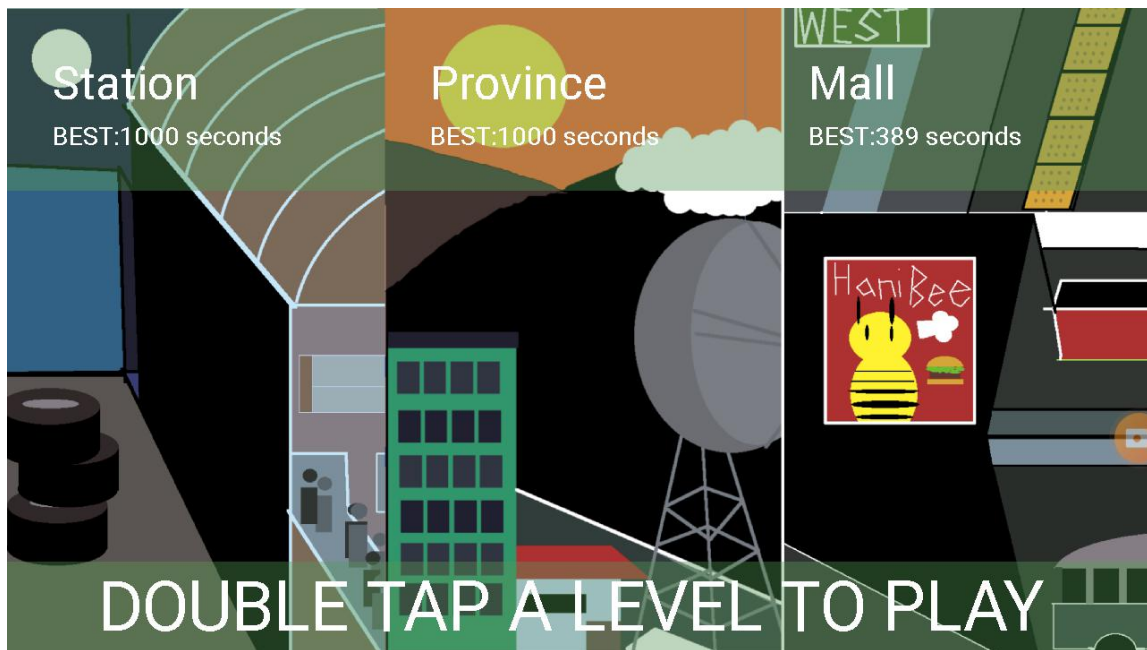
The setting takes place in Anilam Ortem, where we find our post-covid survivor, Vaxen. Join him as he explores different areas around Anilam Ortem and help him reexperience the outside world free of covid.

All background music made by Camille Roxas Nazareno using beepbox.co. All sound effects generated using bfxr. All graphics showcased are originally made by Camille Roxas Nazareno.

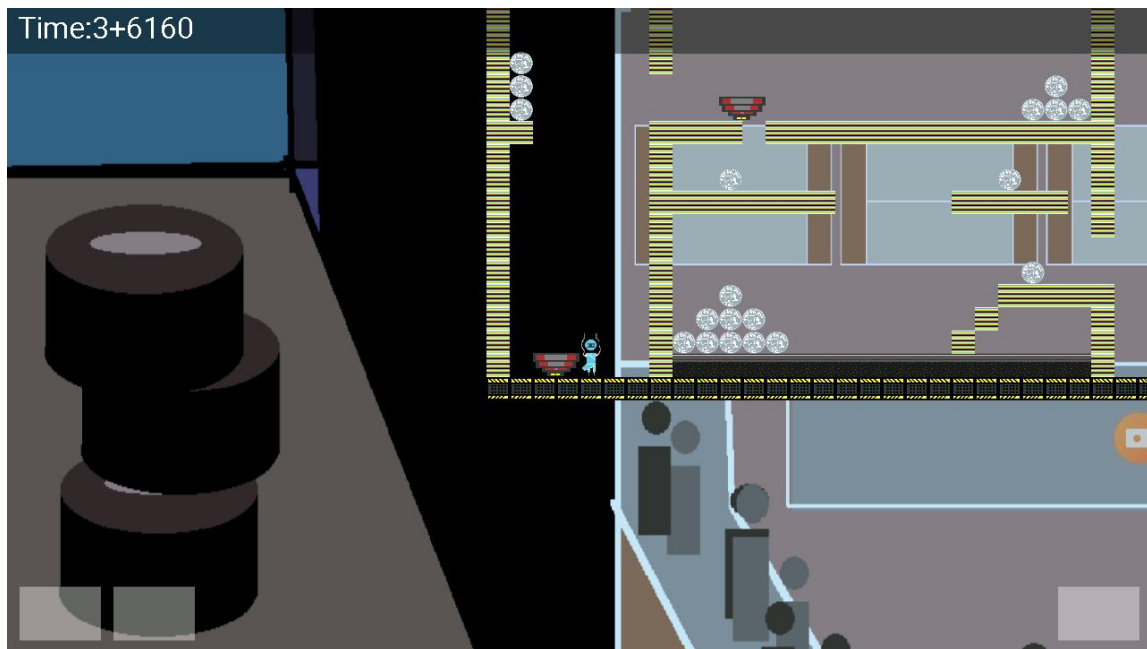
Storyboard / Story Flow



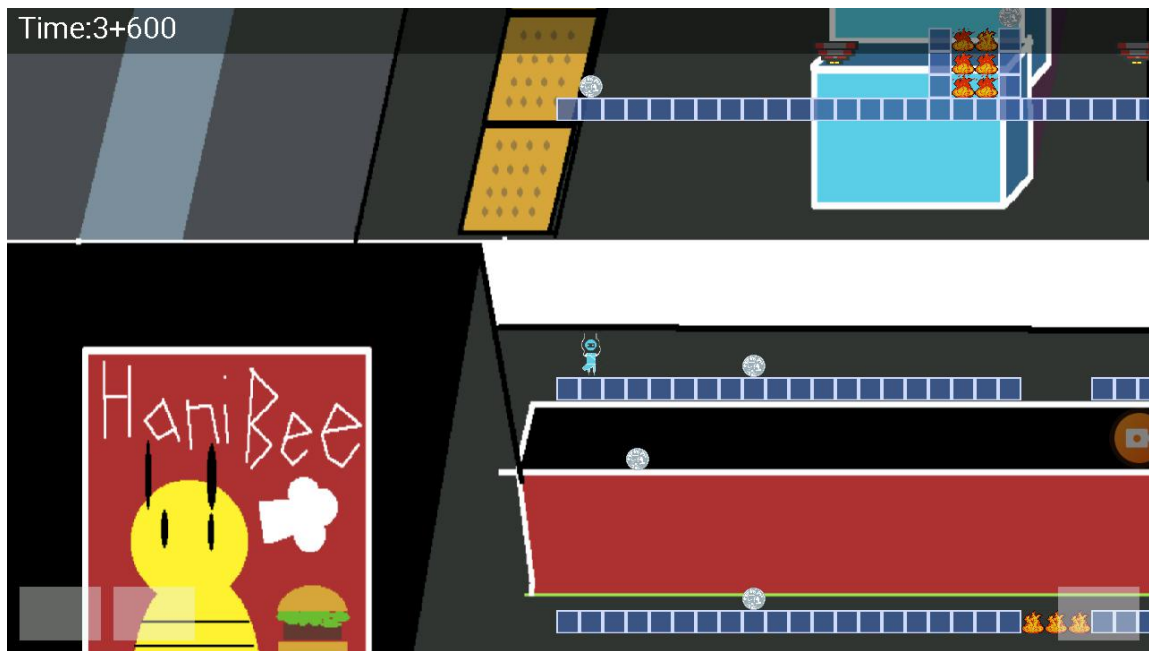
Screenshots



Main Menu of Pixel Infinity



Starting position of Station Level



Starting position of Mall Level

Names of Developers and List of Contributions

1. Camille Roxas Nazareno

- Graphics Designer
- Software Developer
- Game Developer
- Game Tester
- Game Designer
- Sound Artist

References:

Horton, J. (2018). *Learning Java by Building Android Games-Second Edition*. Retrieved from:

[http://englishonlineclub.com/pdf/Learning%20Java%20by%20Building%20Android%20Games%20\(Second%20Edition\)%20\[EnglishOnlineClub.com\].pdf](http://englishonlineclub.com/pdf/Learning%20Java%20by%20Building%20Android%20Games%20(Second%20Edition)%20[EnglishOnlineClub.com].pdf)