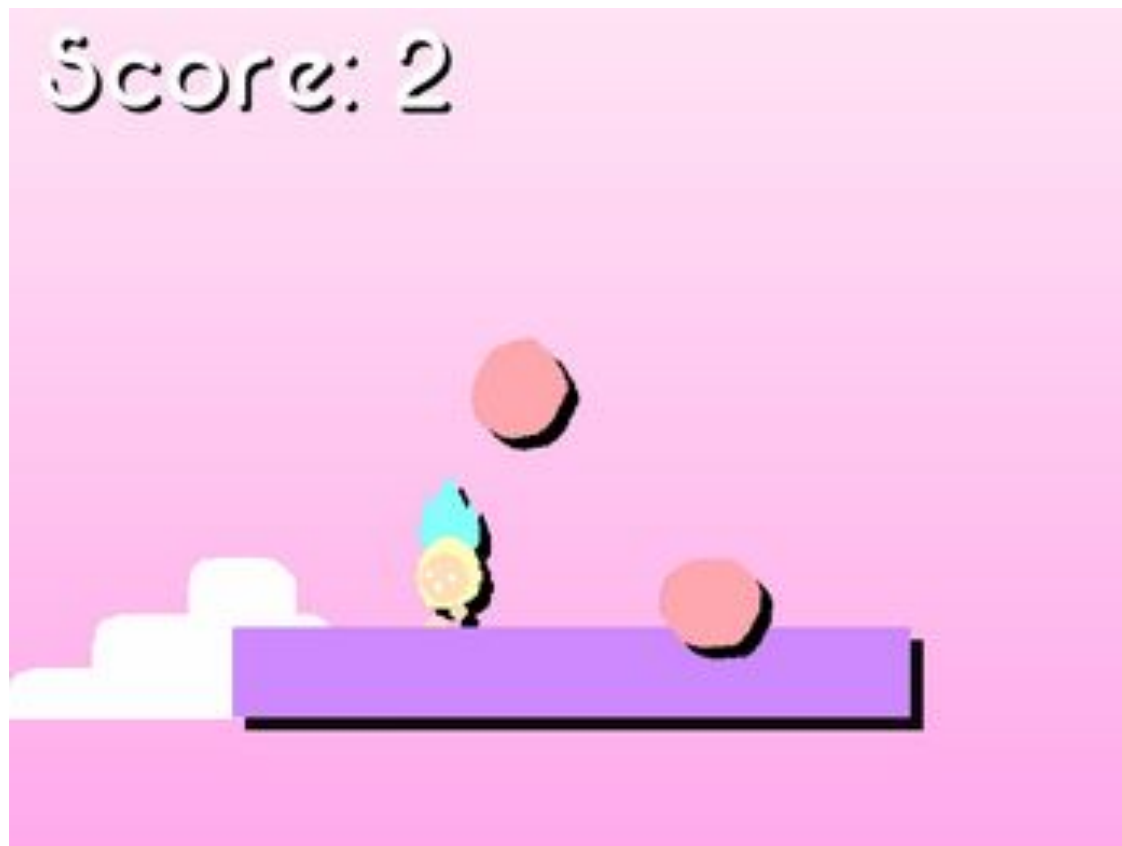


# Falafel



# Cocopina

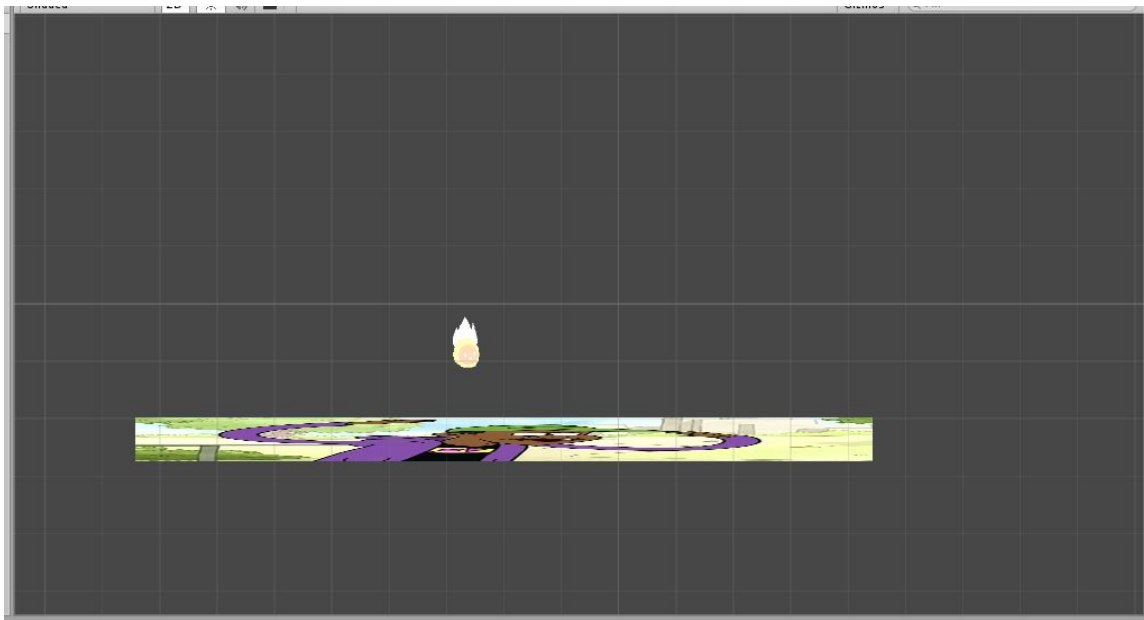


# Cocopiña

- 3 main objects
  - Player
  - Rocks
  - Platform
- Player jumps and hits rocks in-air
- Can chain up combos
- Combos give points
- Points give short-term satisfaction

# What I did this week

- Repurpose gamemaker prototype as idea
- Start Unity project, start adding assets



(show prototype)

# What I plan to do next

- Replicate prototype in Unity
- Polish
- Add smartphone support