Game Title and Concept:

New Italian Queen

The concept for this game came from a recent event in the Italian Senate which a short porn clip of the Final Fantasy character, Tifa. The event went viral and Italian people are celebrating this event by making fan works. I wanted to use this moment to make a goofy game with overly buff Tifa balancing a breadstick to win the Italian Election.

Gameplay and Mechanics:

The main mechanic is balancing the breadstick. It is similar to Warioware Wii balancing games but without motion control. The controls are also simple; to move Tifa, use the A and D keys, or move the left Joystick left and right.

Basic Requirements:

I did my best to achieve or attempt to achieve the Basic Requirements needed. The game is made in Unity and is a single player. I used a TTS for the audio at the start menu. I also added the audio text as I purposely set the TTS accent to Italian, which may be hard for people to understand. The one goal that was not completed was the win/lose the text. It was confusing to program a simple way to show the results. The scripts were not as neat, so easy construction did not allow.

Audio Requirements:

All but one was completed. As stated in Basic Requirements, creating a win/lose GUI was complicated; hence, having two distinct sounds for the endgame was impossible.

Visual Requirements:

Visuals are my strengths. I spent a relatively good amount of time drawing Tifa based on the “Buff Riku” meme. Her hand was also drawn to fit her. I wanted to mix hand-drawn images with authentic images for a kitschy look because the visuals, the VFX and timer GUI were designed to be simple as not to overwhelm the look.