

Hey.

Hey you.

It's time to

PAY

PAY

ATTENTION.

Because now

Because now
it's time to talk about

The Development of Interstellar Sprint

The Development of Interstellar Sprint is brought to you by

- Reid Cook
- Luis Cruz
- Elton Gbollie
- Brandon Price
- Scott Serafin



By your powers combined...

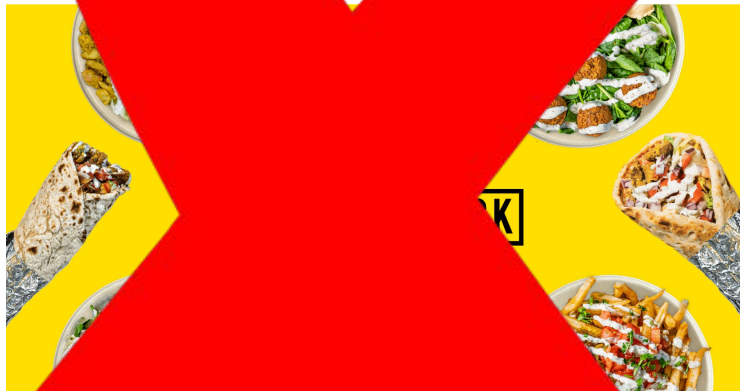


The Development of Interstellar Sprint is brought to you by

The Development of Interstellar Sprint is brought to you by



The Development of Stellar Spectra brought to you by



The Development of Interstellar Sprint is brought to you by

Prospective players like you

The Development of Interstellar Sprint is brought to you by

Thank you!

Design, Art, and Music

Design, Art, and Music

Isn't that all art anyway?

...

Isn't that all art anyway?

Fine, what would you call it?

Fine, what would you call it?

Idk, “Art and Gameplay”?

...

Design, Art, and Music

- The object of the game is to get your astro to the end of the level
- Collect stars to increase your high score.
- You run automatically.
- You cannot stop.
- Even when faced by imminent death.

Hey, Mr. Red Astro, the spikes are coming.
Oh no, he has Air Pods in he can't hear us!



Design, Art, and Music

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- But at least you can jump!

Design, Art, and Music

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- Collect stars to increase your high score.
- You run automatically.
- You cannot stop.
- Even when faced by imminent death.
- But at least you can jump!
- Each level gives you a unique never-before-seen ability, and they are as follows:



Mega Man X2



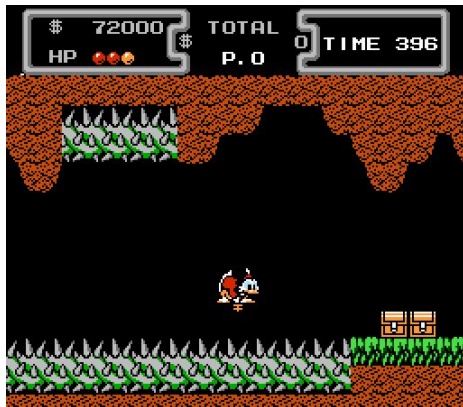
Mega Man X2



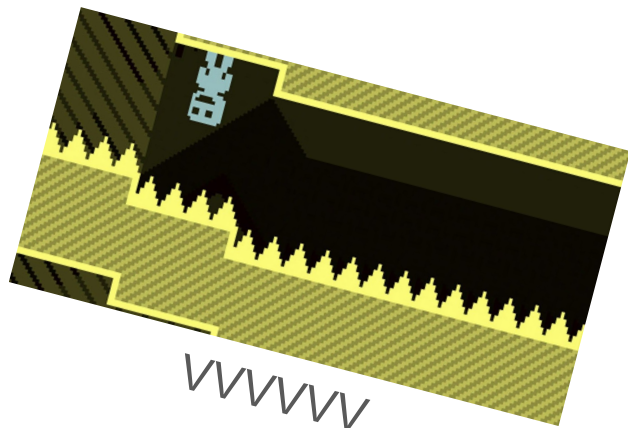
DuckTales



Mega Man X2



DuckTales



Wario World



Air Dash



Bounce



Gravity Flip

Design, Art, and Music (continued)

- You may have noticed that we created a character.
- And you're correct.

We actually created a lot of characters



You can play as all of them.



Design, Art, and Music (continued)

- We also have original music for each level



Hey, Mr. Galaxy Astro, the spikes are coming.
Oh no, he's vibing too hard, he can't hear us!



Let's change gears and discuss

How the Game Works Under the Hood



The Front End

Now it's time to ask a very serious question.

Have you ever considered the following?



[SINGING]

-I want to be the very best

Our game features

LEADERBOARDS!!

Leaderboards (and the account system)

That's *still* not enough content for you?

Fine. I guess it's time to talk about

BONUS FEATURES!!

Bonus Features

You may also be wondering how we designed these levels in the first place.

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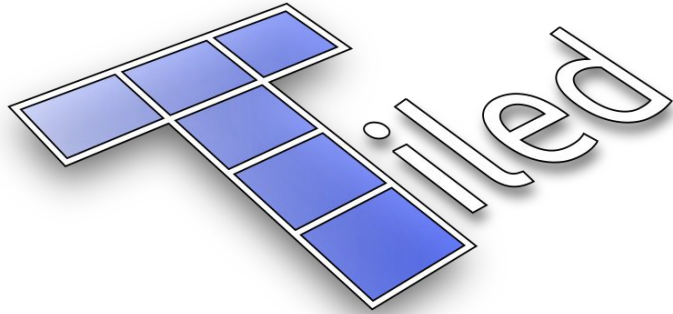
No one was wondering that

I thought you left already! Go away!

I thought you left already! Go away!

Fine.

Anyway, we used this brilliant program called



So let's talk about it for a little bit

Designing and Exporting Levels with Tiled

We showed you what's under the hood...

...but what about what's in the trunk?



The Back End: Databases & Testing

Questions?

Then in that case it is

LIVE GAMEPLAY DEMONSTRATION TIME

