Code & Functionality

- Animations
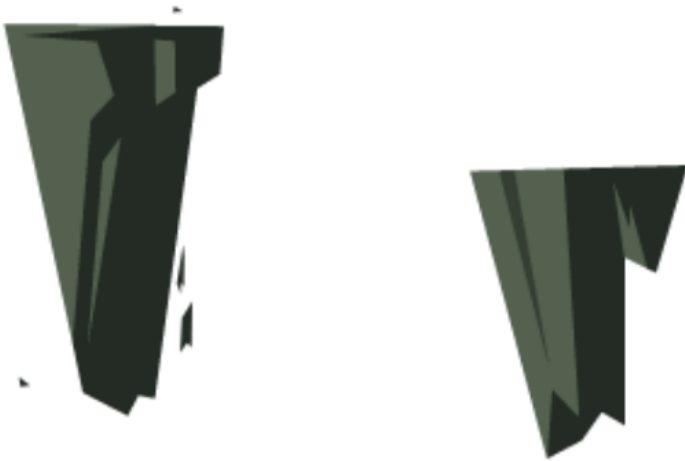- Flashing objects
- Audio
- Game flow
- Layers

Demonstration

The End   Thank You

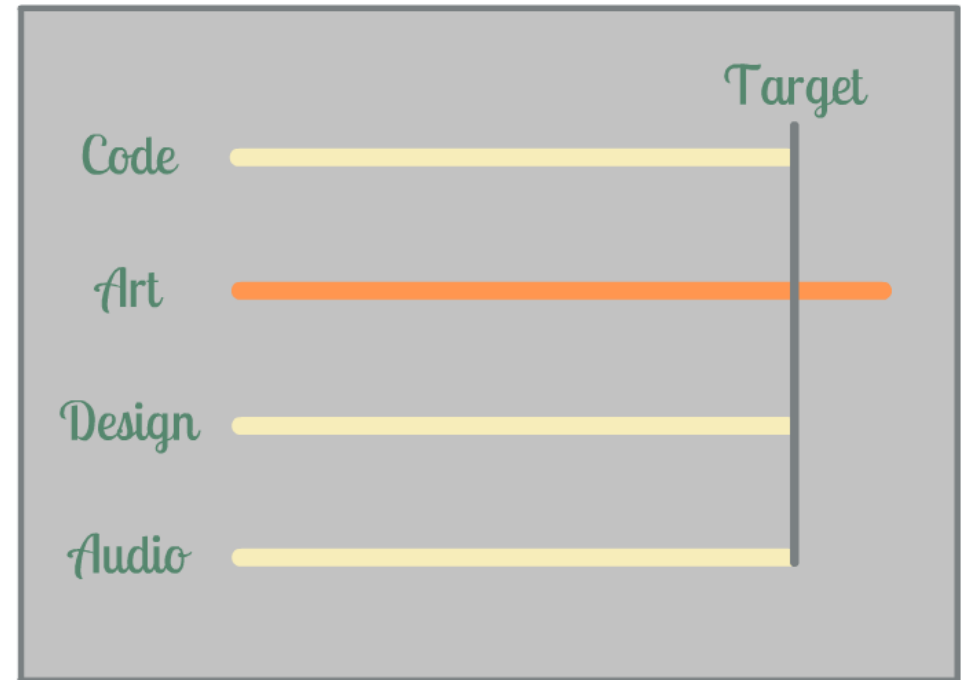# KANGAROO MAGIC
GAME PRODUCTION

Welcome Back

CONSTRUCTS

Production & Planning
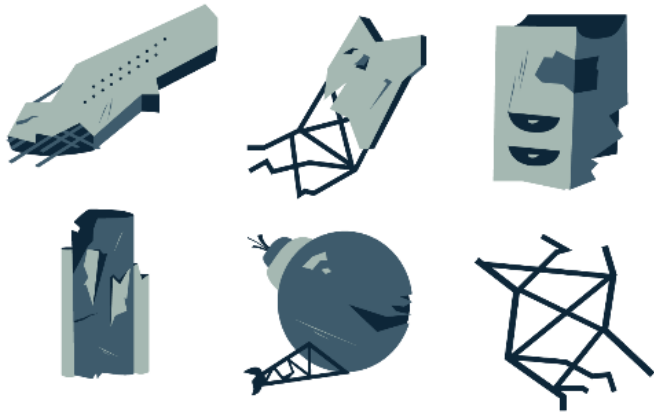
- Scale back
- Still Ahead with art
- Weekly meetings

[Backdrop Environment Assets]

Art & Animation

- Animations
- Environmental Assets
- Escape Ship
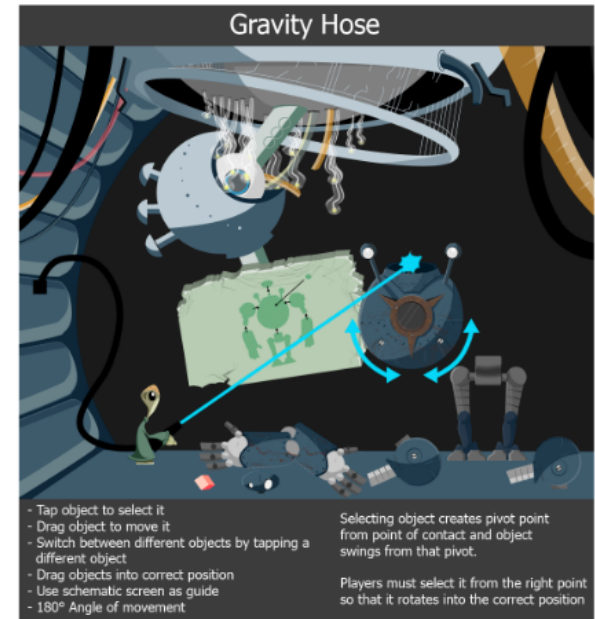- Scaling

[Wreckage Assets]

Sound & Music

- Tailoring sounds to animations

[Environment Plant Life and Trees]

Design & Mechanics

- Updating design elements
- Removing cut elements
- Design direction
- Level design

Gravity Hose

- Tap object to select it
- Drag object to move it
- Switch between different objects by tapping a different object
- Drag objects into correct position
- Use schematic screen as guide
- 180° Angle of movement

Selecting object creates pivot point from point of contact and object swings from that pivot.

Players must select it from the right point so that it rotates into the correct position

Building area

Entrance/exit of the base ship.

Screen gives indication as to what part goes where.

Alien stands here for ship building with grav hose trailing out from the base ship.

Escape ship is built here.

Move to end of screen to go to the collection level.

Code & Functionality

- Animations
- Flicking objects
- Audio
- Game flow
- Layers

Demonstration

KANGAROO MAGIC
GAME PRODUCTION

The End   Thank You