



Comparison  
&  
Demonstration

The End

Thank You





KANGAROO MAGIC  
GAME PRODUCTION

Welcome Back

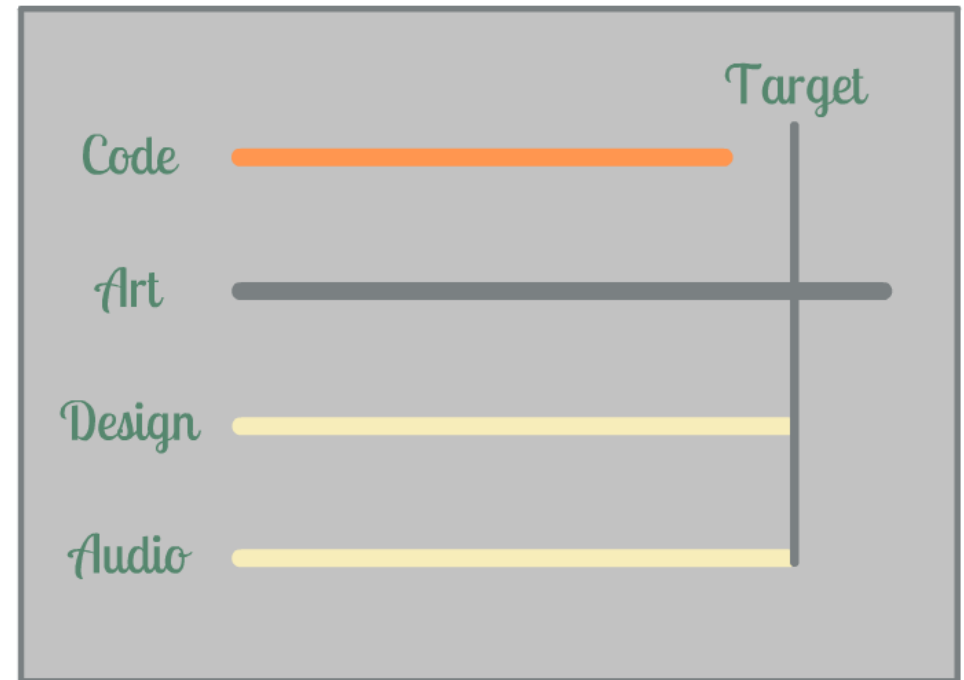


# Production & Planning

- Targets not fully met
- Leeway in plan allows for this
- Ahead with art
- Weekly meetings

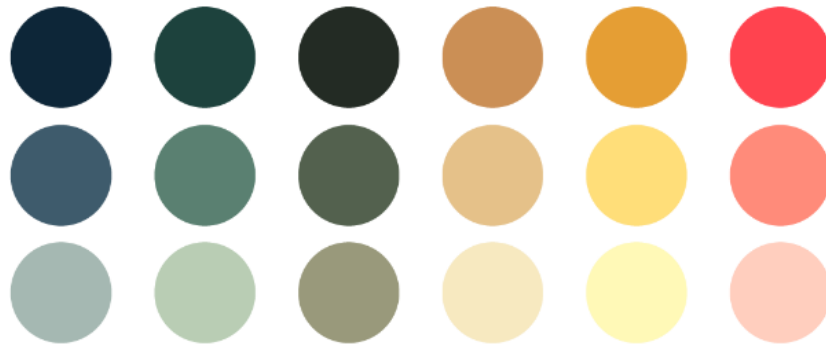


[Backdrop Environment Assets]



# Art & Animation

- Research
- Sprite Sheets
- Colour Palette
- Assets



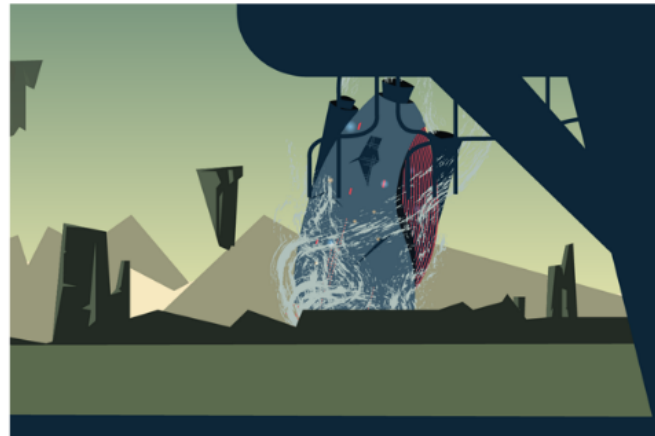
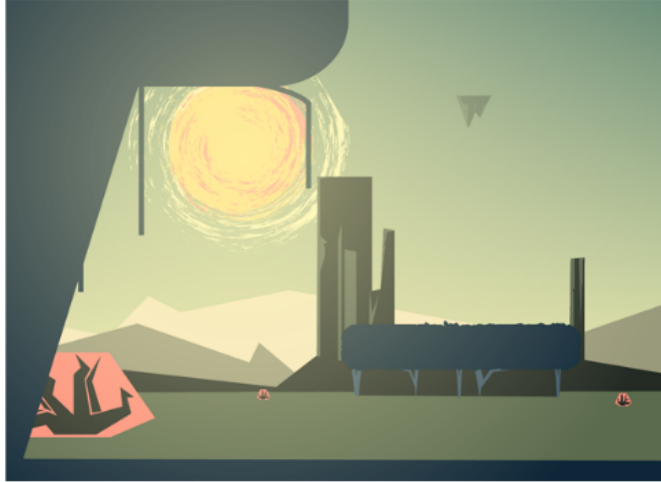
[In-Game Colour Palette]



# Sound & Music

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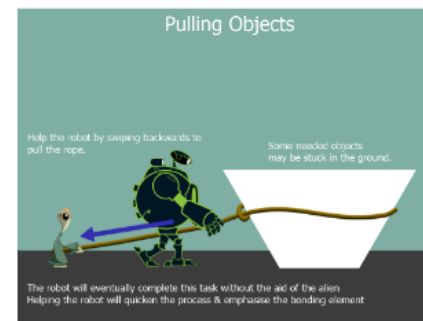
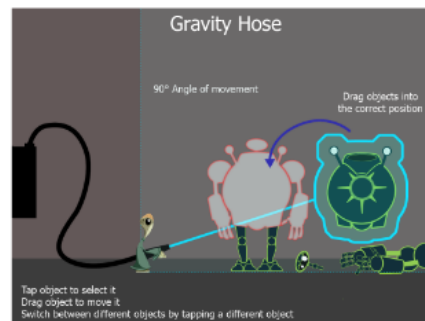
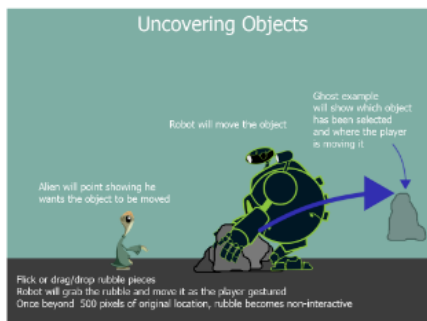
- Music Iterations
- Sound Effects



[Environment Colour Scheme Tests]

# Design & Mechanics

- Building Mechanic
- Asset lists
- Collecting Objects
- Minigames

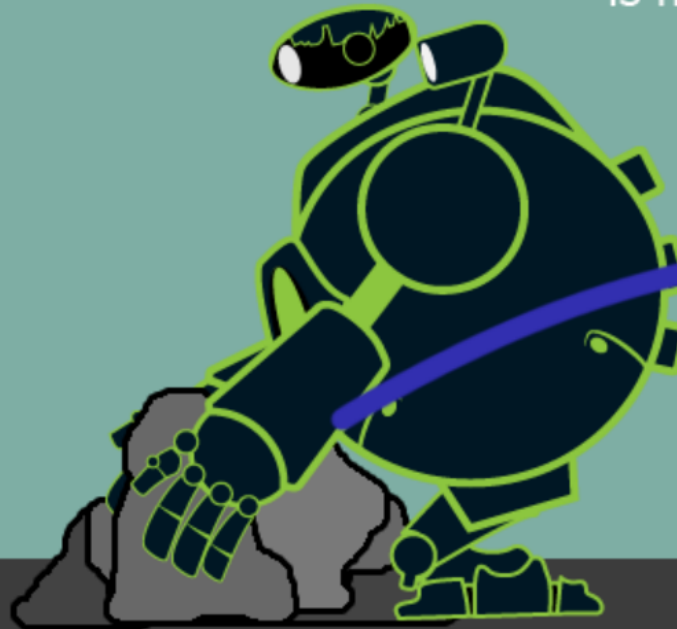


# Uncovering Objects

Robot will move the object

Ghost example  
will show which object  
has been selected  
and where the player  
is moving it

Alien will point showing he  
wants the object to be moved



Flick or drag/drop rubble pieces

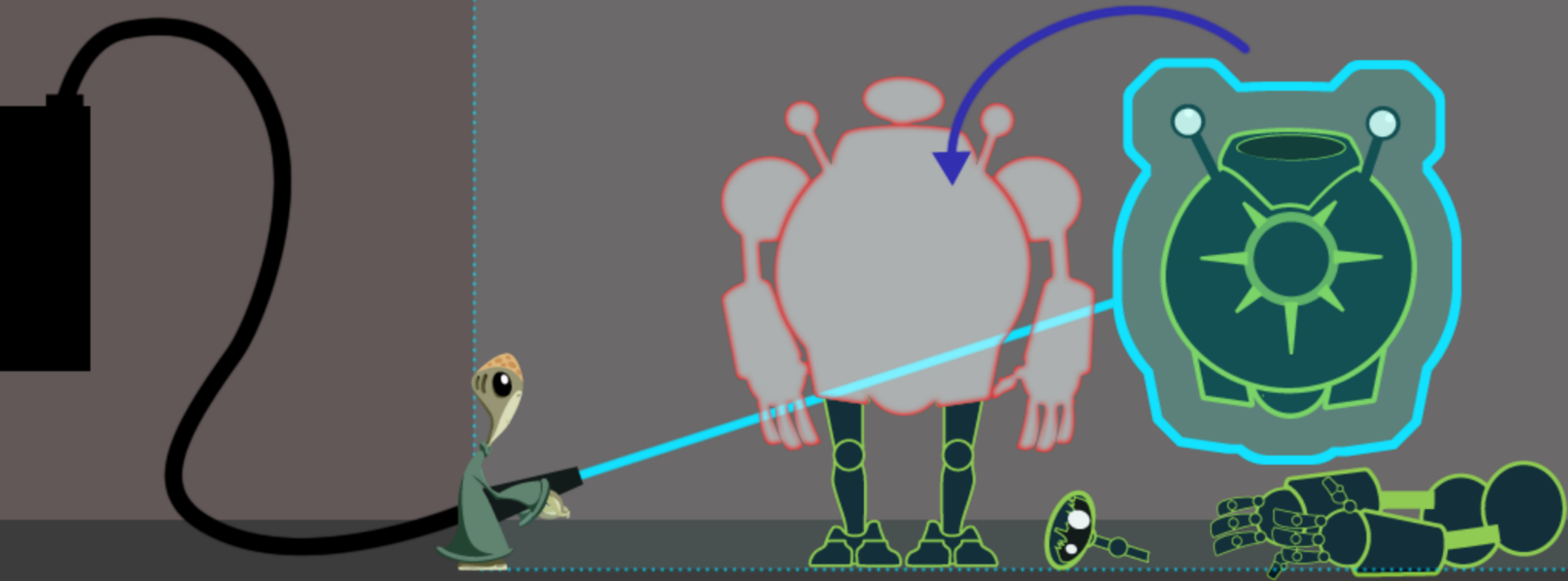
Robot will grab the rubble and move it as the player gestured

Once beyond 500 pixels of original location, rubble becomes non-interactive

# Gravity Hose

90° Angle of movement

Drag objects into the correct position



Tap object to select it

Drag object to move it

Switch between different objects by tapping a different object



# Pulling Objects

Help the robot by swiping backwards to pull the rope.

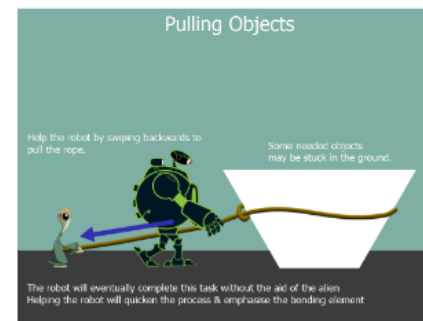
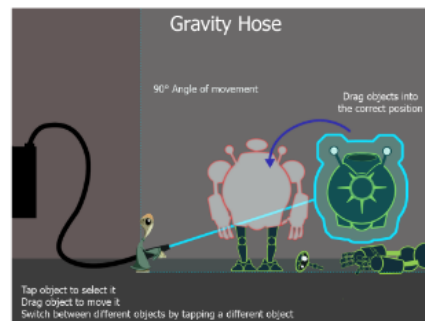
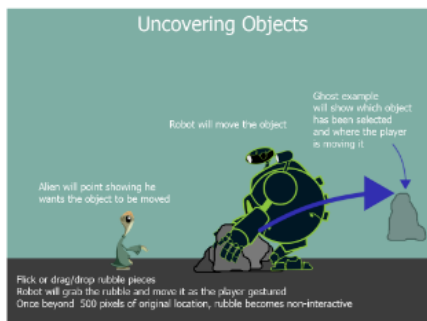
Some needed objects may be stuck in the ground.



The robot will eventually complete this task without the aid of the alien  
Helping the robot will quicken the process & emphasise the bonding element

# Design & Mechanics

- Building Mechanic
- Asset lists
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# Code & Functionality

- Parallax Scrolling
- Animations
- Main Mechanic



[Spaceship Design]



[WIP Main Menu]

# CONSTRUCTS



# Code & Functionality

- Parallax Scrolling
- Animations
- Main Mechanic



[Spaceship Design]



[WIP Main Menu]

# Comparison & Demonstration

The End

Thank You

