

Project Overview:

Our Client, Visit P.A, wanted a truck for a mobile marketing tour. We built a custom event truck designed to engage visitors in a fun and interactive way. The truck included a prize wheel, a custom 4 player game, and other tech.

My Role & Contributions:

I developed a 4-player game for the event which was displayed on a wall inside the truck. Once parked, the side of the truck opened up allowing people to step up and play. Guests at the event would play the game and the winners would get some free stuff from the event staff. We landed on a fast-paced, 2D top-down arcade game called Tractor Trails. Beyond the game, I also handled the rest of the truck's tech setup, including the audio system and a TV playing a custom looping video.

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The game was built in Unity and played on four 55-inch TVs lined up in portrait mode to create one big screen. Each player controlled their character using a joystick and a button positioned in front of their screen. It was a simple top-down 2D game where players earned points by collecting items while avoiding enemies. The game had a strong Pennsylvania theme, featuring landmarks like the Liberty Bell, Penn State's football stadium, and the Erie Lighthouse. Players grabbed Pennsylvania-themed collectibles like cheesesteaks and pretzels while dodging bears and deer ticks. After 90 seconds, the player with the most collectibles won. I worked extensively with Unity's tilemap system, using a mix of custom assets and a free woodland-themed asset pack. The game also used OSC signals to communicate with the joysticks and buttons for player movement.

