

The Struggle Press Kit

Created by

Isabel Kalogiannis, Marcos Alcantar, Jill Parodi, Margaret Sit, and Leander Ty

Welcome to “The Struggle” press kit document. Here you should find any info you might need to post articles or get more informed about The Struggle.

Fact Sheet

Developers: Isabel Kalogiannis, Marcos Alcantar, Jill Parodi, Margaret Sit, and Leander Ty;

Based in Davis, California

Release Date: June 11th, 2019 (Windows, OSX, Linux)

Platforms: PC, Mac, Linux

Website: https://github.com/isaboi/ECS189L_GameProject

Price: FREE!

Availability: Digital Download

Languages: English

ESRB: E for everyone

File Size: ~650KB

Press Contact: izkalogiannis@ucdavis.edu

Trailer: <https://www.youtube.com/watch?v=suK80EOSE2Y>

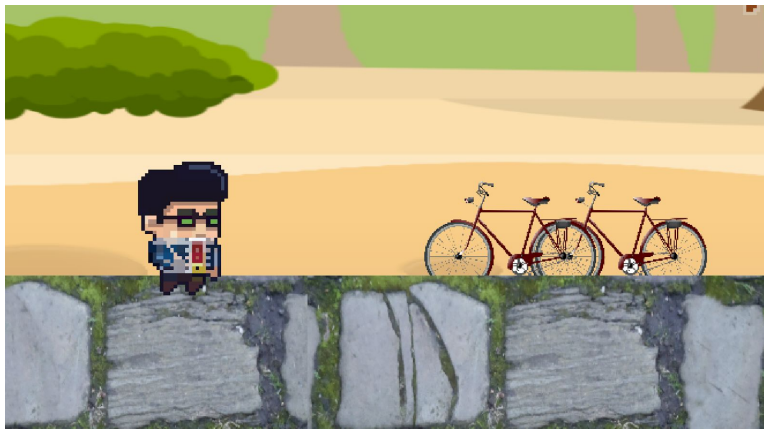
Description

Have you ever experienced those bike traffic-ridden, hectic campus commutes to your classes during your time at UC Davis? Well, through this game you will experience and relive those moments again! Rush to class as you avoid bikers and squirrels in this 2D platformer that was inspired by the classics, like Super Mario Bros! Beat the timer and make it to class on time to avoid losing those precious clicker points and save your grade!

Features

Use your school supplies to fight against all of the obstacles that a commute to class in Davis entails. Throw your books at the squirrels and Gunrock to make it to class in time. You cannot fight against a bike with a book because the bikes stop for no one!

Key Art

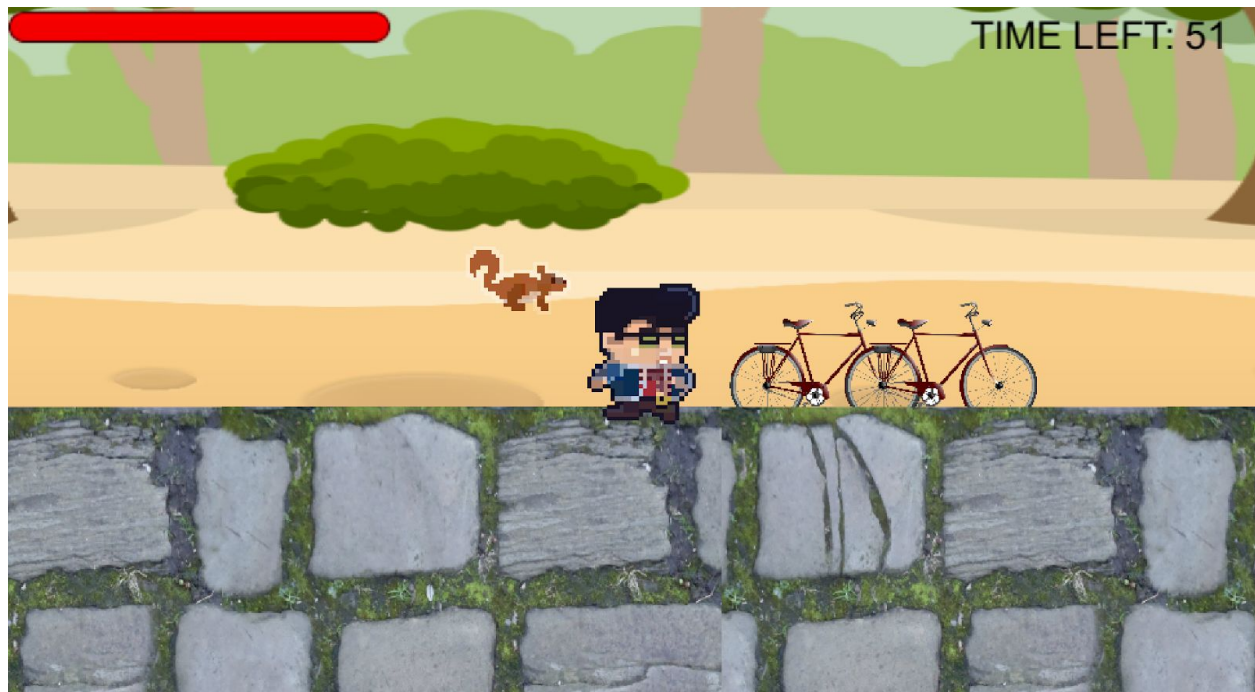


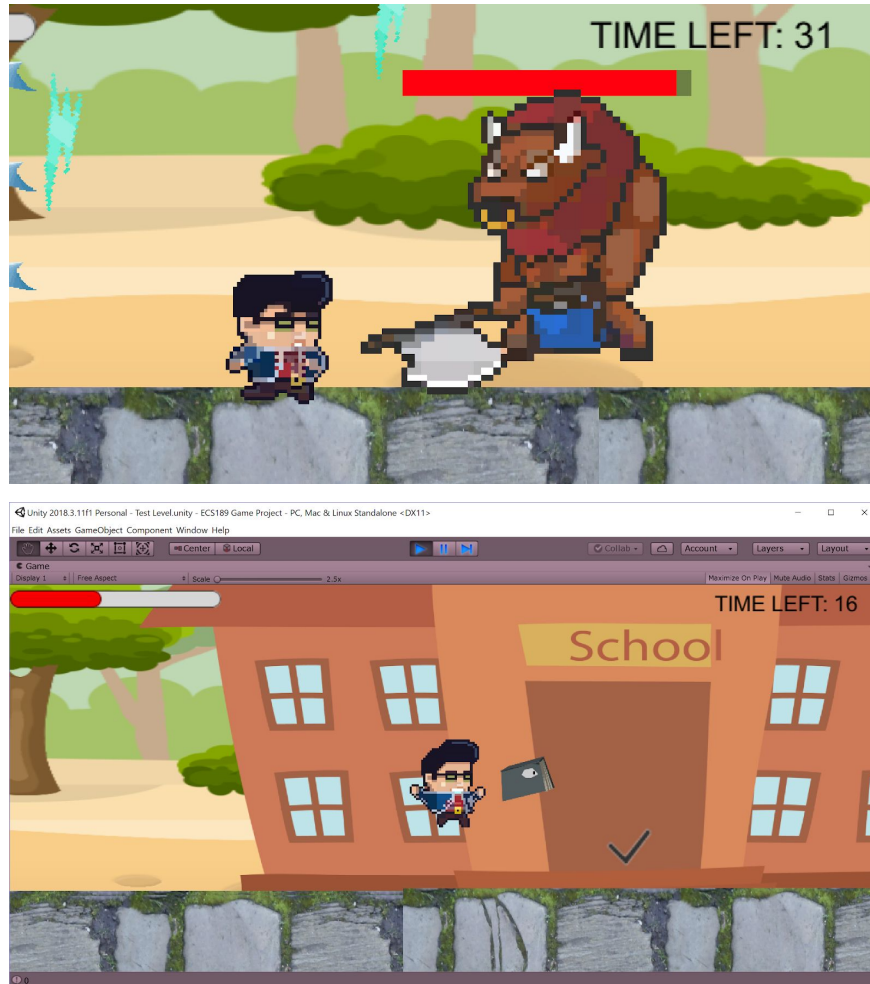


THE STRUGGLE

PLAY

A game by
Isabel Kalogiannis, Marcos Alcantar, Jill Parodi,
Margaret Sit, and Leander Ty.





History

We are 5 Computer Science soon-to-be-graduates from UC Davis that liked making a game together! We did not know how much we could accomplish by working together and skillfully splitting up the components of development into parts we each could handle.

Coming Soon

If you do not make it to class on time then the teacher/professor/Chancellor Gary May becomes the boss battle that the student/player must battle!