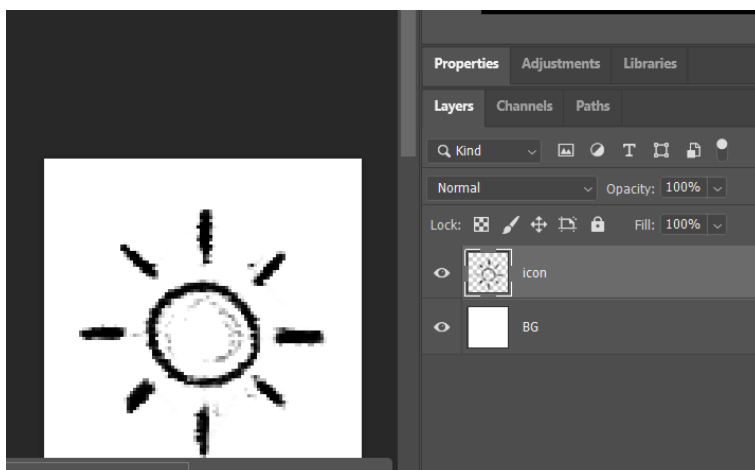
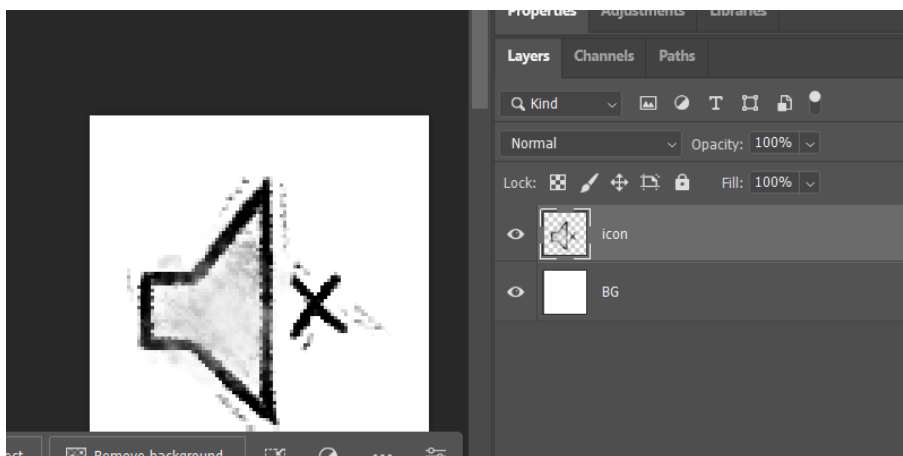
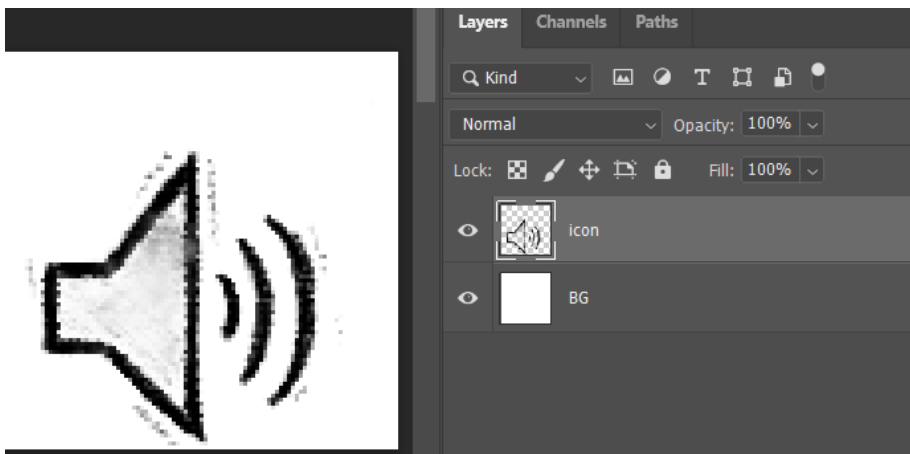


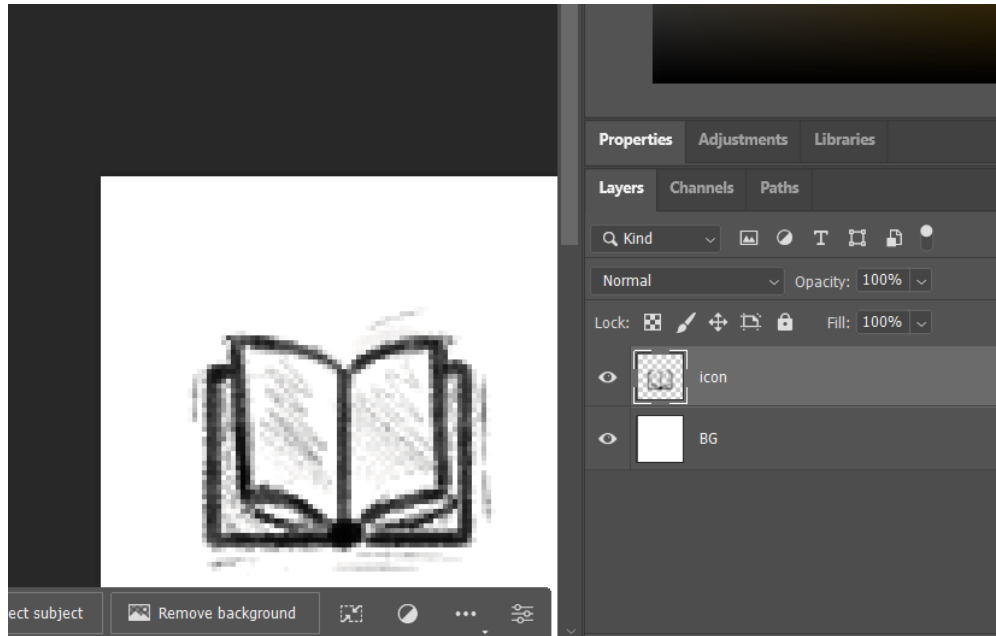
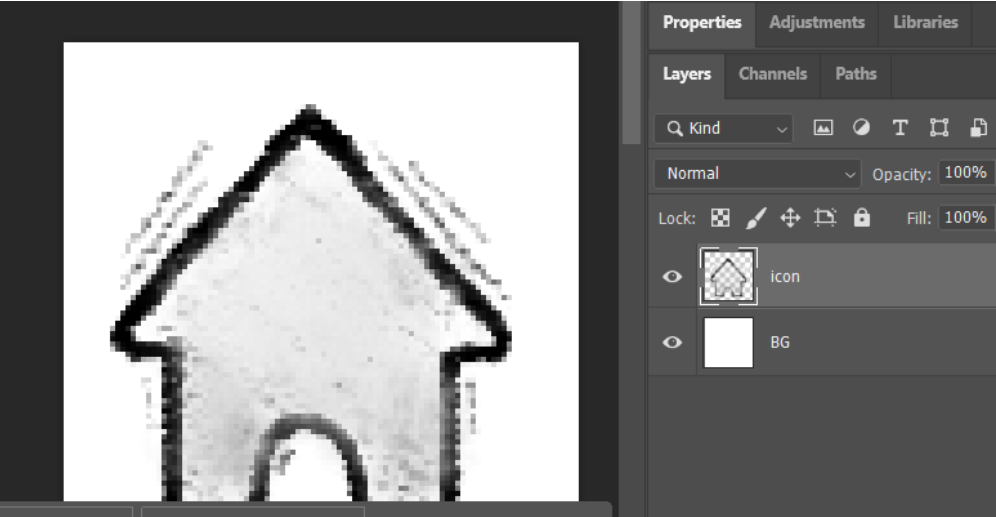
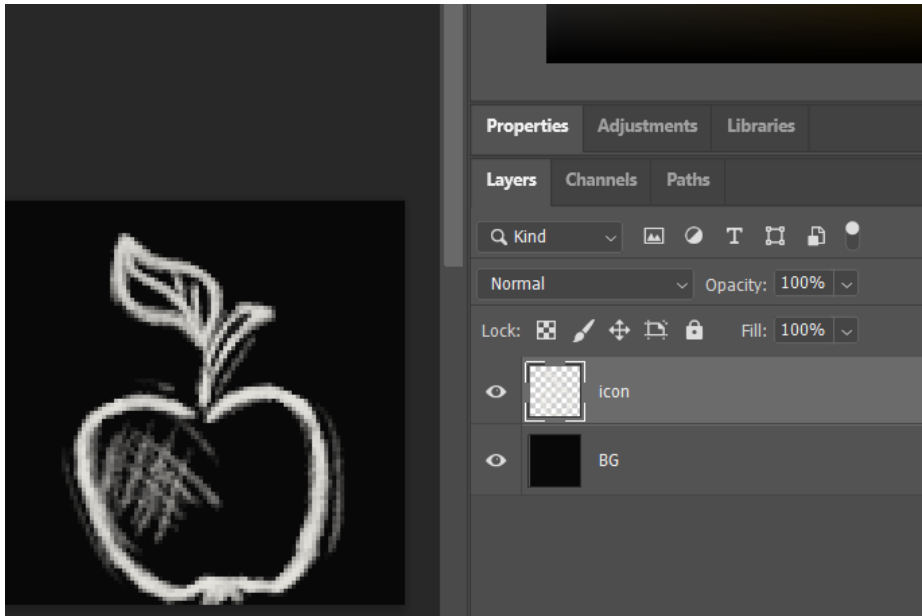
Game design Project
Process PDF
Eliska Vrzalova

Assets were created in Adobe Photoshop. All screenshots show the process and the photoshop layers.

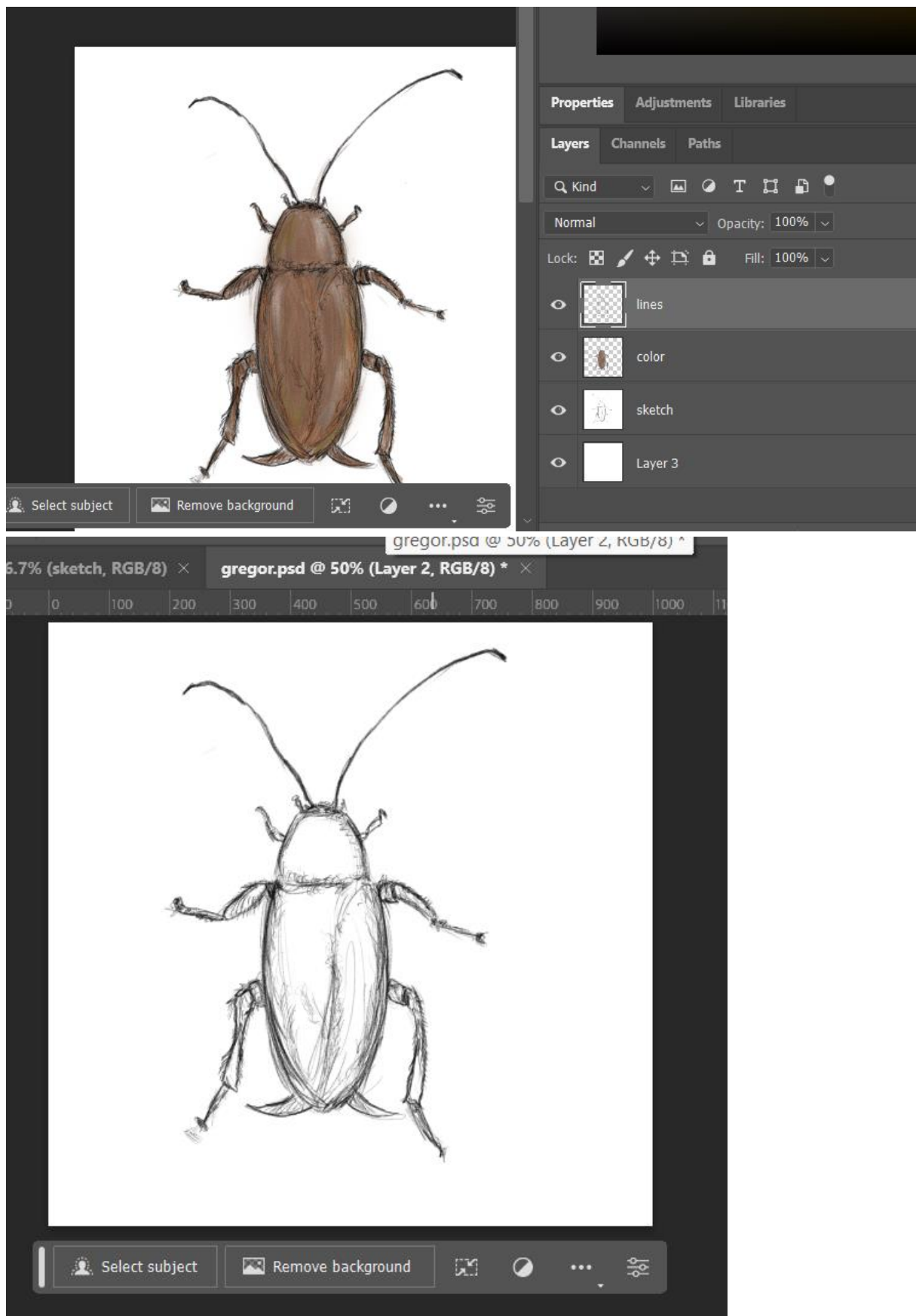
Everything together took up to 20 hours.

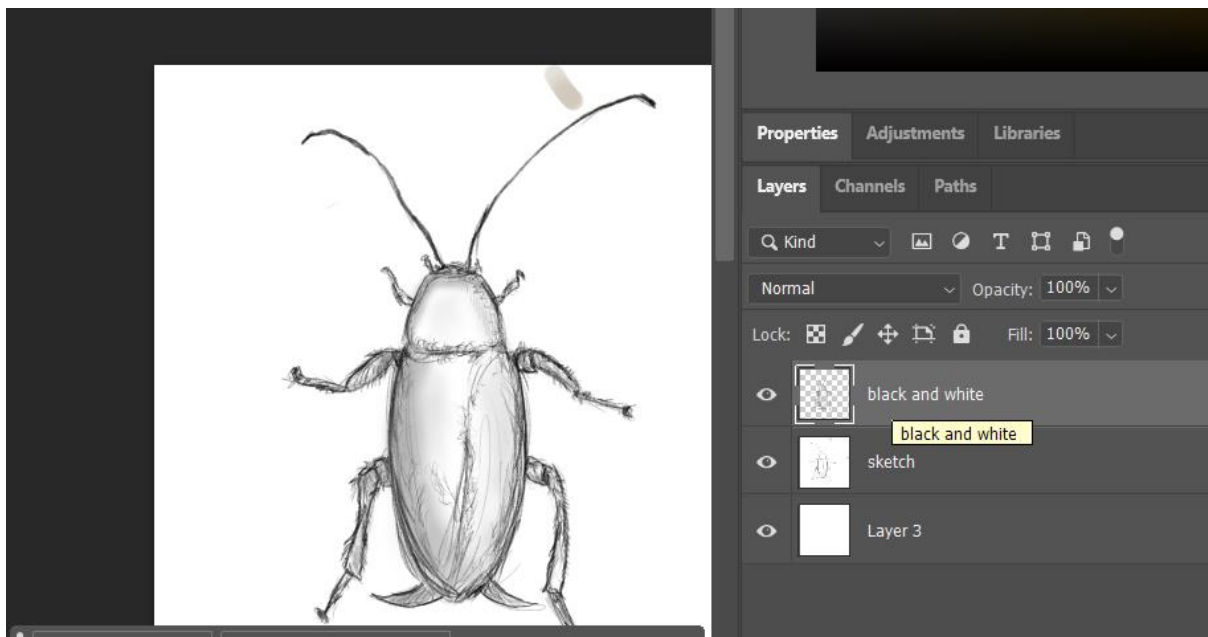
Icons:



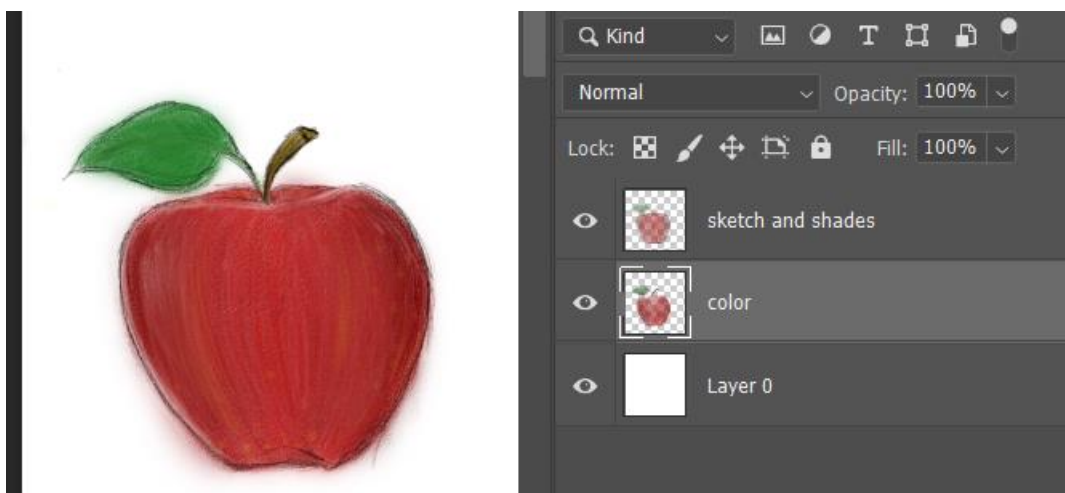
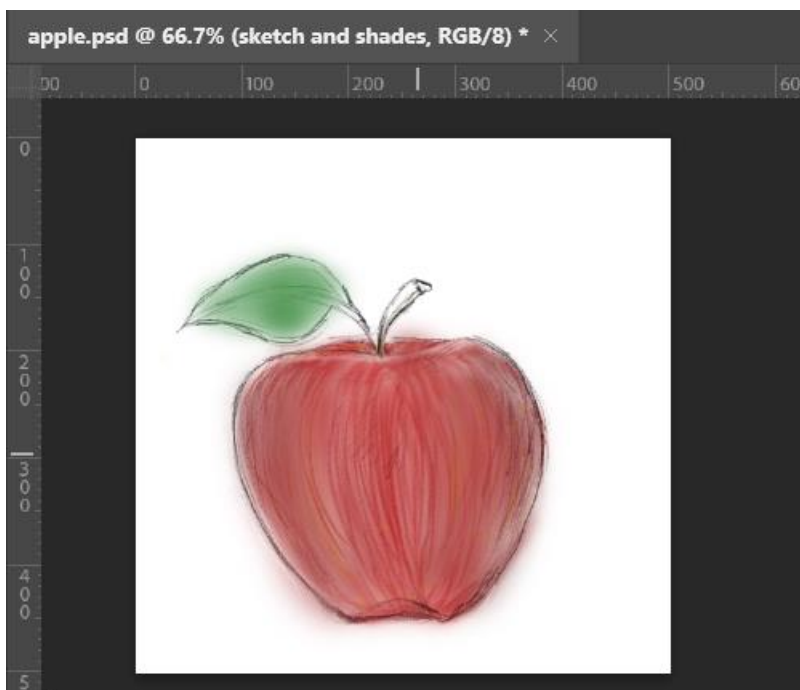


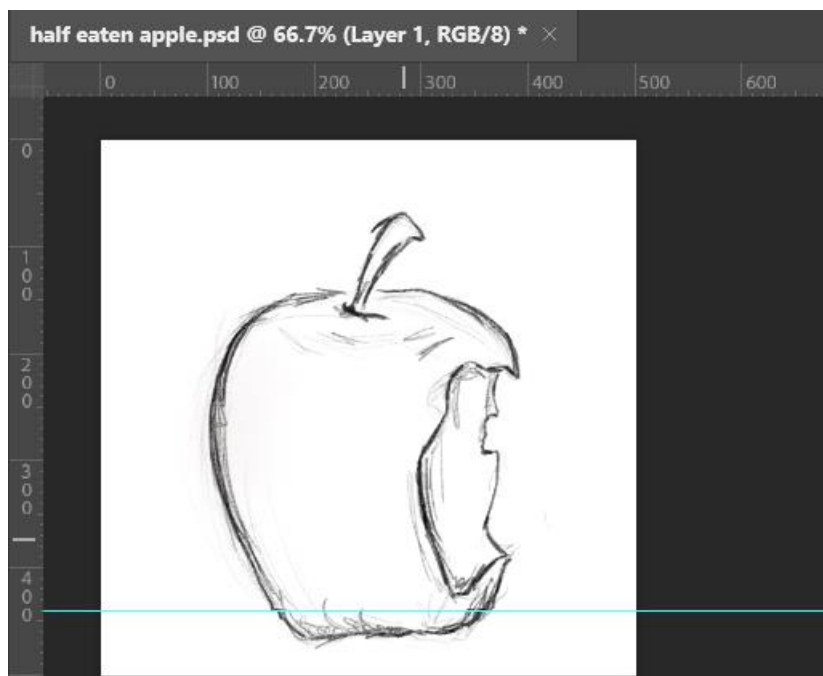
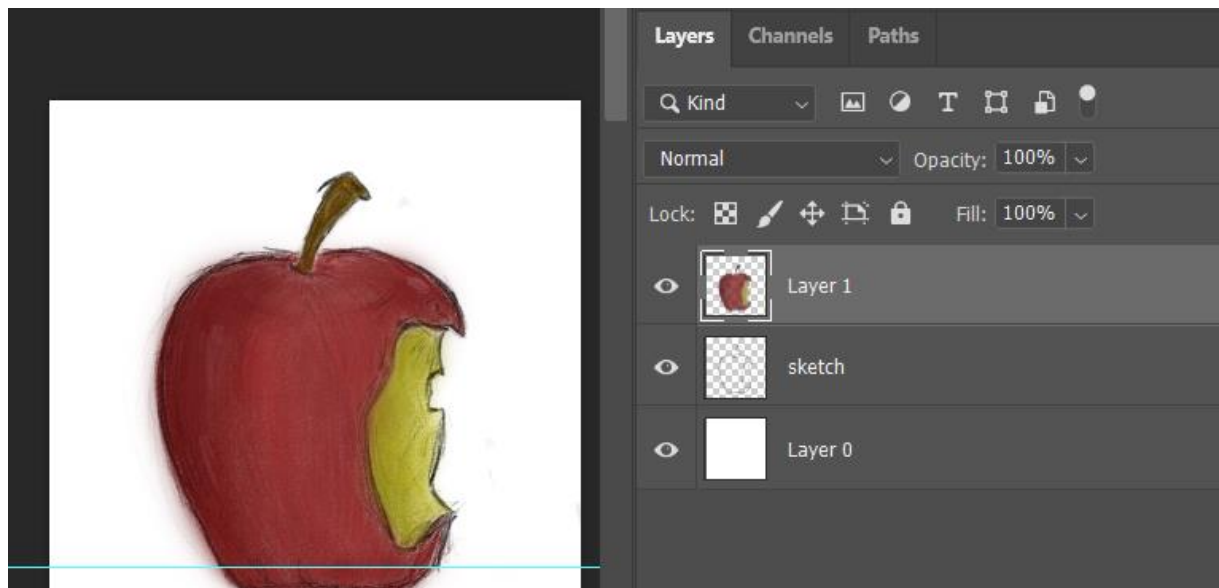
Cockroach:

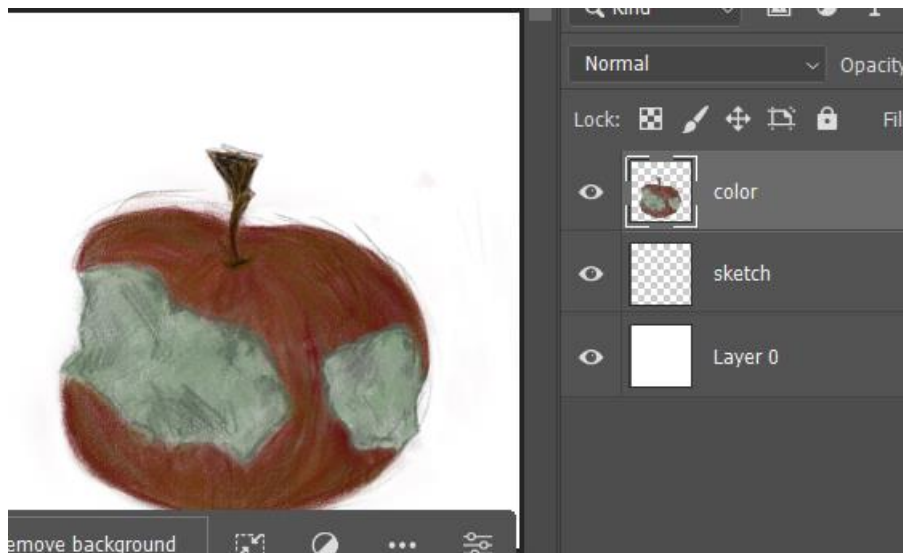




Apples:







Sound effects:

I have created my sound effects in Audacity. The cockroach movement was created with toothbrush and paper rubben against each other. The apple spawn, hit and click sound are created with my voice which I then edited.

