

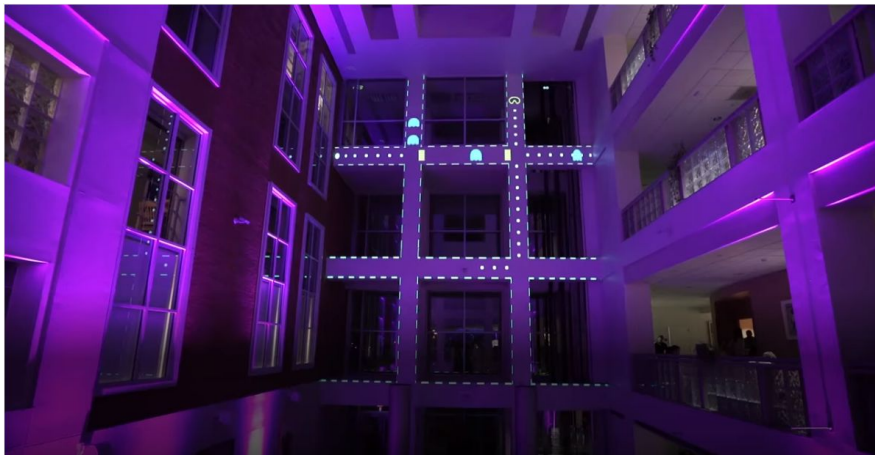
Video game projection mapping

For my BFA show, I want to create a game that utilizes projection mapping. While I'm still thinking about the mechanics of the game, I do want it to be a platformer. My goal is also for the game to enhance the object it's being projected on, meaning you can't imagine the game being played on a typical flat screen. I primarily want to work with pixel art or 2D visuals, and I would like the viewer to interact with it via a controller or mobile device.

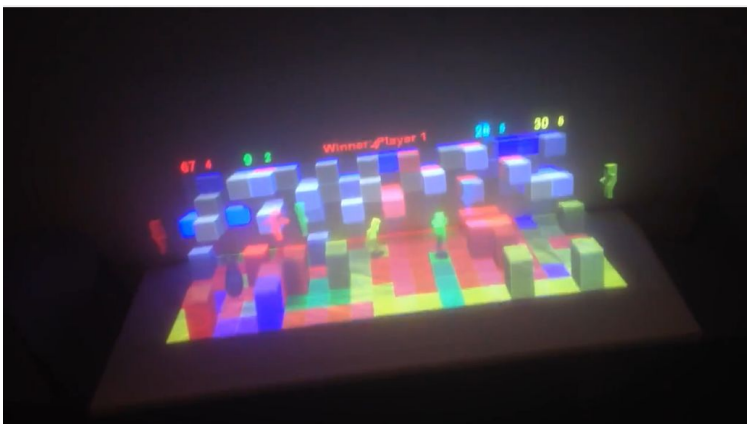
Game development program options: GameMaker Studio 2, Unity, or RPG Maker MV. It depends on the game, but I'm leaning more towards GameMaker Studio.

Here are some links of what I might have in mind:

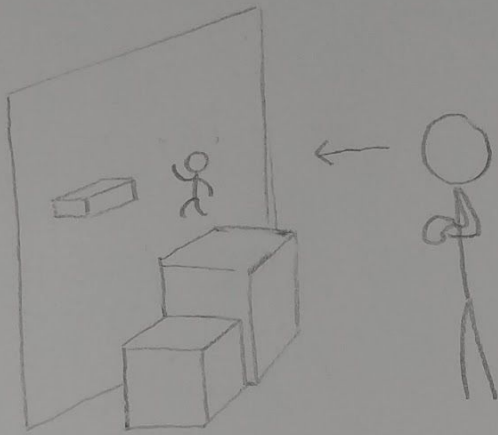
<https://www.youtube.com/watch?v=4uVNtOoY65g>



<https://www.dailymotion.com/video/x2wmoro>



Sketch Idea #1



Sketch Idea #2



Down view

Sketch Idea #3

