

DIGITAL PENGUINS

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ARTHUR BOUVIER – TECHNICAL DIRECTOR



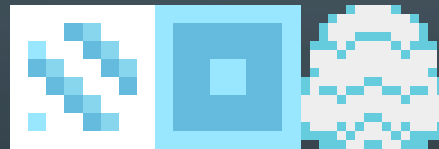
CONNOR MEYERS – DESIGN DIRECTOR



RICHARD FOLORUNSO – CONTENT MANAGER



PARKER FRIEDLAND – TEST MANAGER

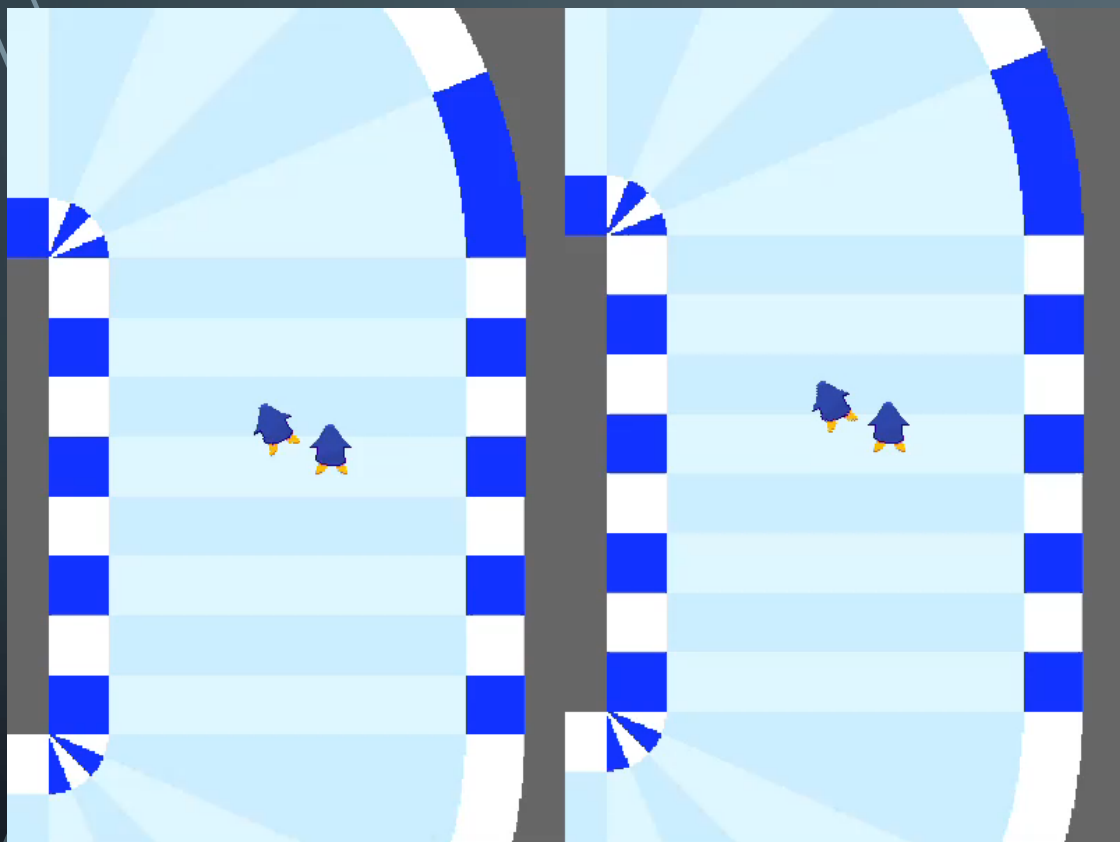


JUSTIN CHAMBERS – TEACHER

CLAUDE COMAIR – PRESIDENT

DIGITAL PENGUINS

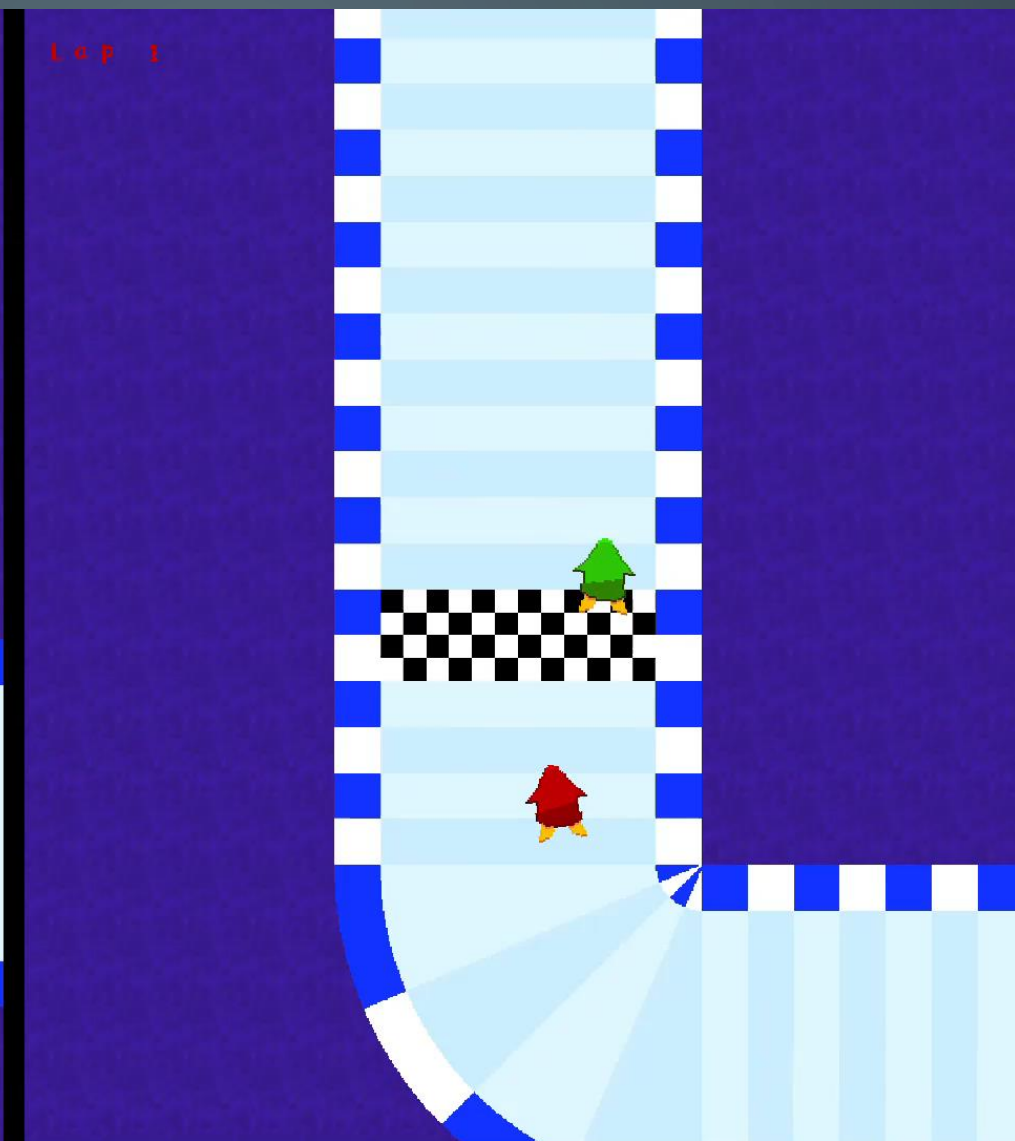
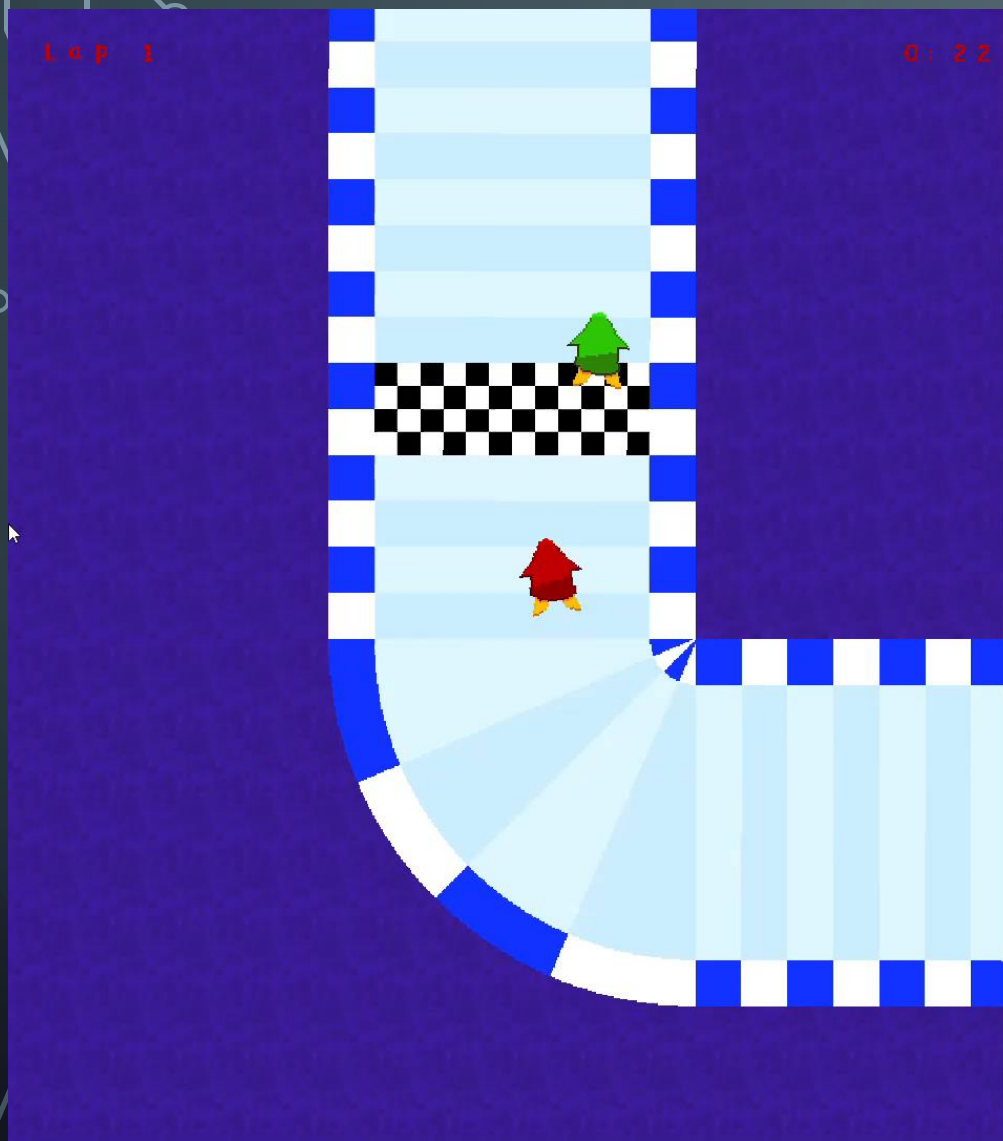
HEAD TO HEAD (OR SINGLE PLAYER) RACING GAME
WITH FEW ANGRY POLAR BEARS ADDED INTO A
CHAOTIC ENVIRONMENT



LAST TIME



CHANGES



The background features a dark blue gradient with a faint, light blue circular pattern in the center. Decorative white circuit-like lines with small circles at the ends are positioned along the left and right edges of the frame.

LEVEL EDITOR AND OBSTACLES

WHAT'S NEXT

- ANIMATIONS TO PLAYER AND POLAR BEAR
- PARTICLE SYSTEM
- SOUND EFFECTS AND BACKGROUND MUSIC
- HIGH SCORES WITH FILE SAVING
- POLISHING THE MENU SYSTEM

The background is a dark blue gradient with faint, large concentric circles. In the corners, there are white line art elements resembling circuit boards or neural network connections, with lines and small circles.

THANKS