

I never really played video games and not too many online games either, so when it came time to think about something for this project, I thought ok what did I play in my childhood? I then remembered that my brother and I used to compete with the games on the backs of cereal boxes and whoever completed it the fastest won.



They were primarily word jumbles and mazes, but what made them fun was that we were quite literally ‘playing with our food’. The characters (on the boxes that had them) felt more real and we got more attached to the game. I thought it would be really fun to bring my favorite childhood snack to life and make a game out of it, because i always wanted to play with the kid on the box as a child (I even thought it might be fun to pit snacks against each other for a midterm project but changed my mind). But then when i looked back at the snack, I realized the character is a bit creepy and i didn’t want to do that.



- (said creepy character)

So I decided that the theme of my game would be Cheetos and I would be bringing that snack to life (despite not really liking the product). That determined the color palette, theme, background, cartoony style, etc. I also really liked the example panty that was part of a bigger game in class and wanted that to be a cute start page.

A game I play really often on my phone is Fishdom where the mini-game is pretty similar to Candy Crush and they have shells that you can only collect at a certain state and after be had

done Beiber in a box I wanted the collected item to only be available part of the time.



A lot of the mechanics of the game were stuff I took inspiration from what was shown in class with the collection games.