<u>Velichka Stoyanova Trusheva</u>
<u>Game's name: Korean cafe</u>
<u>Link to the game:</u>
<u>https://vilitrusheva.one/korean-cafe/</u>

<u>Design documentation:</u>
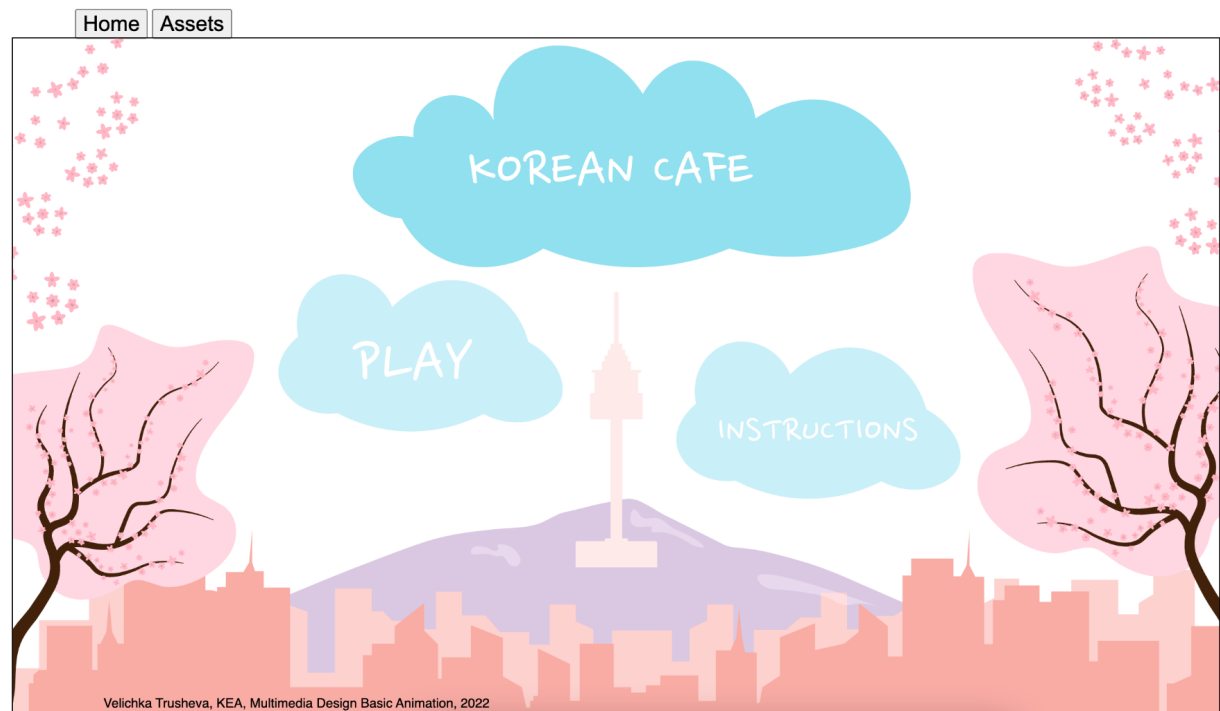
<u>Written pitch:</u>

The scene of the game is set in a coffee place in Seoul where a kitty goes for some caffeine drinks, so that it can stay fresh and explore more of the city.
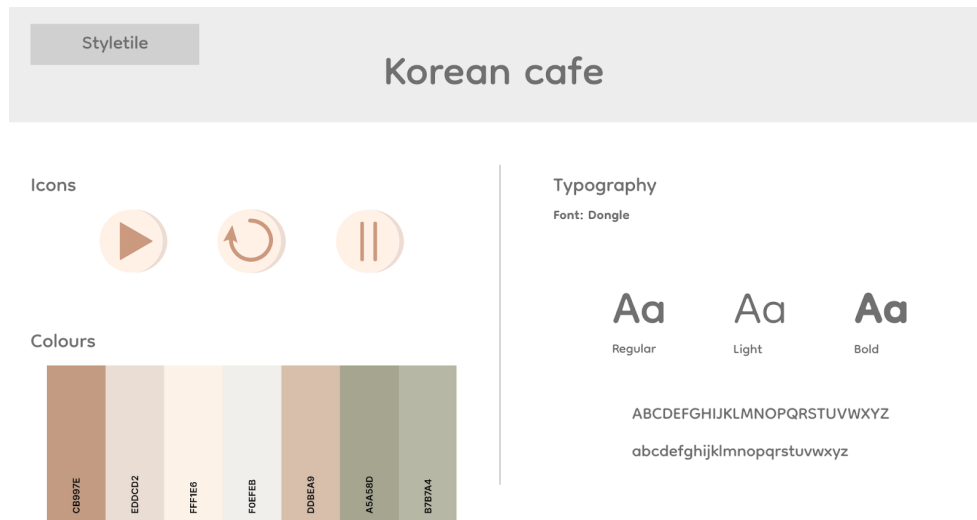
Sketch of my game idea:

Link to the paper prototype video:

https://www.youtube.com/watch?v=t2SMxoEPSnY

Style tile:

For my game I want to use soft and welcoming colours. As it is a cheerful game with the intention to make you want to go out explore the city around and have a coffee on the way.
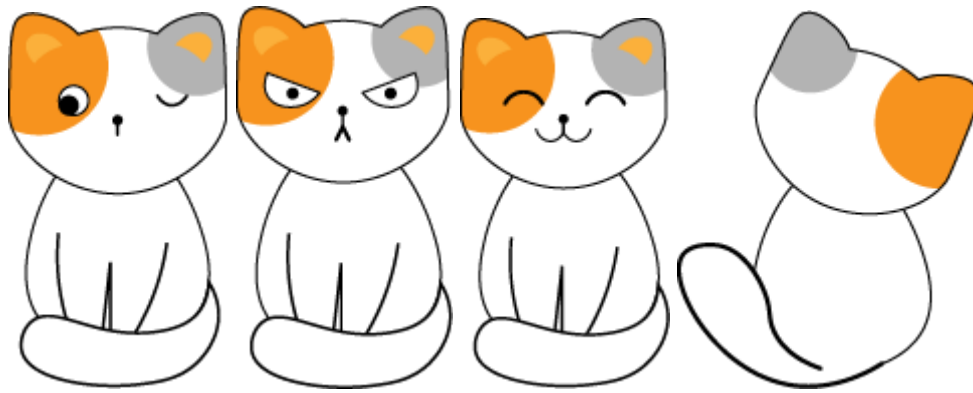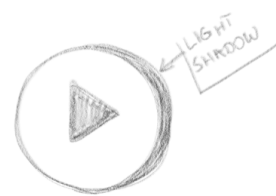

Activity diagram:

Work in progress sketches and screenshots:

Character design:

UI Elements:

PLAY BUTTON — LIGHT SHADOW
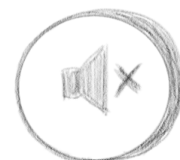
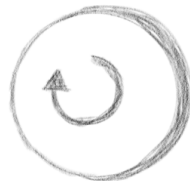PAUSE BUTTON

SOUND ON BUTTON

SOUND OFF BUTTON

OVERALL CLEAN BUTTON DESIGN

HOME BUTTON

RESTART BUTTON

INFO BUTTON — INSTRUCTIONS ON HOW TO PLAY THE GAME

Velichka Trusheva, KEA, Multimedia Design
Basic Animation, 2022

Home   Assets

KOREAN CAFE

PLAY

INSTRUCTIONS