



TEAM



RUPERT
Programming



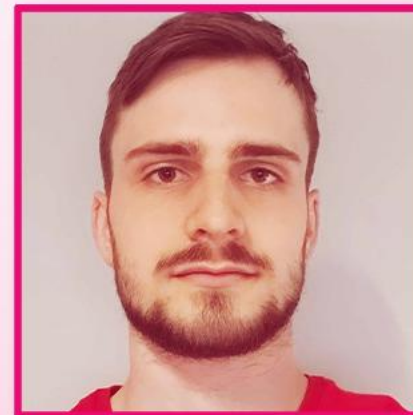
SIMON
Design & UI & Sound



BRAM
Animation & 3D



MARIUS
3D & Character



AUDRIC
Tech Art

CLIENT

WIN FOR LIFE

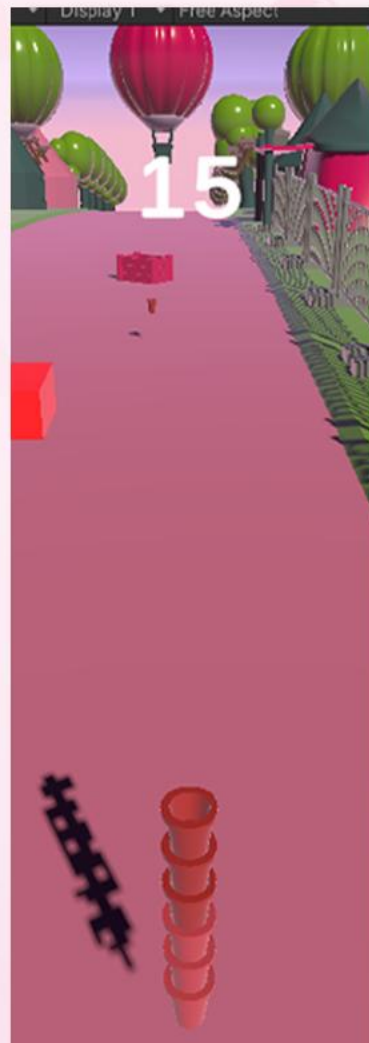
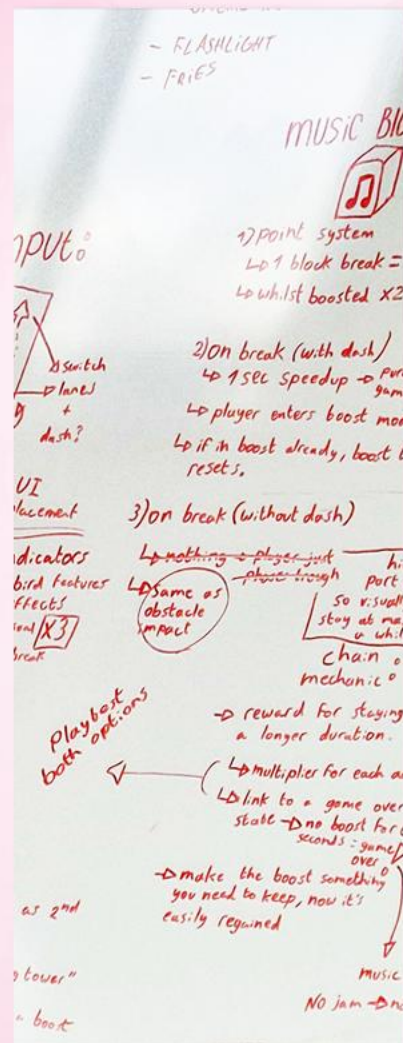
GOAL

- raising brand awareness
- playable on music festivals
- can win merchandise or goods with highscore

VIBE FOR LIFE

VISION:

- endless runner
- 1-3min playtime



GAMEPLAY

COLLECT COINS



MUSIC COIN



RAINBOW COIN



MAGNET COIN



FESTIVAL GROUNDS



CAMPING GROUNDS



FOOD BOOTHS



TOILETS



STAGE

GAMEPLAY

DODGE OBSTACLES



PARTY GOER



PORTA POTTI



BURGER BOY

DEMO

QUESTIONS?