2D Game project

Name: Frisson (Def: A psychophysiological response to music that causes intense emotions, like goosebumps)

Core Loop: Collect Albums and Move through Music Era's

Eras
1990
2000
2010

1 song each Level to start

Each Level the player collects albums and works toward getting to the exit while listening to tunes from their specific era

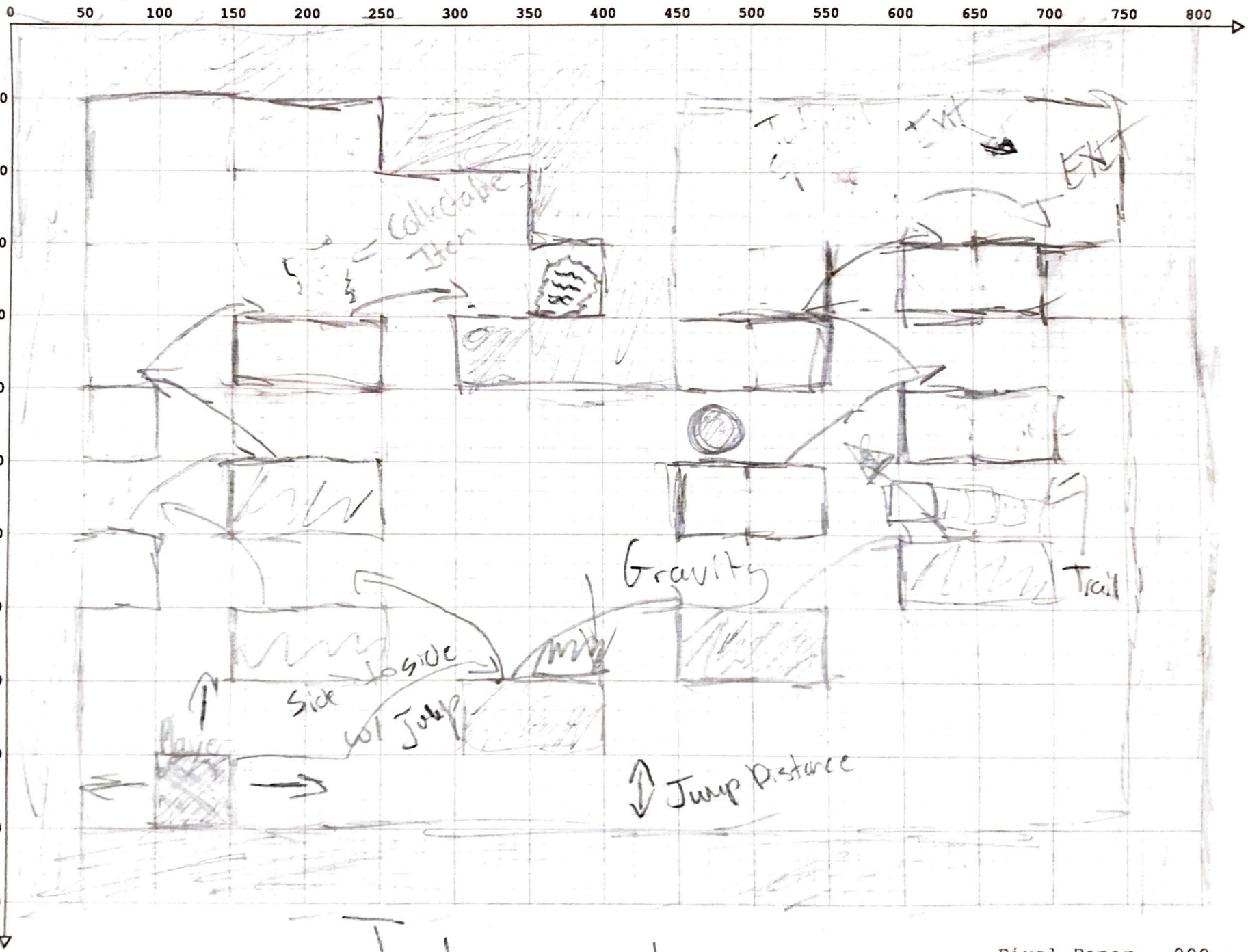
Social Impact

Base UI Implementation -

Make UI in Photo Shop

Make Menus in Photo Shop!

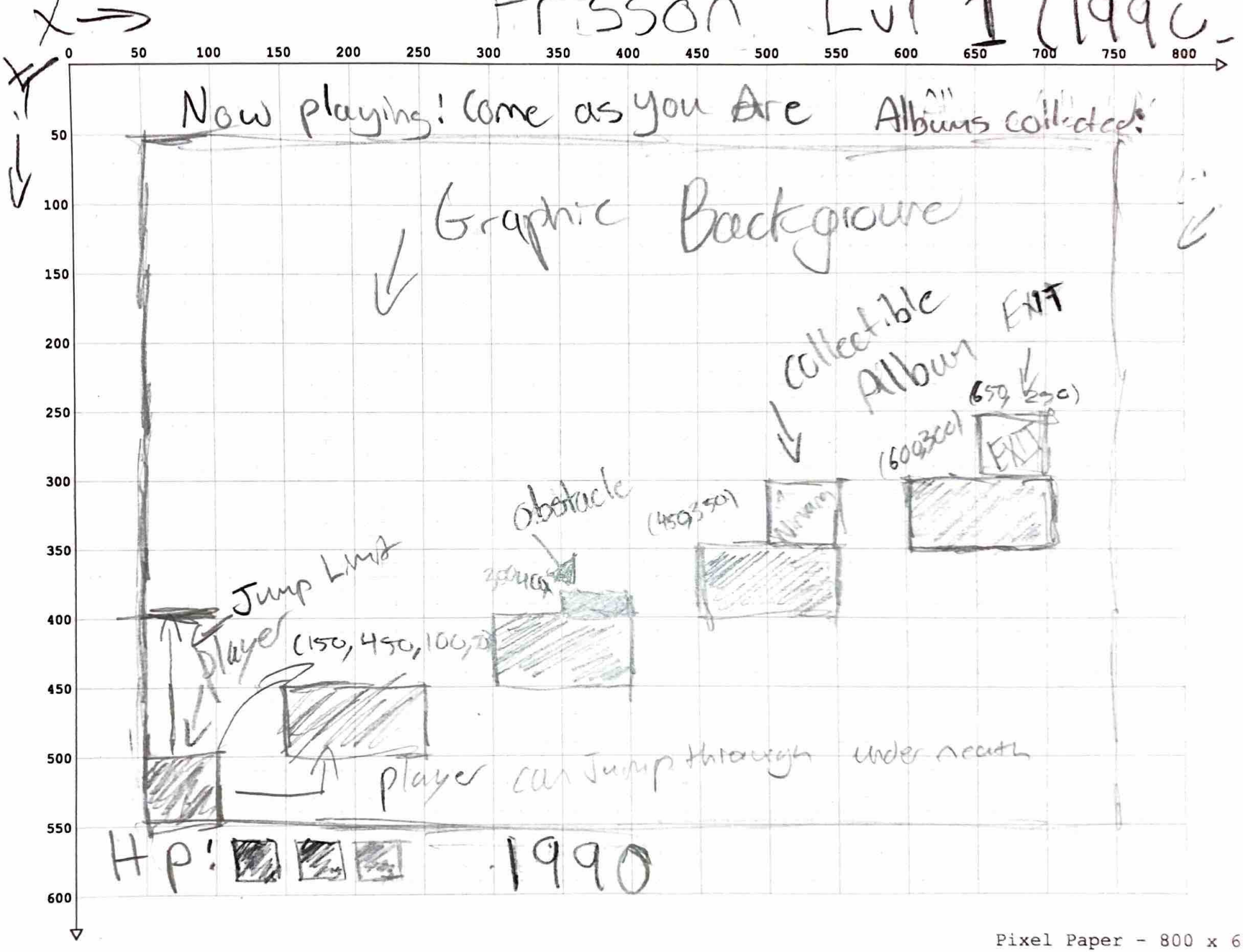
2D Game Ideation #1



Tutorial Level

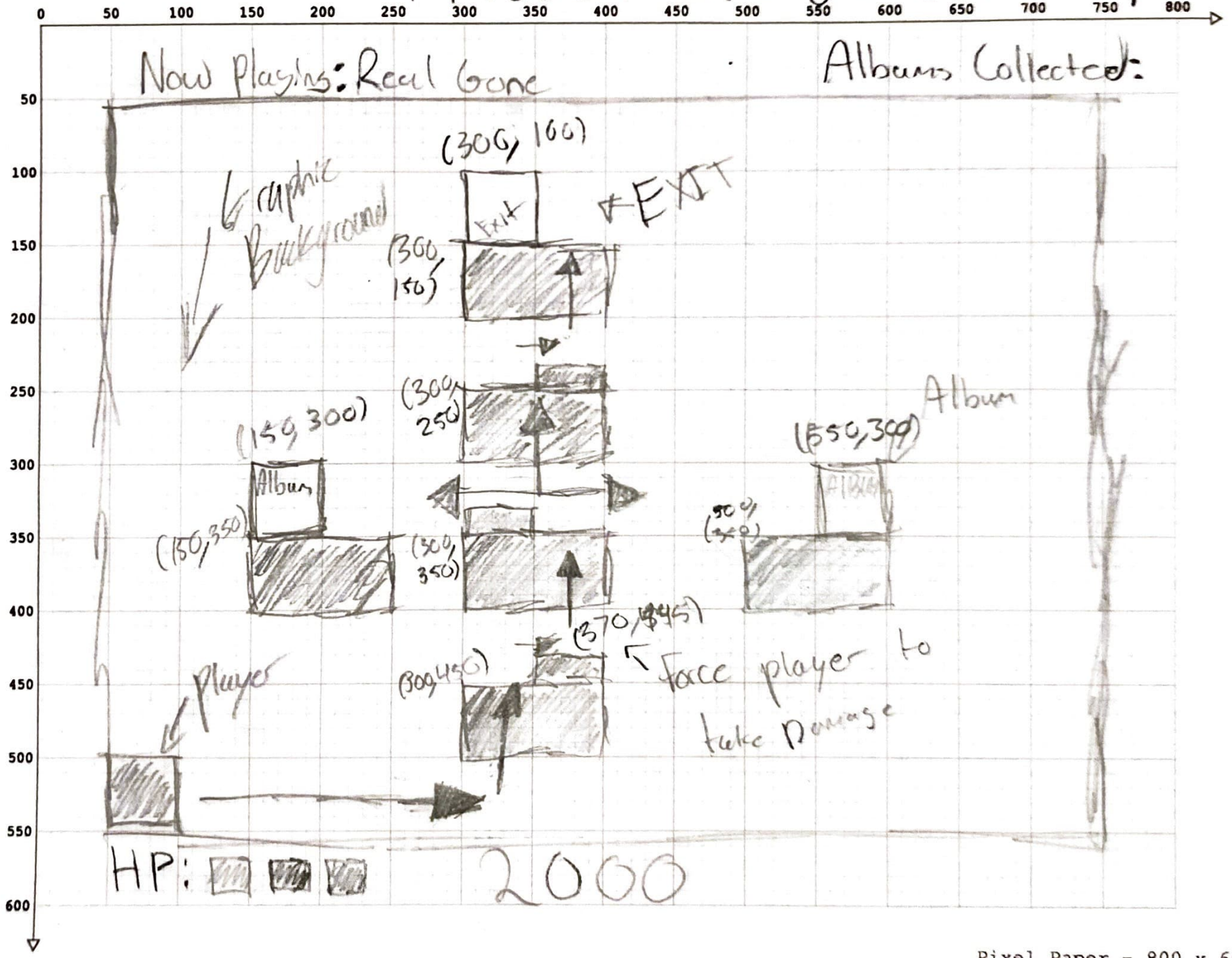
Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

Frisson Lvl 1 (1990)



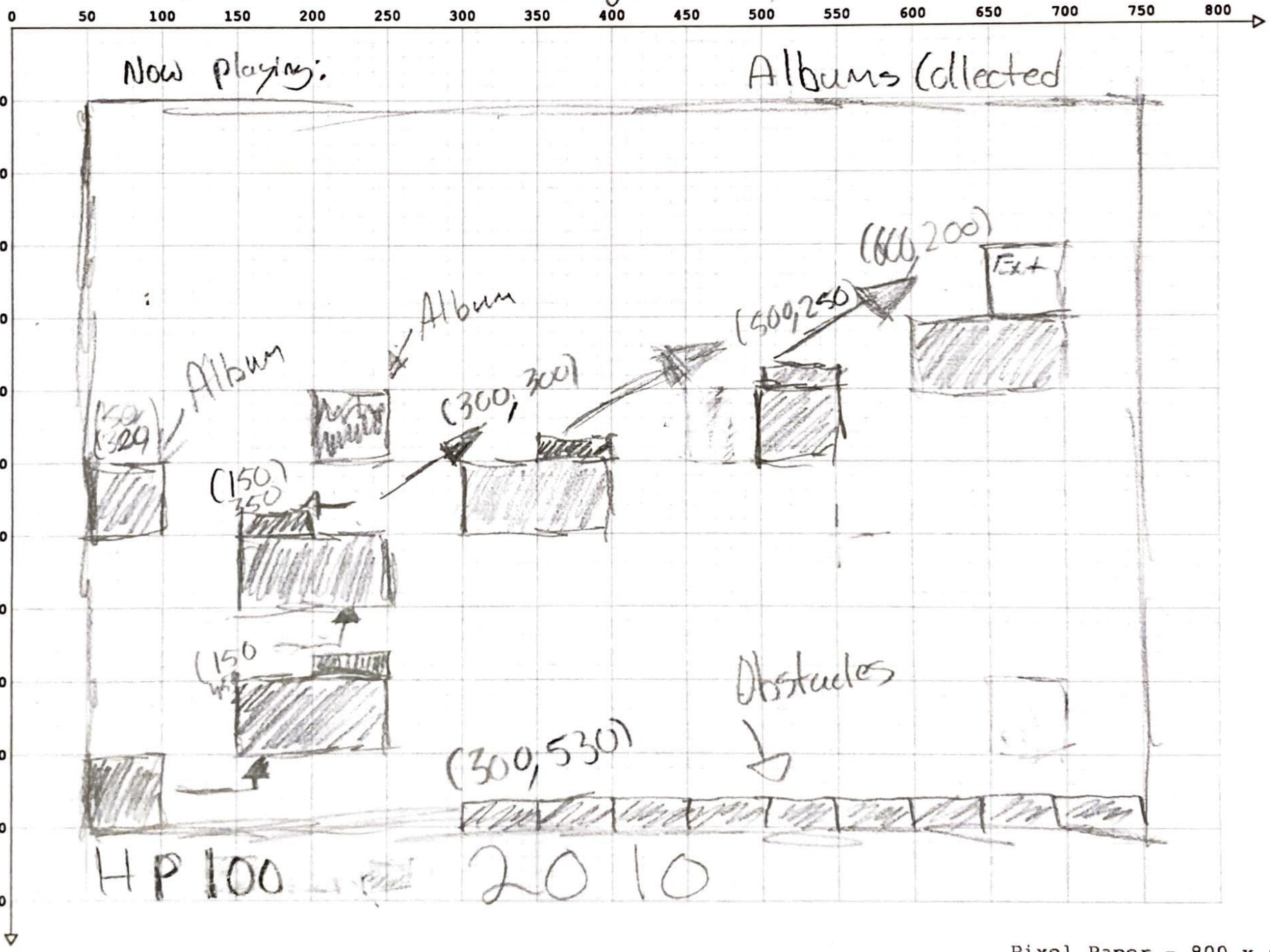
Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

Frisson Lvl 2 (2000)



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

Frisson Level 3 (2010)



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates