Game Jam 2019

PITCH

TEAM: Caramel with a HINT of vanilla

PROMPT: Supernatural Crafting

GAME NAME: JelliDelli

ABOUT: You are a customer at a random Alien Drive Thru/ FlyThru and want to order some food.

1. You start out by choosing a meal from the menu board.
2. You drive/fly past an intercom system that asks what you’d like, and you give the order.
3. You proceed to the pay point and greeted by a creature that rejects your money. You are then instructed to jam to a beat instead, if you fail, you had no rhythm and are asked to leave the delli. If you were able to successfully jam to the beat, you are permitted to collect your food.
4. The cycle repeats.

Design process

Basic drive thru/fly thru

Art:

* Basic outlet/building
* Car/ship
* Intercom Box
* Asteroids
* Alien Creature

Sound:

* Intercom Lady Dialogue
* Background Track
* Ship engine
* Click/Selection (menu)
* Pay Beats: x3

Animation:

* Car moving through
* Alien
* Ship

UI:

* Screen pop up (like guitar hero, press buttons on time) Activates when you get to the window