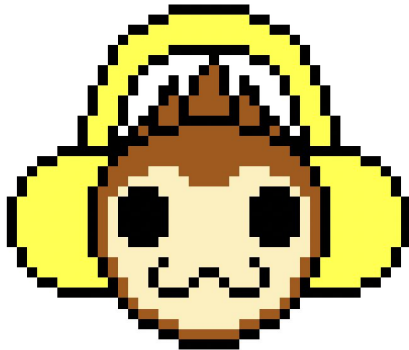


SAFARI SHAKEDOWN

With Fussel & Major

A small monkey, Fussel, wants all the food that the black bear, Major, is hoarding on top of a tree. Fuss is trying to find ways to get the food without Major falling out of the tree when coincidentally, drones carrying packages over the area begin falling out the sky due to low service. This gives Fussel an idea. He will use whatever he can find within the packages to shake the tree enough for food to come out



This is Fussel

- Loud
- Stupid
- The energy of a 5 year old cousin who has an ipad



This is Major

- Silent
- Lazy
- A calm individual before a monkey triggers his anger issues

2D 80'S ARCADE STYLED GAME

Gameplay & Aesthetic Inspirations

- Donkey Kong 1, 2, & 3
- Chimp Chomp (Fanboy & Chum Chum)
- Donut Dodo

Other inspirations

- Looney Tunes: Type of Comedy when it comes to pulling the most random items out of boxes and Levels of Absurdity(ACME) (Wile E. Coyote Vs. Road Runner)
- Rotsopping Meme Gifs
- Ed Edd n' Eddy's & Donkey kong's SFX

Game Design + Physical Computing



Rotoscoping Gifs

(Game Over Screens will feature art like this)



Art references

(Pictures / Gifs that could appear depending on an item you got or event that you trigger)

