

Graffity Run – Post Mortem

Project Overview

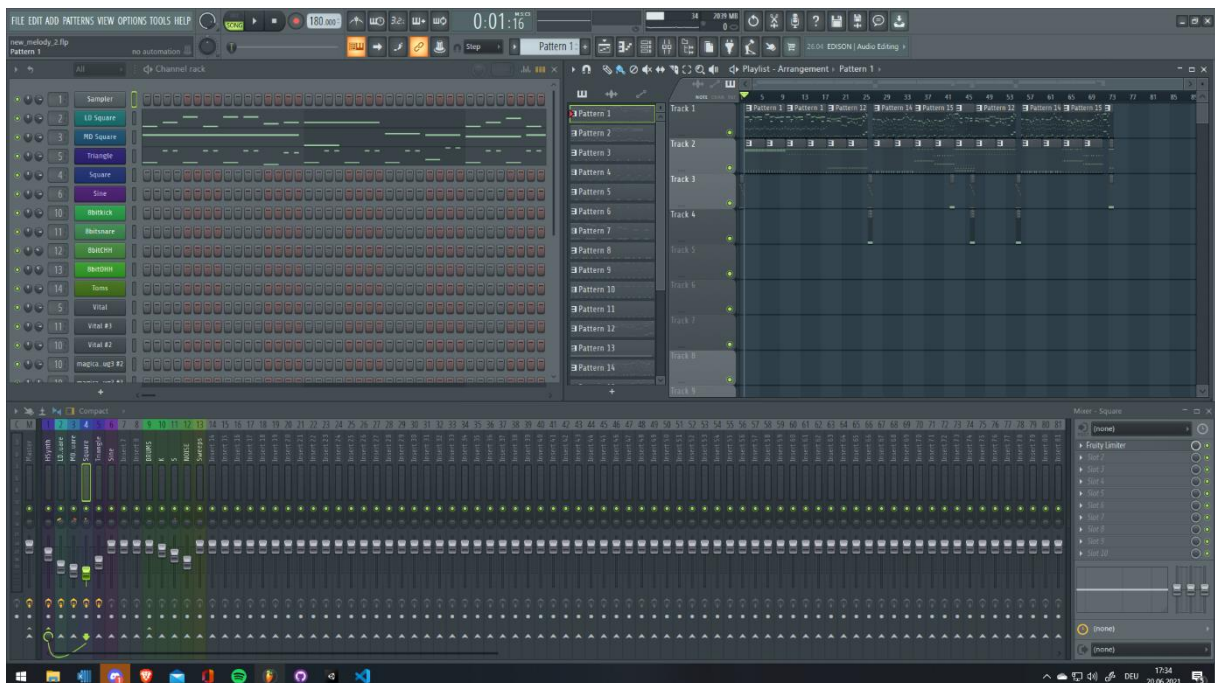
Graffiti Run is Platform Game for PC, where a small dinosaur must recolor the world, using gravity control.

Developed by the **imaginary** company Happy Dino Games, founded by Bence Balazs, Florian Hafner and Deniese Lafleur, its aim was to give the user a joyful and fun experience of a platformer combined with a small backstory.

What went right

Cool Soundtrack

Composing a relatively quick paced and cheerful background soundtrack was the right start for this project. It was developed by our lead musician and code developer Florian Hafner with the help of FL Studio.



F***** Saurus

Our little fabulous dinosaur with his detective hat has also contributed so much to this project. What started off as a plain looking (but still smiling) dinosaur ended up as a skateboard riding, detective hat wearing dinosaur who fights for peace and justice, baby!



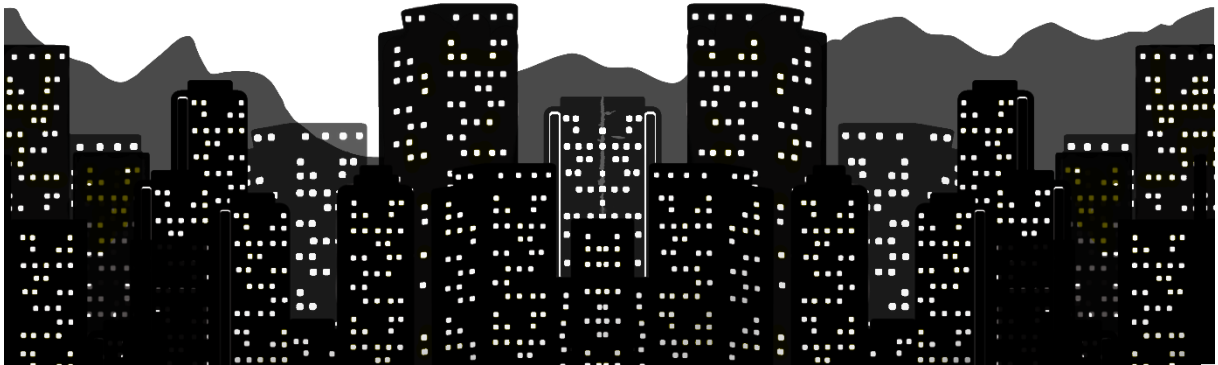
Cool Boss

The famous trash panda makes its comeback yet again! Now he is even more furious and came straight from hell to punish this world (with a smile).



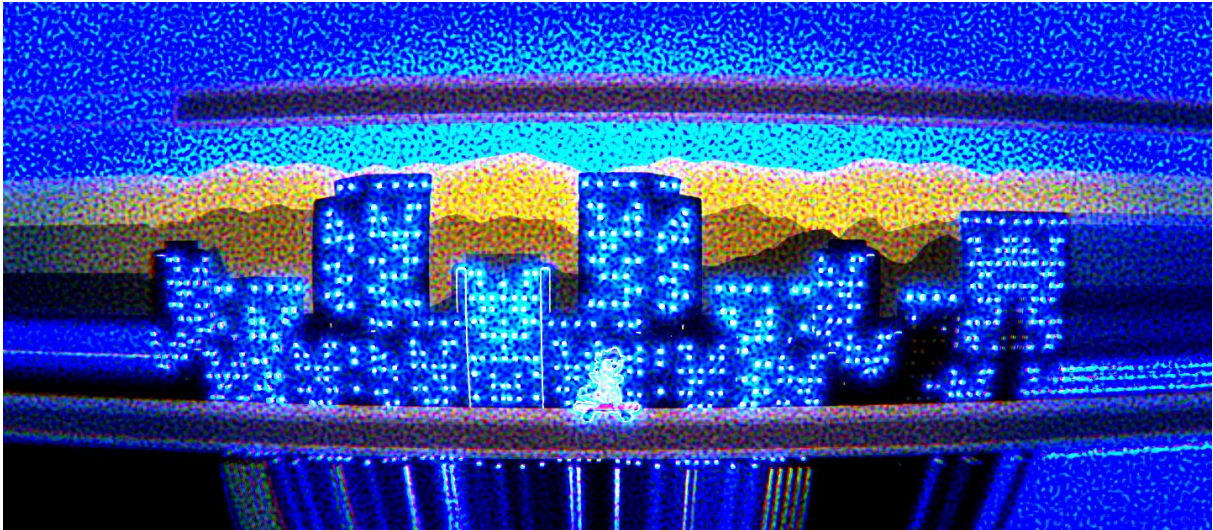
Parallax

Parallax backgrounds are always awesome because they give you a sense of level progression and make the boring background not so boring anymore.



Post Processing

No comments, just look at this amazing piece of art.



What went wrong

Only one saurus

We only have one protagonist dinosaur, but it would have been way better if we had another to save our world. Due to time constraints, we decided not to include another one.

Only one level

As the title states we only had time to make one level for the whole game. The imaginary management team can take the blame for that.

Conclusion & closing

In conclusion we can all say that the project was a major success even though we had some difficulties with time management. It was an experience which we will never forget and use to strengthen our game creation foundation in game development.