event ->
scene: streetfighter
time: 86.2
type: show-interactive
data: [object object]

choose scene

DANIO MINI-GAMES

While at Bacon de Czar, I worked with the design and development of a cross-platform interactive video project for Danone France. As part of the interactive video, I developed two mini-games, one for desktop and tablet based on Streetfighter, and one for mobile based on Parachutes.

HUNGERFIGHTER

'Hungerfighter' is a game based on the classic 'Streetfighter'. The player must match the code displayed on the controller in order to beat the monster. Once the code is input, the Monster throws various missiles at the player, and either hits or misses, depending on if the code was correct.

I was responsible for the design, creating the artwork, and development of the game, which was done in *Javascript* using the *PIXI.js* game engine to control the sprite-sheet animations.

Unfortunatly the campaign in not online until September, but to view a runthrough of the game, please visit:

https://www.dropbox.com/s/zuku9mznnevsa0d/
Streetfighter_Runthru_050514_smaller.mov

(copy and paste—not hyperlinked)

PARACHUTES

'Parachutes' is mobile-only game where the player tilts there device to manouver the hands, and catch as many Danio's as possible while avoiding the obstacles.

I was responsible for the development of the game, which was done in *Javascript*, again using the *PIXI.js* game engine.

Unfortunatly the campaign in not online until September, but to view a runthrough of the game, please visit:

https://www.dropbox.com/s/coey49lwrnnr0sb/Parachute_
Runthru_050514.mov

(copy and paste—not hyperlinked)