ce version: 11:03:2014:14:25
N version: 10:03:2014:15:05

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. I gained expreience working on interactive video projects, and as part of the campaign, I designed and 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.

Unfortunately the campaign is not online until September, but to view a run-through of the game, please visit:

http://goo.gl/qXHGyv

PARACHUTES

'Parachutes' is mobile-only game where the player tilts there device to manoeuvre 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.

Unfortunately the campaign is not online until September, but to view a run-through of the game, please visit:

http://goo.gl/JAc83t