

100  100

event ->
 scene: streetfighter
 time: 66.2
 type: show-interactive
 data: [object object]
 choose scene



Runthrough: <http://goo.gl/qXHGyv>

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 experience working on interactive video projects, and worked on two mini-games.

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 *planning and executing the design and development* of the game, which was for desktop, tablet and mobile.

CREATING THE HUNGERFIGHTER ARTWORK

My first job was to create the *8-bit artwork* of the characters and the scene. After some experimentation with some Photoshop filters and effects, I realised that the artwork would look best by drawing it from scratch *pixel-by-pixel*.

This was a long process, especially as I had never tried this style of illustration before. But after some research, experimentation and a lot of trial-and-error, I got into a good workflow, and really enjoyed the work and results.

Initial designs were made of the characters, and when these were signed off I got to work drawing the key-frames of each move. When we were happy with these, I drew the rest of the frames and finally created *sprite-sheets*.



Some of the spritesheets used, drawn pixel-by-pixel—no cheating!



Welcome to Hungerfighter

TECHNICAL SOLUTION

I started by creating a flow-chart for the game, and then wrote the game logic in *Javascript*, making use of the *PIXI.js* game-engine to control and render the *sprite-sheet animations*, which all had to be synced up to eachother.

The controller element was made seperately with DOM elements, as the functionality required was less complex.

HTML5 Audio was used to play the sound effects, and I wrote a work-around to the limitations on web audio in iOS.

RUNTHROUGH

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 a game where the player tilts their device to catch as many Danio’s as possible while avoiding obstacles.

I was responsible for *planning and executing the development* of the game, which was for mobile only.

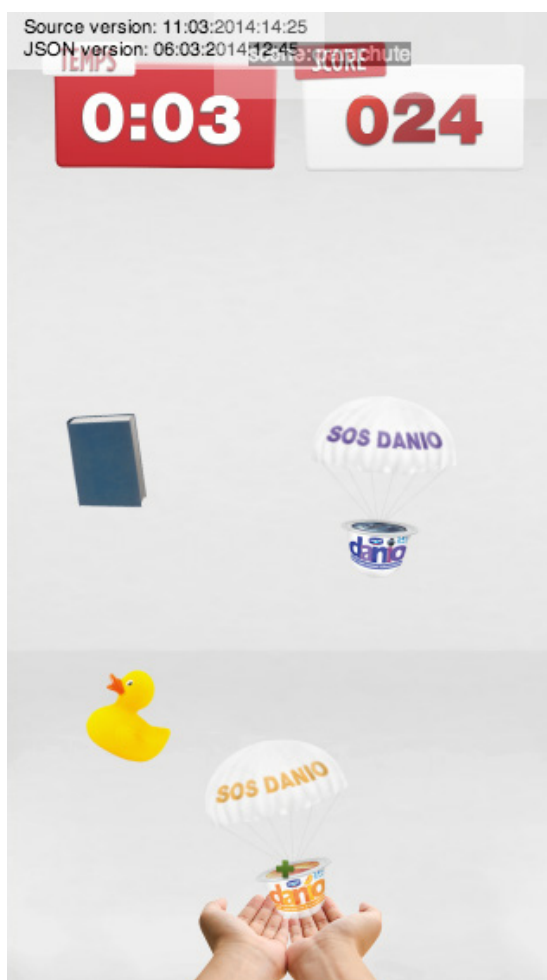
TECHNICAL SOLUTION

As with Hungerfighter, the game logic was written in *Javascript*, and I used the *PIXI.js* game-engine to control and render the elements and *sprite-sheet animations*.

RUNTHROUGH

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

<http://goo.gl/JAc83t>



Gameplay and end-screen