



How to play the .exe file

JAMMIN' EATS - MUSIC DEMO BUILD

Welcome to the Jammin' Eats prototype!

This version is designed for you (our music producer) to play and experience the game's pacing, vibe, and transitions so you can start composing some fire reggae-cyberpunk tracks  

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HOW TO PLAY:

1. Double-click `JamminEats.exe`
 - No install needed. Everything is bundled.
2. Move Kai (the delivery character) using the arrow keys:
↑ ↓ ← →
3. Press the SPACEBAR to throw food.
4. Try to feed customers before their patience runs out!
5. Press ESC or close the window to quit.

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AUDIO NOTES:

- Background music is currently **disabled** in this build so you can freely play your tracks over it while watching the gameplay.
- If you need any cues for level transitions, idle moments, or high-stress gameplay, let us know — we can record samples or extend gameplay time.

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INCLUDED FILES:

- `JamminEats.exe` — the standalone game
- `assets/` — all in-game graphics, sounds, and effects (used by the .exe)

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NEED ANYTHING?

Let us know if you need:

- A looped level or endless mode
- A build with only one food type or simplified visuals
- Custom video clips for reference

You're the vibe engineer here 🎵🔧 — let's make this thing JAM.

- Jammin' Eats Dev Team