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ARTIST



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PROGRAMMER



VIVIAN ZHAO
PROGRAMMER

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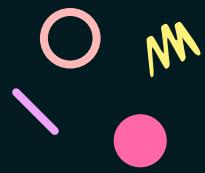
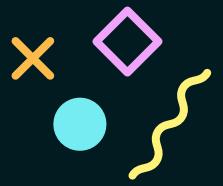
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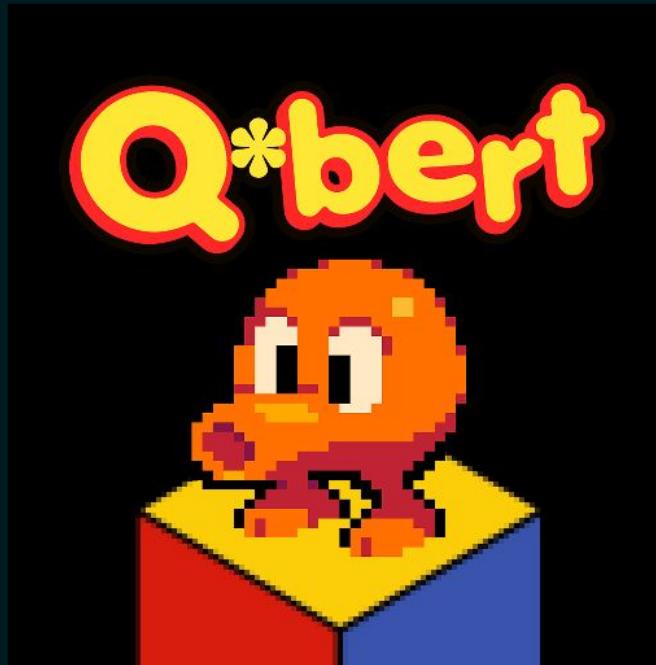
GAMEPLAY



2 OVERVIEW



ORIGINAL GAME:

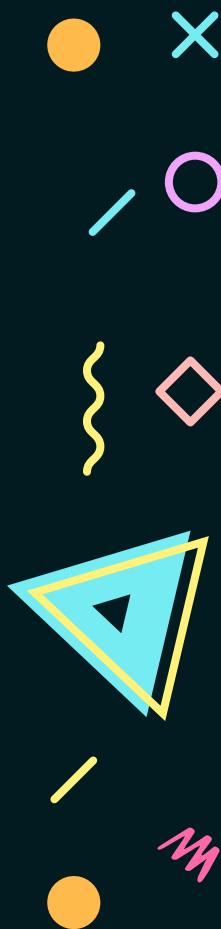
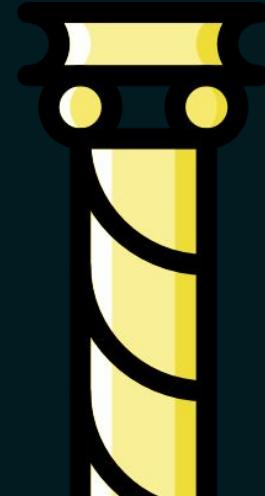
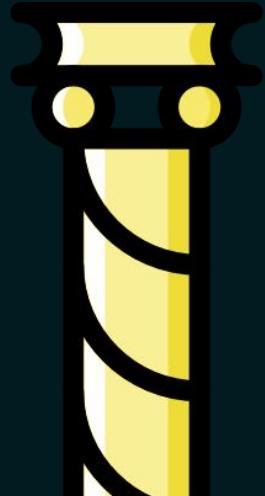


WHAT MADE IT FUN

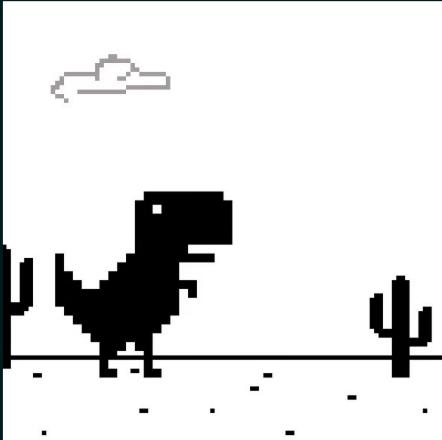
Tension caused
by enemies.

The want for a
higher score.

Expressive and
juicy characters.



INSPIRATION:



BACK STORY

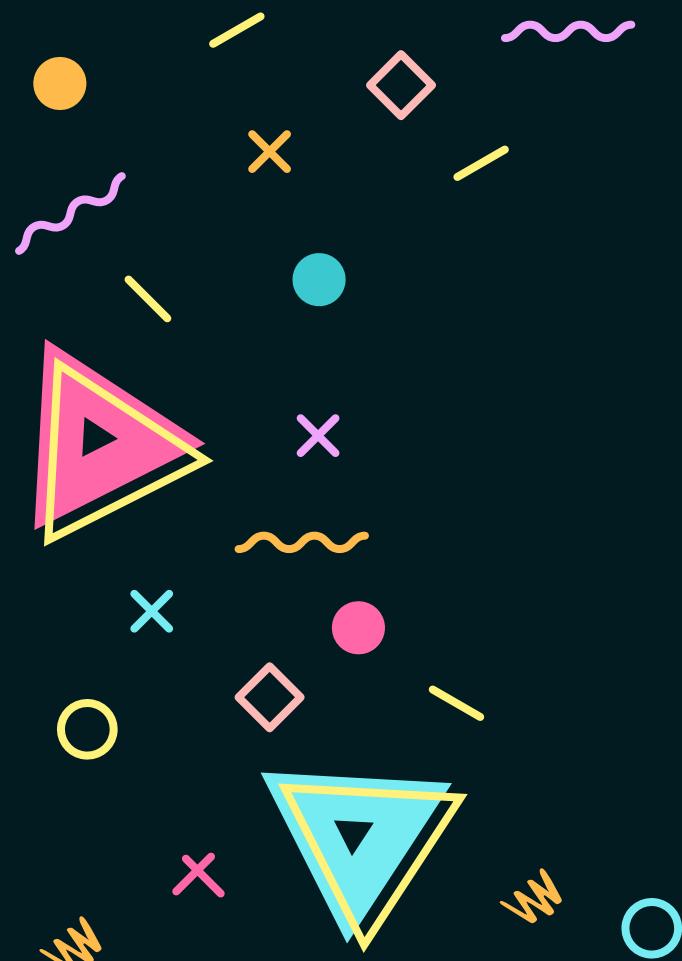
Cavebert must team up with his former enemies and regain the throne atop the mountain, recently stolen by the apex predator, T-bert.



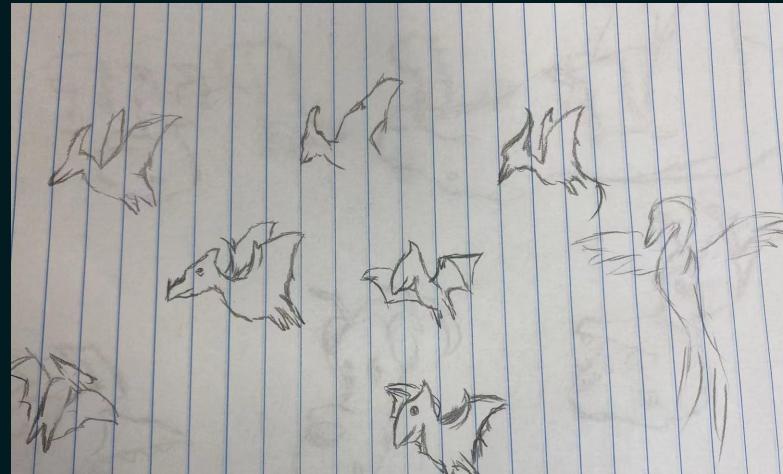
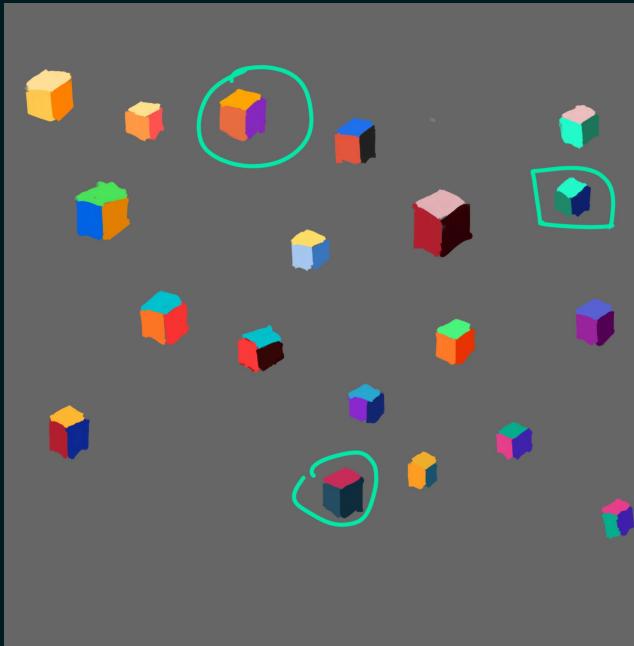
VS



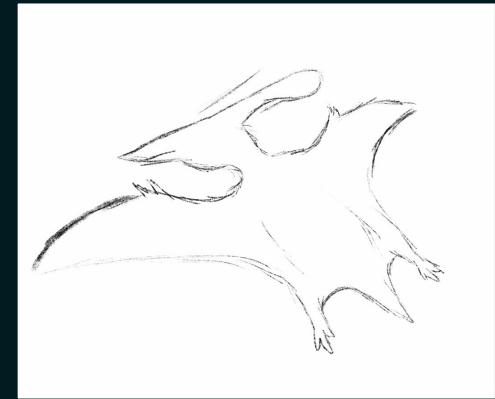
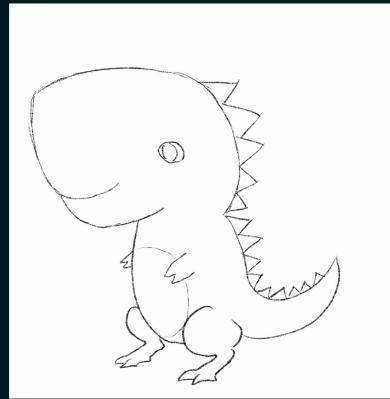
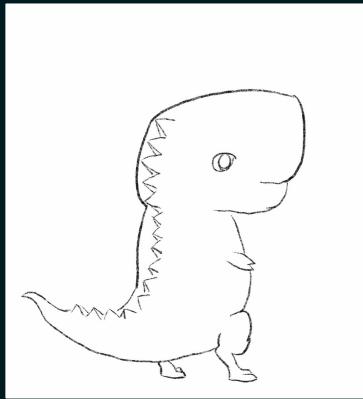
} ART



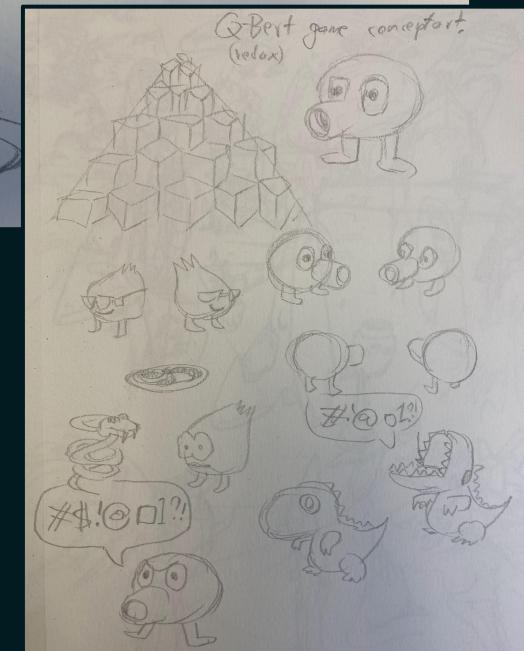
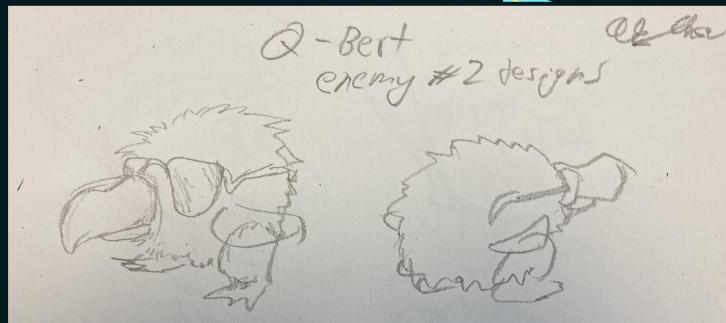
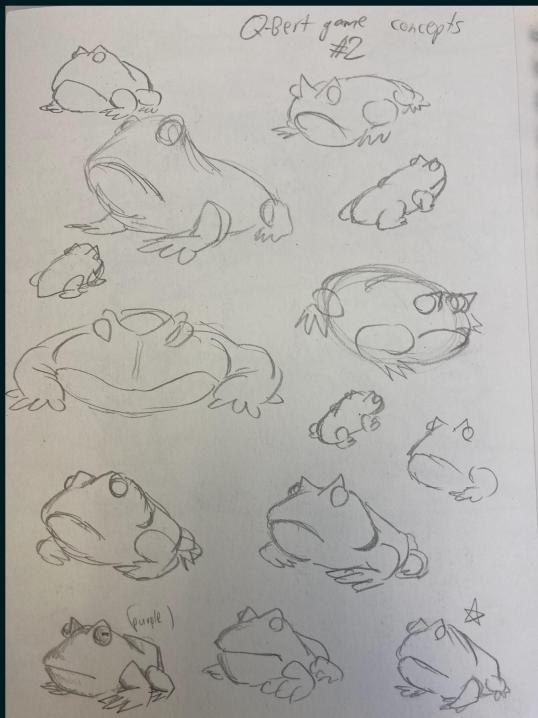
CONCEPT ART ONE:



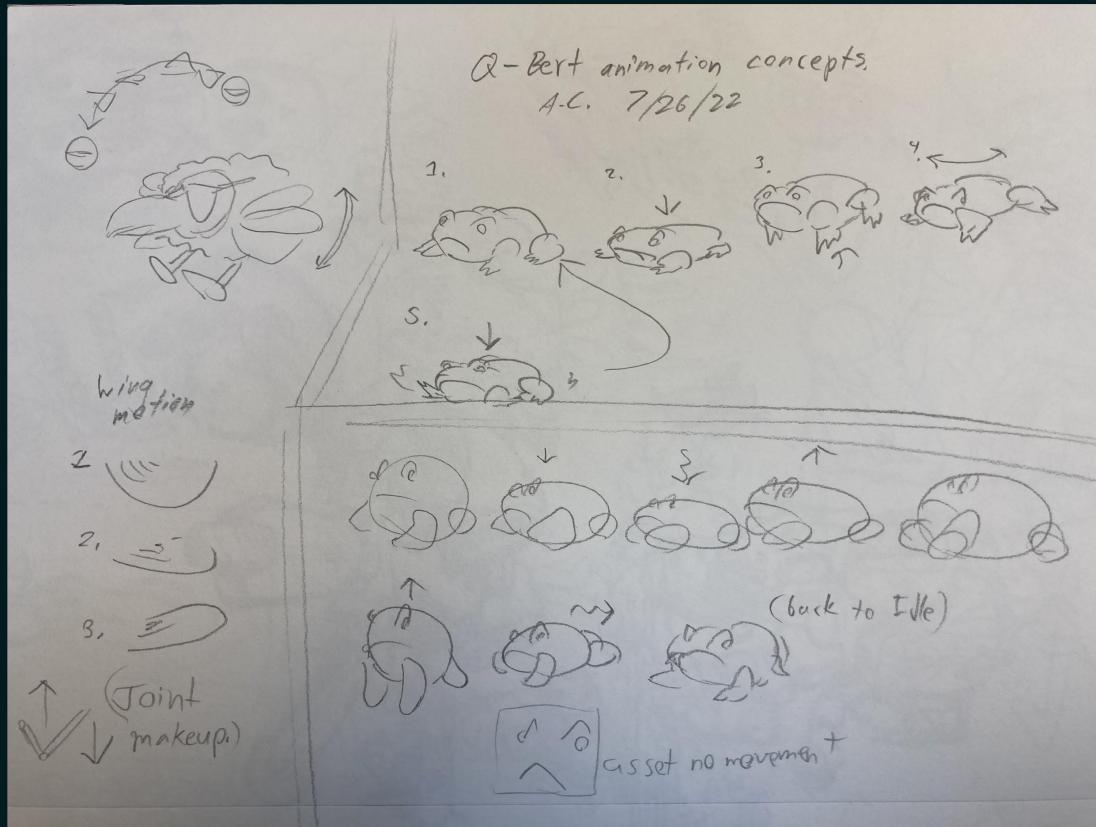
CONCEPT ART TWO:



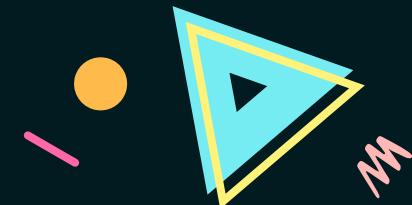
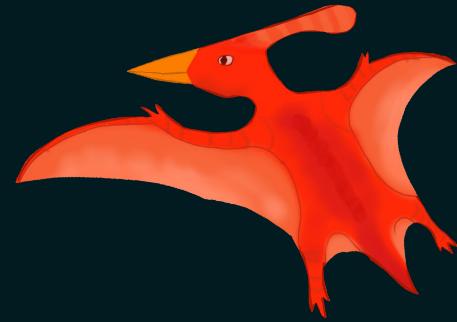
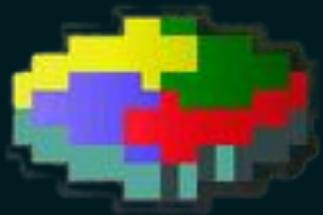
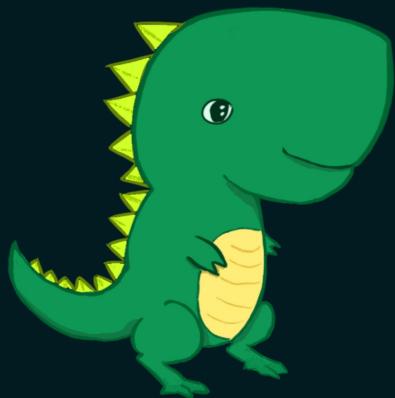
CONCEPT ART THREE:

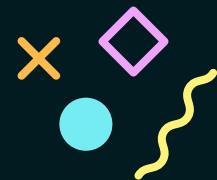


CONCEPT ART FOUR:



ORIGINAL TO REDUX ONE



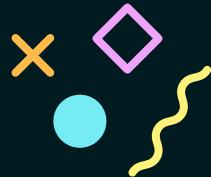


ORIGINAL TO REDUX TWO

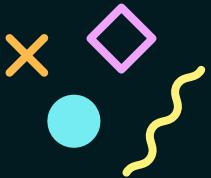
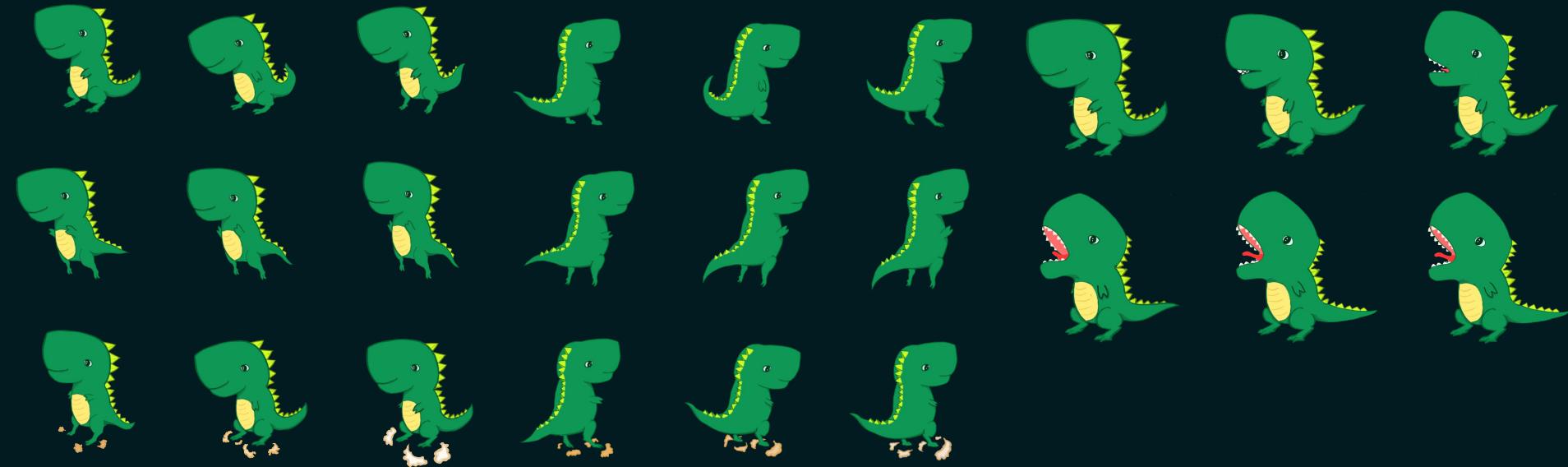


ASSETS ONE

Press any key
to continue



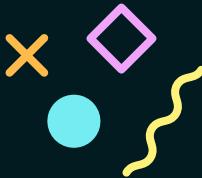
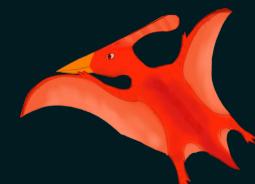
ASSETS TWO

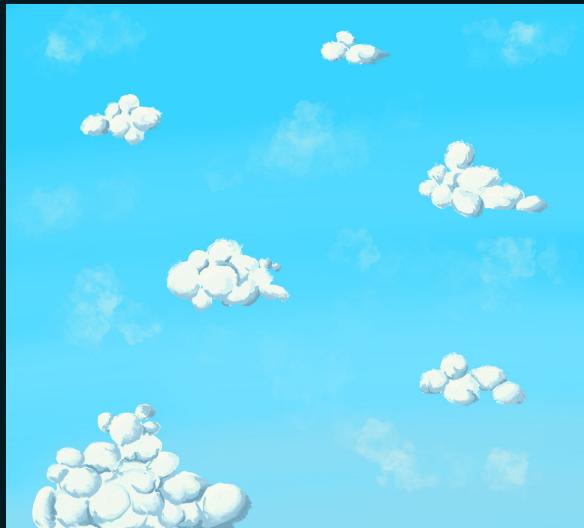
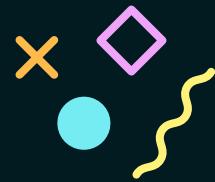


ASSETS THREE

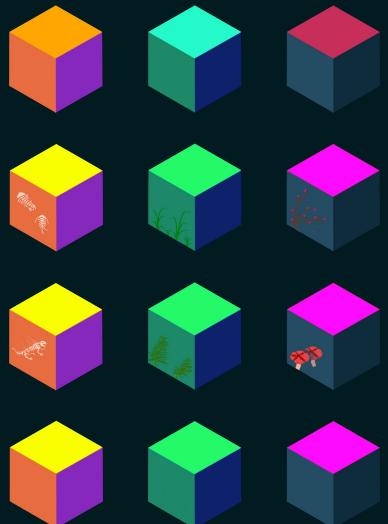


ASSETS FOUR





ASSETS FIVE



Bert

Start

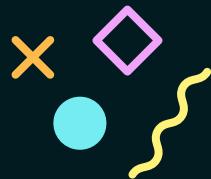
Main
Menu

Quit



PROGRAMMING

4

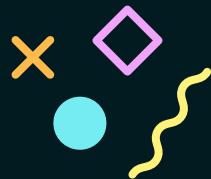


PLAYER BEHAVIOR - MOVEMENT



- Jumps along set path
 - Path moves with player
- Uses WASD

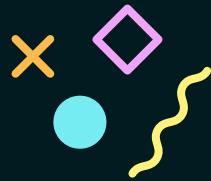




PLAYER BEHAVIOR - TILE SWITCH

- Detects tile player is standing on
- Switches tile into a yellow tile with a random prehistoric pattern

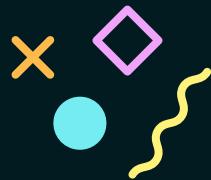




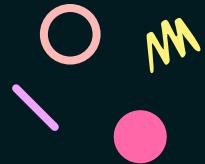
PTERODACTYL BEHAVIOR

- Player jumps on
- Pterodactyl flies player to top of map
- Pterodactyl respawns after completion of map

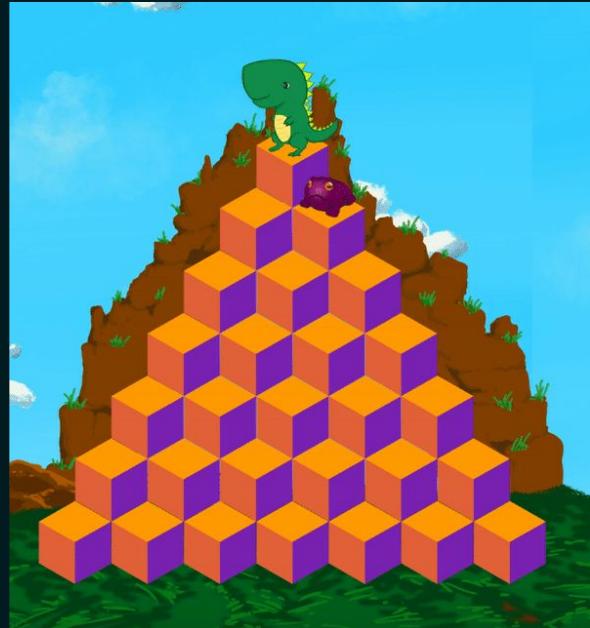


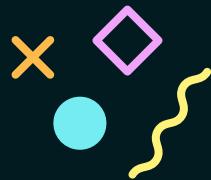


ENEMY BEHAVIOR - PURPLE FROG

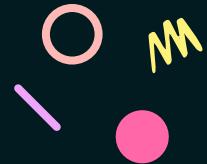


- Spawns at top
- Moves down
 - Randomly left or right
- Damages player upon collision



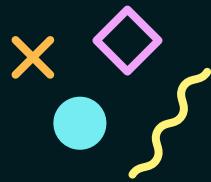


ENEMY BEHAVIOR - DODO BIRD

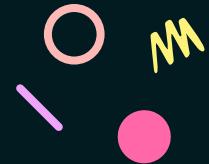


- Same movement as purple frog
- Reverts tiles back to original color
- Dies upon collision with player





ENEMY BEHAVIOR - CAVEBERT



- **Spawns as boulder at top**
 - **Moves down randomly**
- **Breaks into Cavebert at bottom**
 - **Chases player**
- **Damages player upon collision**





AUDIO

INSTRUMENTS



BACKGROUND MUSIC THEMES

MENU



GAMEPLAY



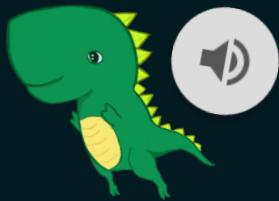
GAME OVER



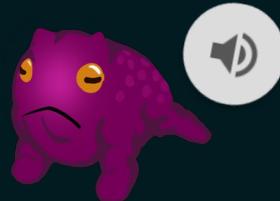
SOUND EFFECTS:



PLAYER JUMP



PURPLE FROG JUMP



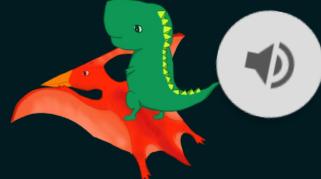
DODO BIRD JUMP



CAVEBERT JUMP



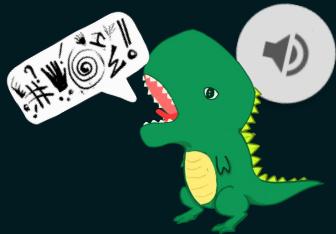
PTERODACTYL FLY



SOUND EFFECTS:



T-BERT HIT



DODO DEATH



CAVEBERT FALLING



T-BERT FALLING



LEVEL SUCCESS



BUTTON



THANK YOU!

ONCE AGAIN!

