



GAME ENGINES TASK 2

BA HONS IN GAME ART & VISUAL
DESIGN YEAR 2
LISA THEUMA

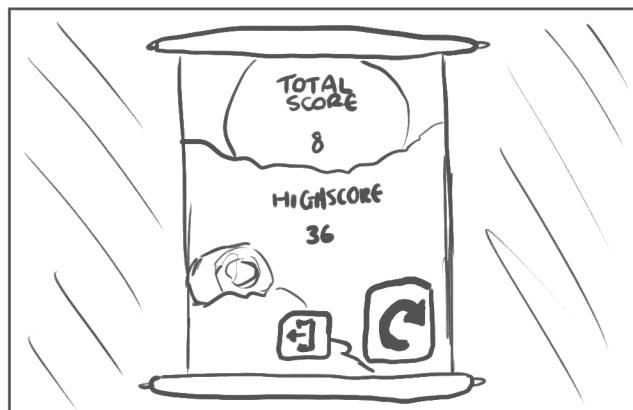
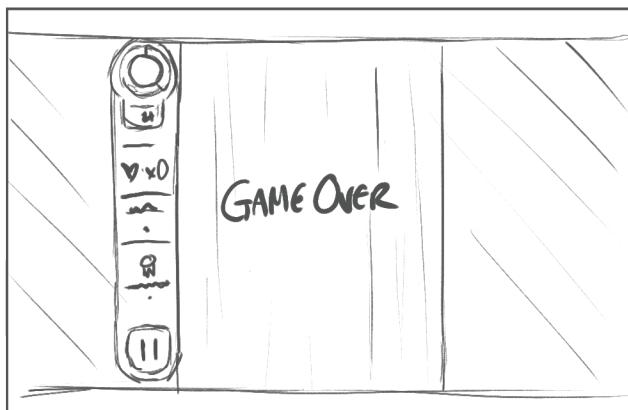
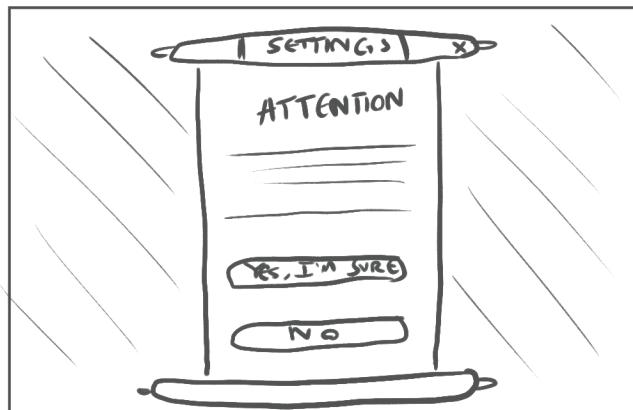
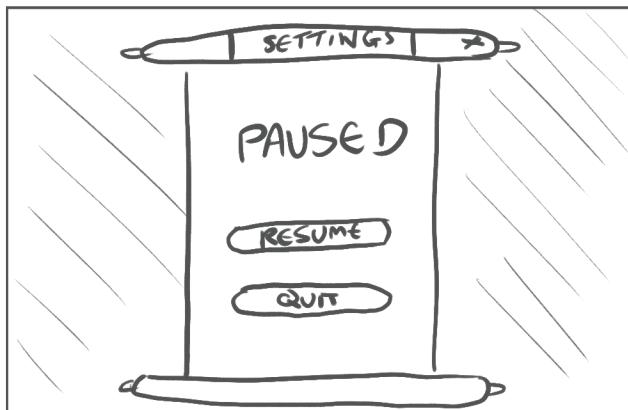
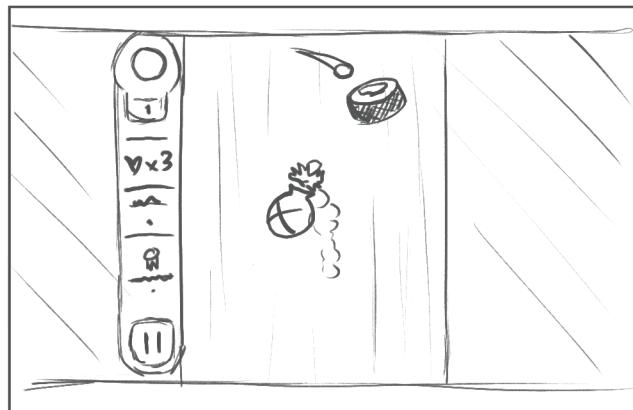
SUSHI SLICER

DESCRIPTION

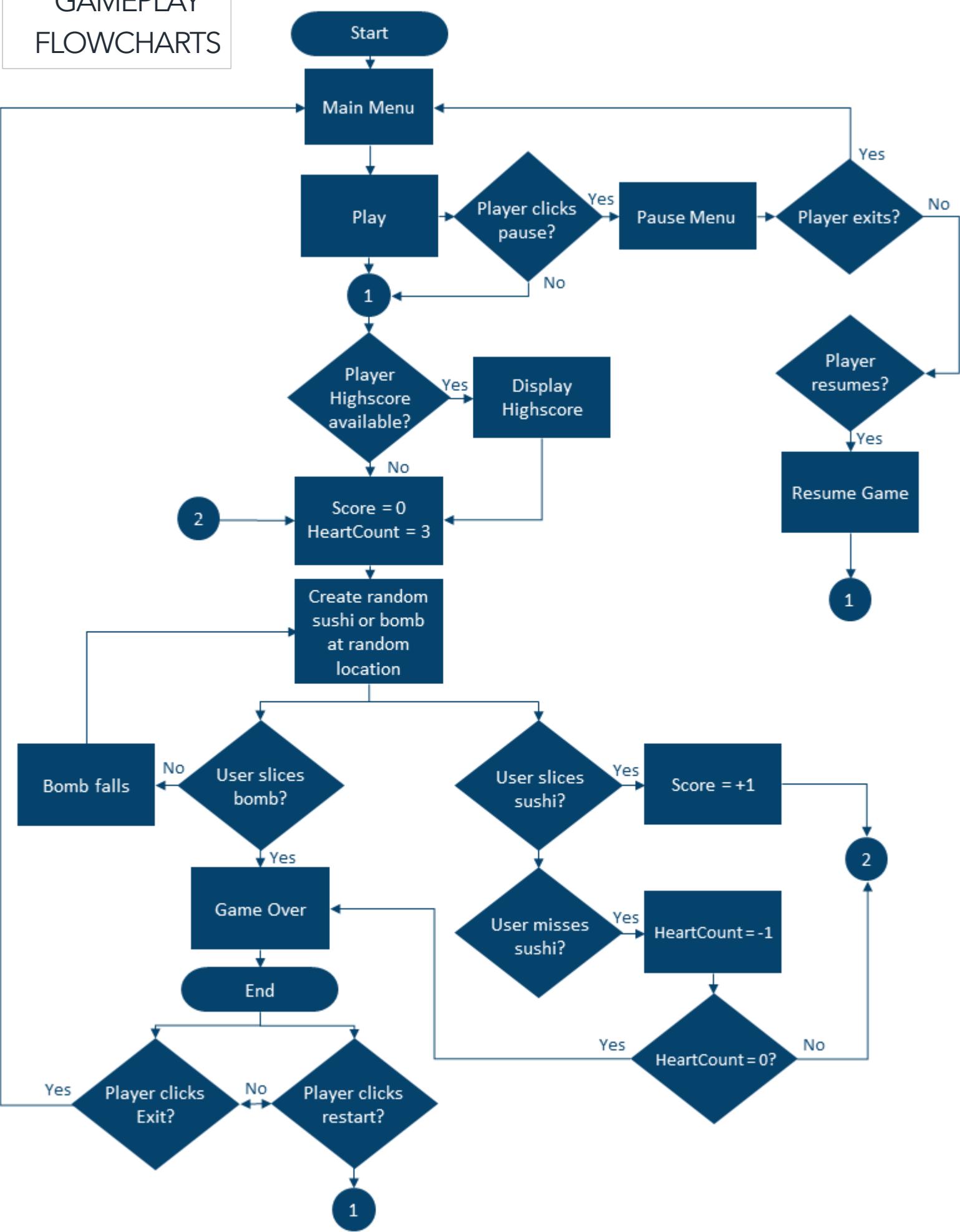
The game's target platform is for Mac OS X, set for 16:9 resolution. The player must use the cursor to slice sushi on screen, using a mouse or trackpad as an input method. Slicing 1 sushi increases the score and stage counter. Slicing a bomb instantly ends the game.

The only objective of the game is for the player to keep increasing their high score over time.

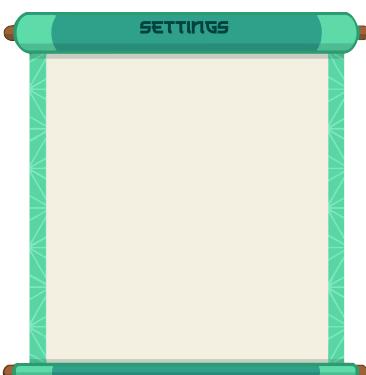
GAME SCREENS



GAMEPLAY FLOWCHARTS



ART ASSETS



PAUSED
GAME OVER

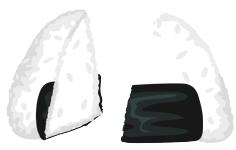
JAPANESE 3017

FONT

A B C D E F G H I K L M N O P
Q R S T U V W X Y Z
1 2 3 4 5 6 7 8 9 0



ART ASSETS



USER INTERFACE OUTLINES

