

A stylized illustration of a cityscape at sunset or sunrise. The sky is a warm orange-yellow with a large, bright sun. The city features various buildings in shades of red, orange, and yellow. In the foreground, there's a blue body of water, a yellow street lamp, and a dark tree. The entire scene is framed by green geometric shapes on the left and right sides.

TEARS IN MY  
EYES

UP MIA



## GAME DOMAIN & BACKGROUND

- ▶ Today putting games in certain categories or classifications is not easy because often they are consisted of parts that belong to different categories and classifications. From this point of view; Up Mia does not have any end and the character is moved by jumping, so this game can be categorized as endless-jumping game.
- ▶ Up-Mia is created with cartoon graphics.
- ▶ Up-Mia is suitable for every age and group but especially targets children.
- ▶ Up-Mia is created with Unity and C#.
- ▶ Up-Mia is build for Android and IOS.

# MOTIVATION

Endless-Jumping game category is one of the most popular category of the games.

In such a common category having repetitive and easy games is inevitable.

For a game in such a popular category to be successful, not only quality of its visuals should be remarkable but also it has to have different properties.

# SOLUTION

- ▶ After researching the similar games like Doodle Jump, Icy Tower we decide to add different features like ice-creams.
- ▶ The main difference between our game and these games are the different power ups and jumping type. While we are doing that we inspired our imagination and forced our minds to create different behaviours so that we come up with unique solutions.



THANK YOU FOR LISTENING