



GAME MAKING: FRUIT BASKET

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IDEA!



GAMEPLAY

- Fruits and bombs fall from the sky.
- Control basket to catch.
- Catch fruits earn coins.
- Catch bombs lose lives.
- Lose all lives and game over.



TARGET MISSION

- Earn as many coins as you can.
- Avoid bombs. Catch 3 bombs and you died.
- Final score is the coins you earned.



GRAPHIC

- Using 8-bit pixel style.
- Using 4-color palette.
- Fruits with basket theme.



HOW TO PLAY

HOW TO PLAY

YOU HAVE 3 LIVES



CATCH FRUITS



+ 10  EACH

AVOID BOMBS

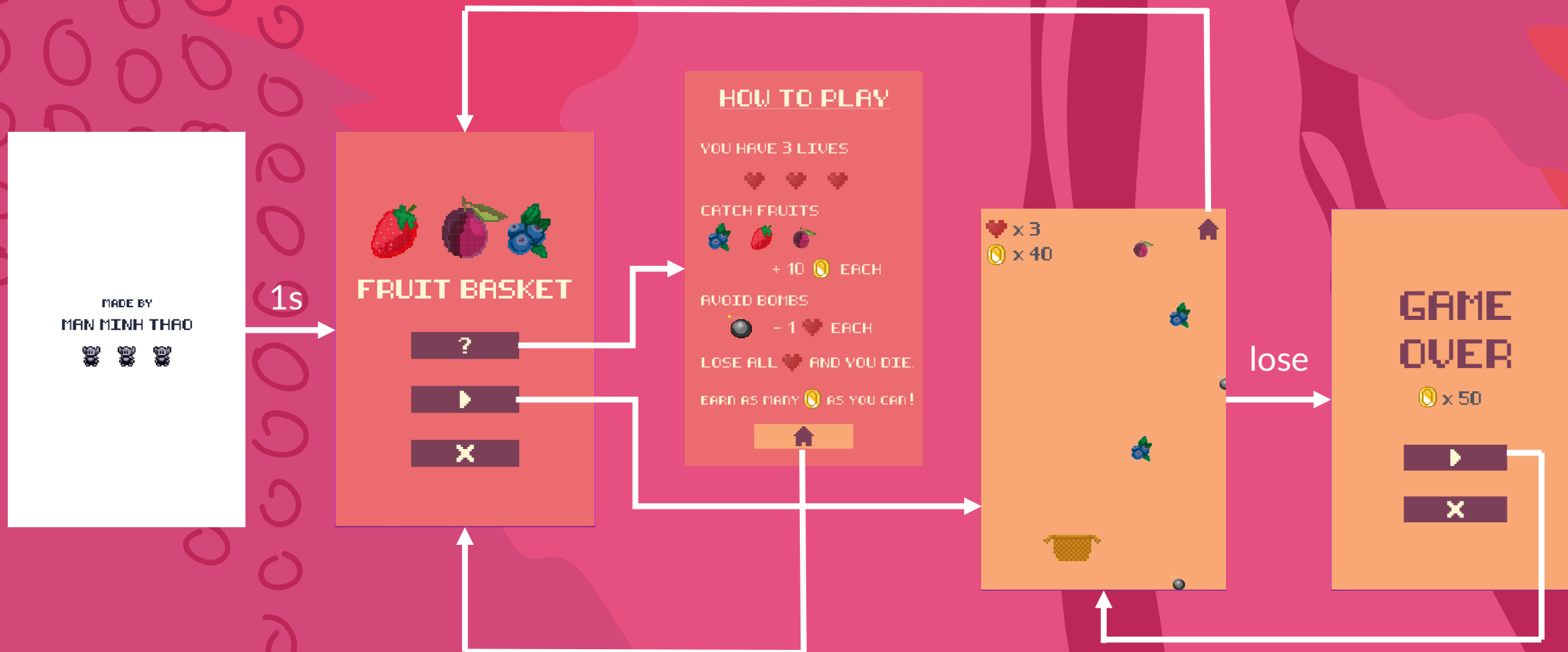


LOSE ALL  AND YOU DIE.

EARN AS MANY  AS YOU CAN!



GAME STATE



RESOURCES

BASE CODE:

- Sprite2D
- SoLoud
- Training project

FONT:

- 8-bit pusab

IMAGE VECTOR & PALETTE:

- freepik.com
- vectorstock.com
- lospec.com/palette-list

SOUND:

- freesound.org
- youtube.com





THANKS FOR YOUR LISTENING