Intergalactic Bubble Shooting Fish was the first real project I made in Mediacollege. It was done in a group of two developers and three artists. I Remember that we wanted to give the game this more cartoonish feel to it. We had a couple of ideas for a game, like a top down shooter. But we ultimately decided to make a platformer, as we felt we had more options for how the game would work. We had a total 6 weeks