

WOPPO
DINNER

The Concept

Exploring how we can use
intuitive and unusual controls
as inputs to vary typography.

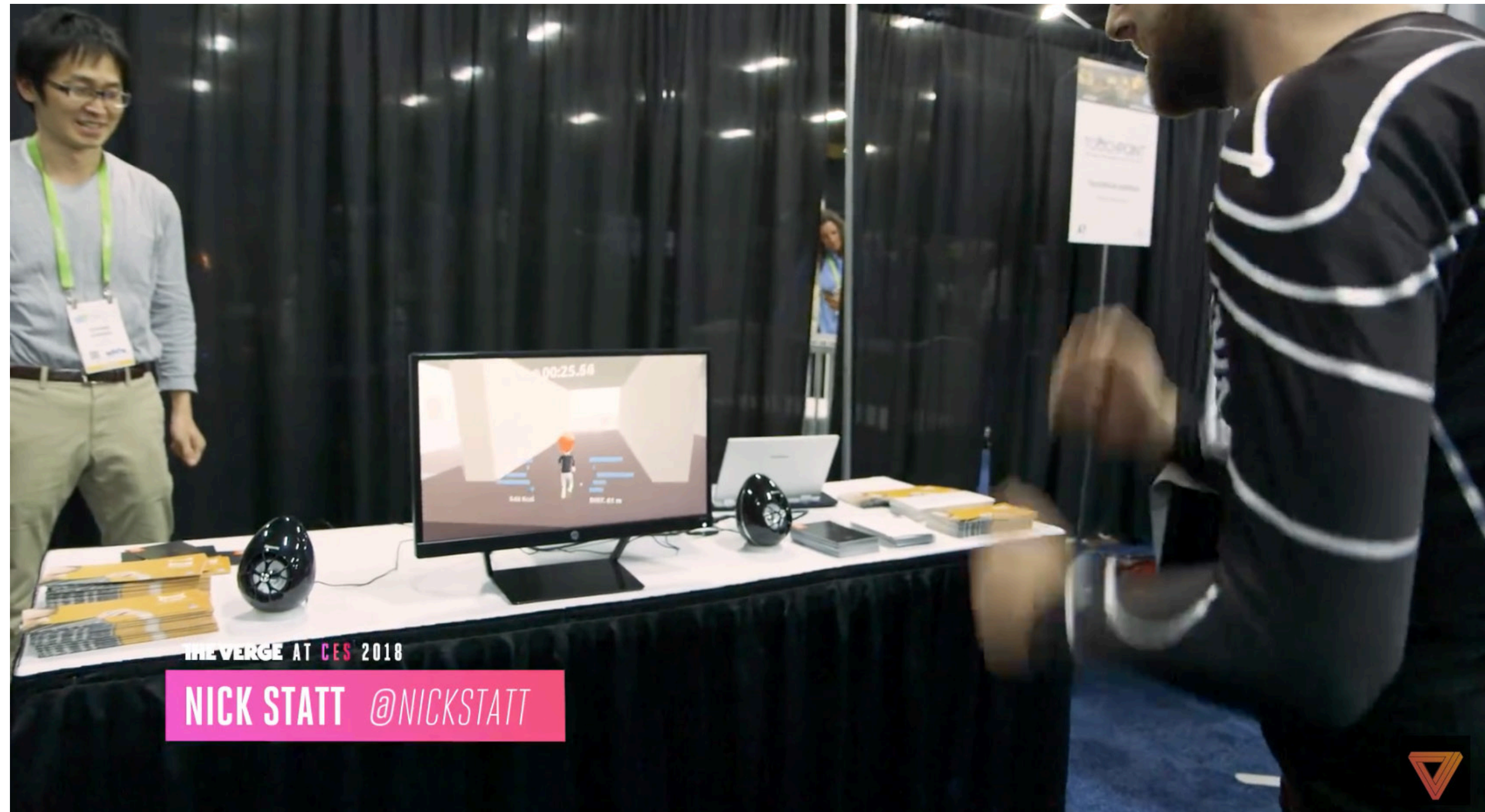
The Goal

To create a game where you have
to use actions and your voice to
fulfill burger orders at a diner.

PROCESS

Inspirations & Previous Sketches

Generative Typography // Mark Chan



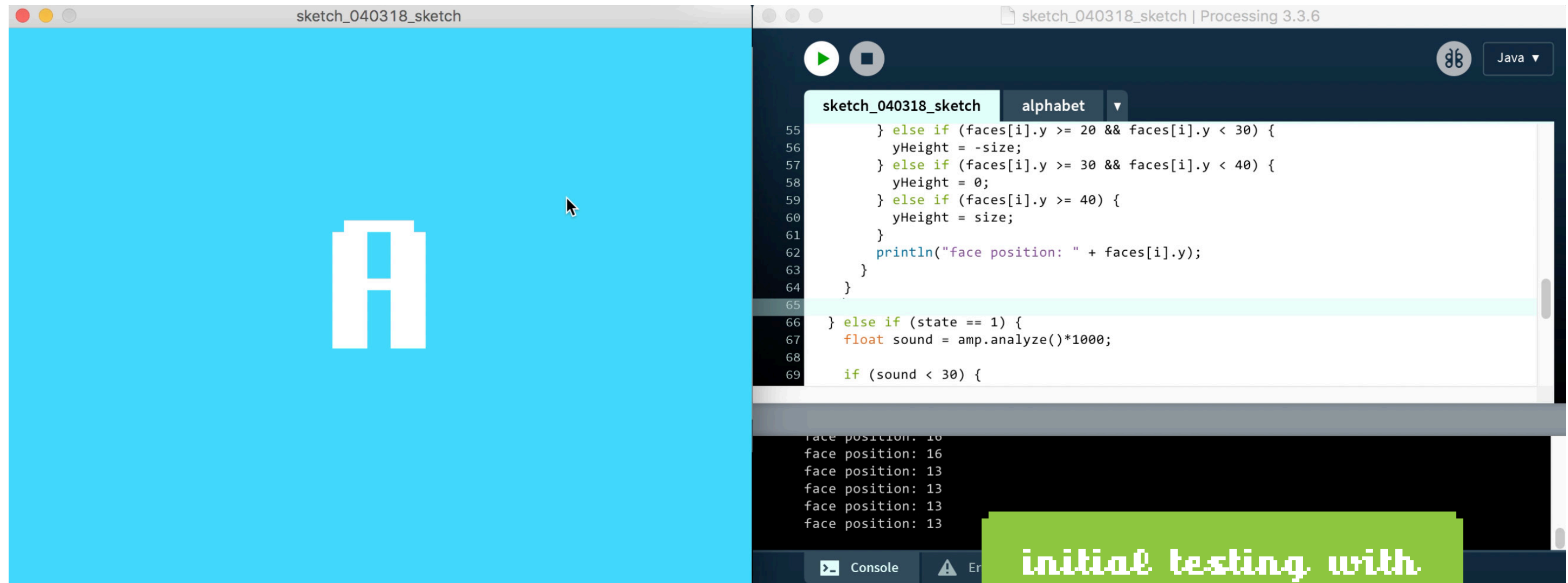
April 28th 2018 // Final Presentation

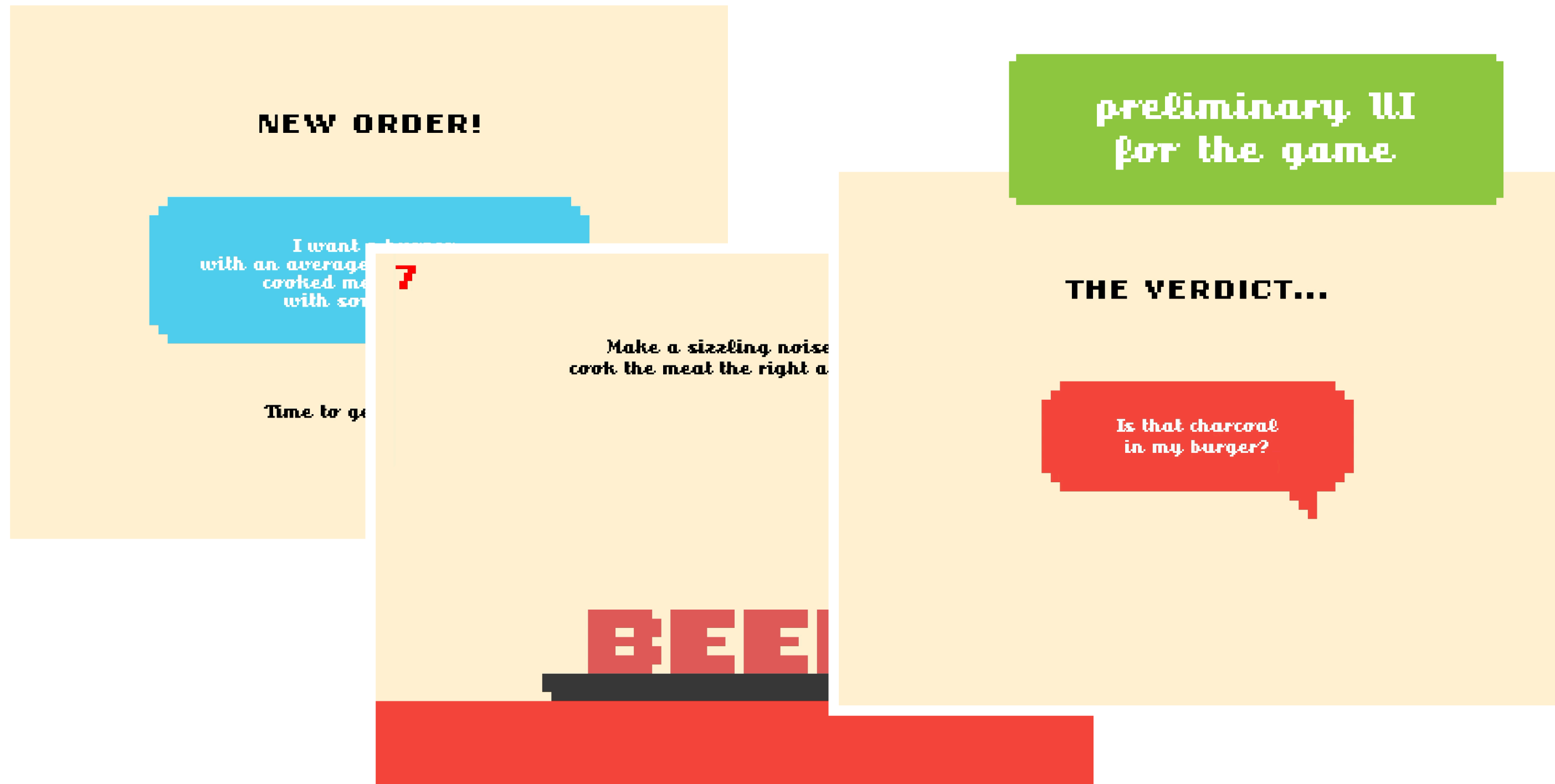


DEMO VERSION 2.3.1
USE IN FULLSCREEN FOR BEST RESULTS

PHONETIC TYPOGRAPHY

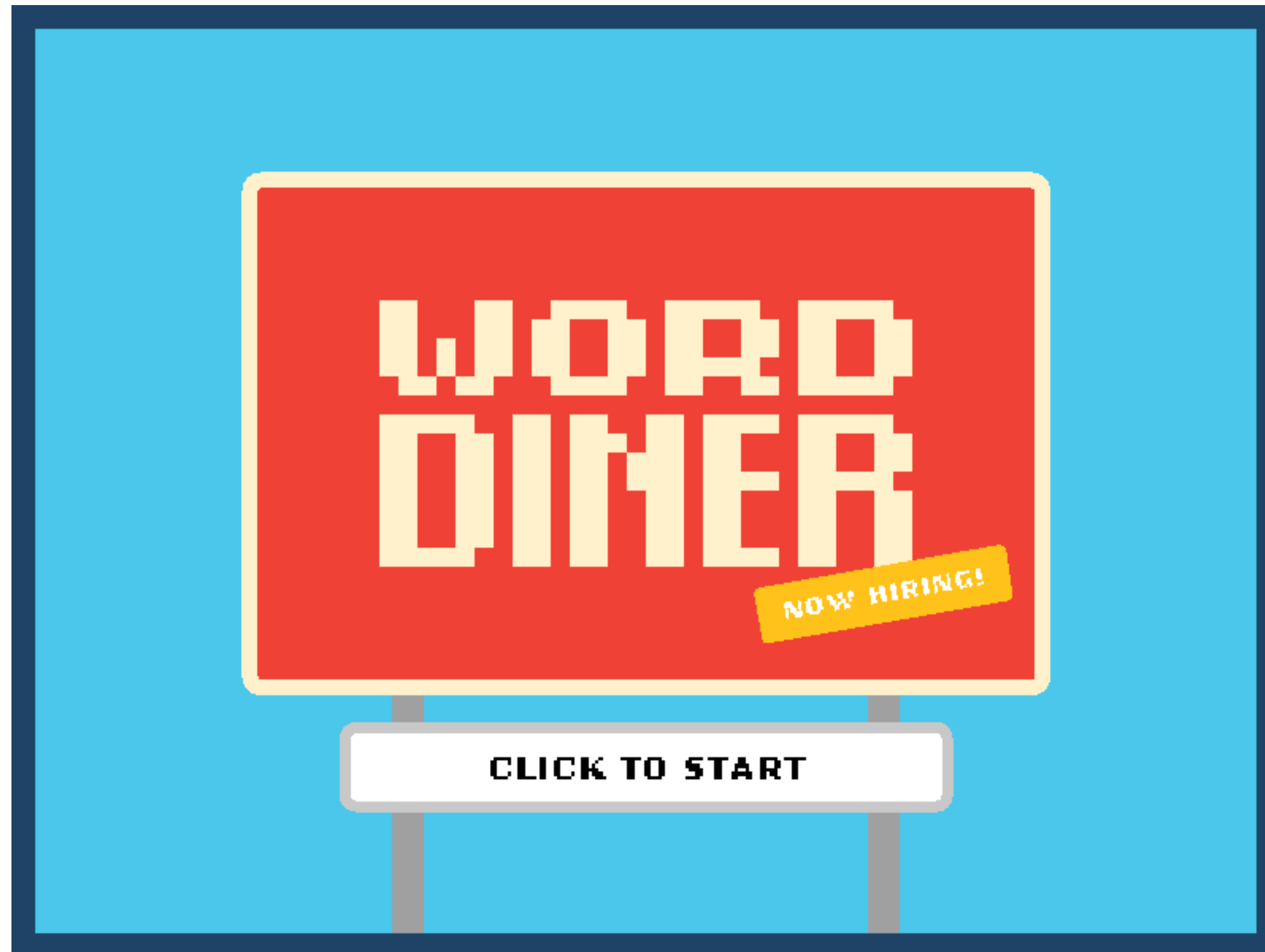
HIT THE SPACEBAR TO BEGIN ►





SCREENS

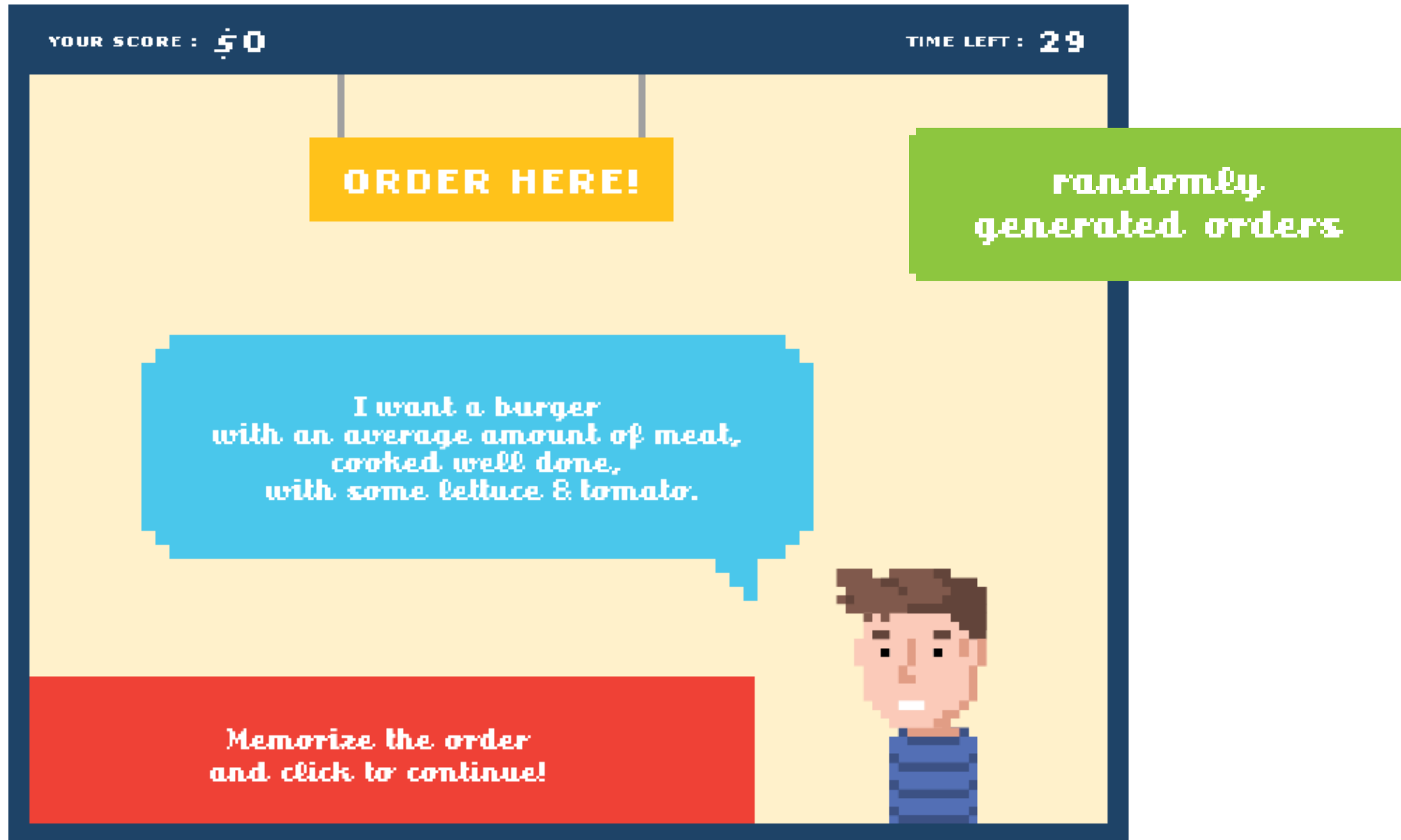
Gameplay & Controls

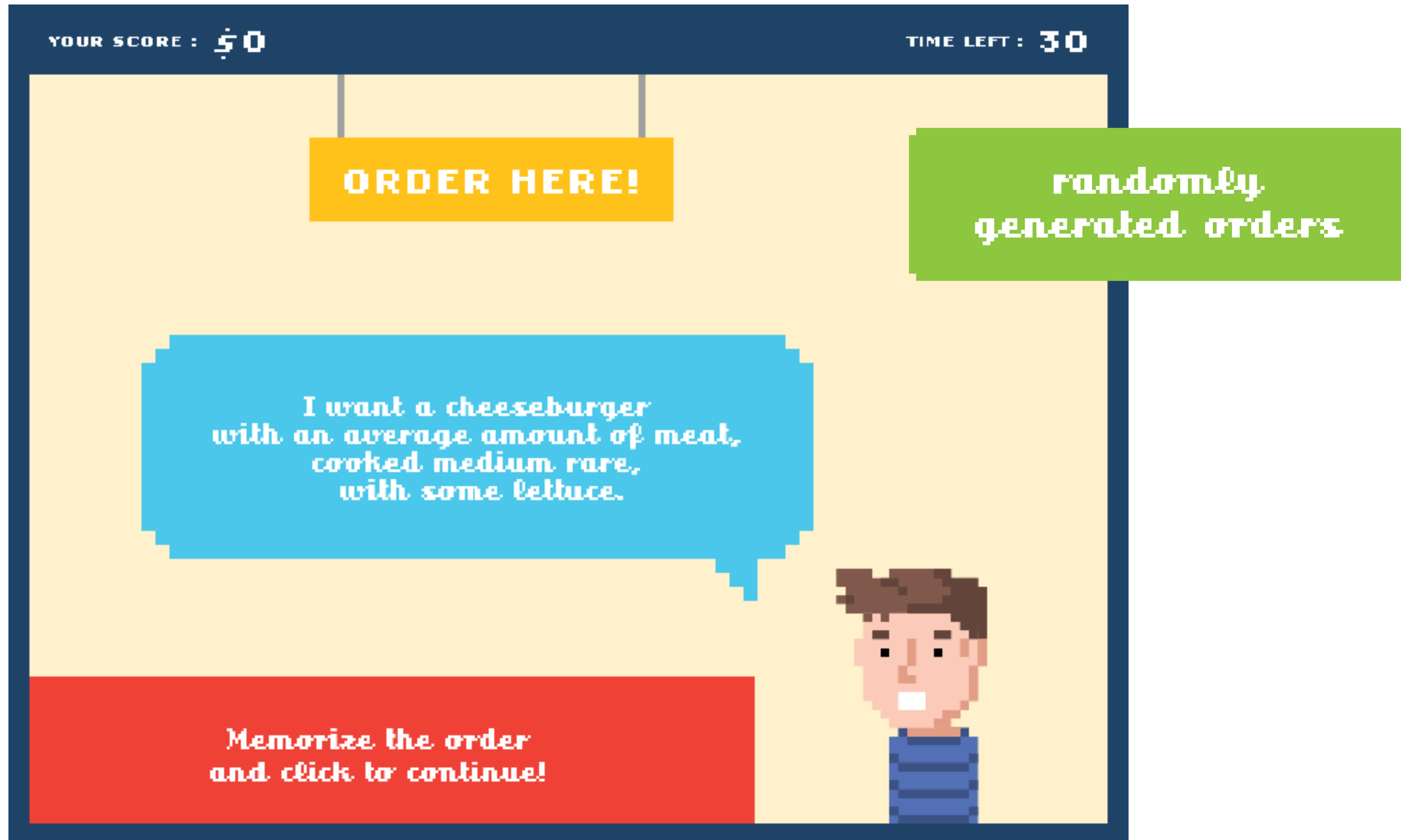


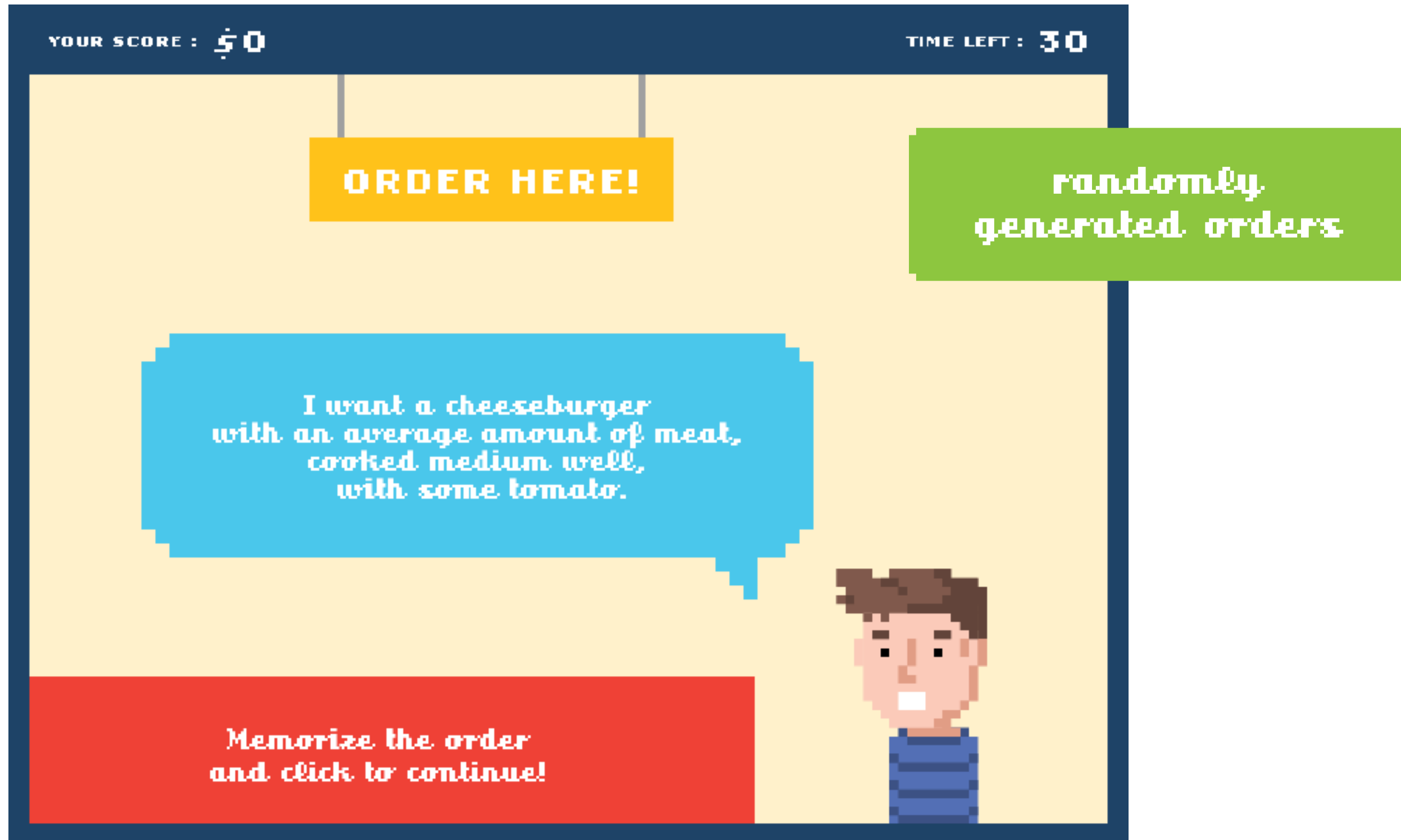
WELCOME TO WORD DINER!

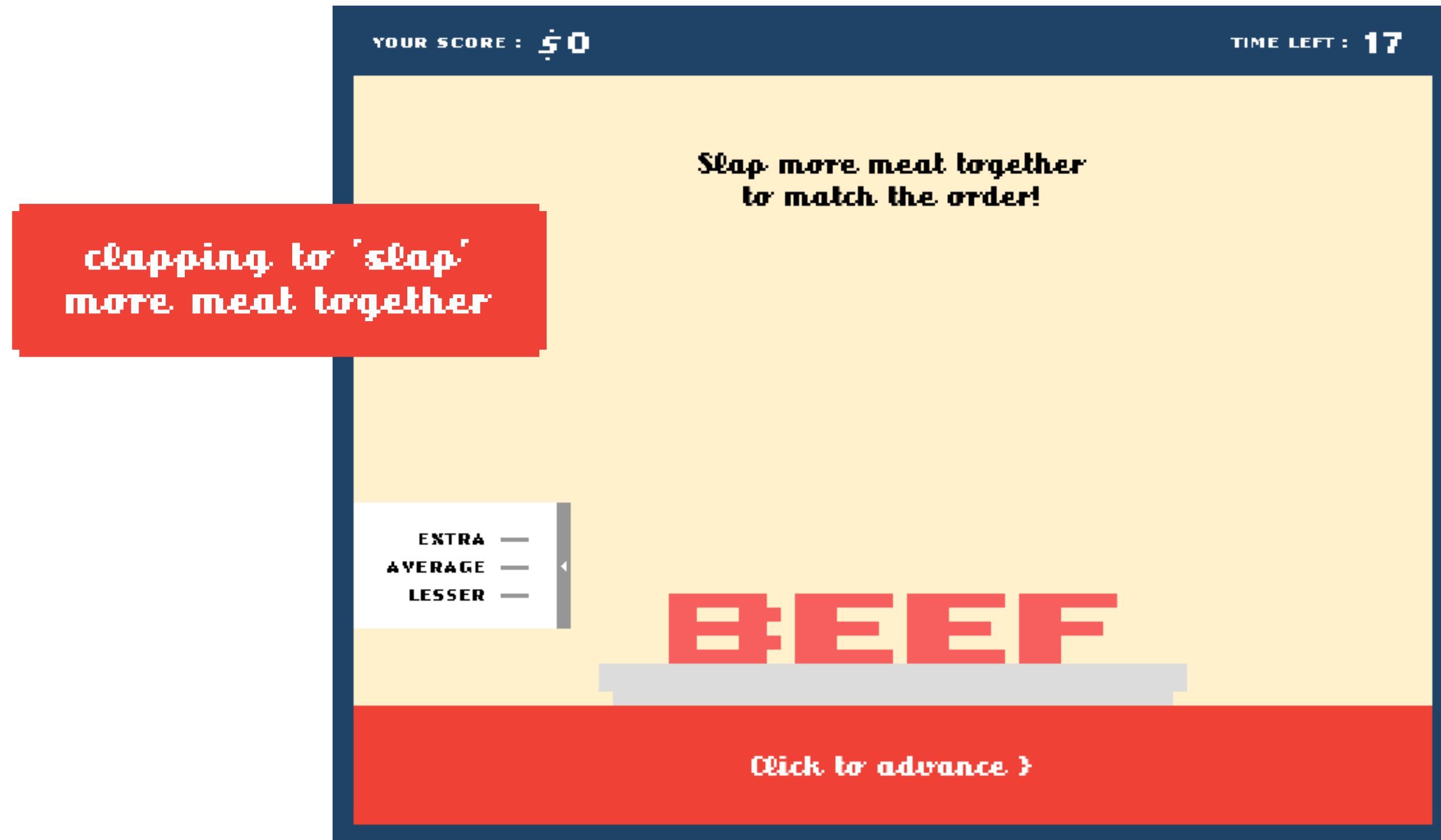
I see you've read the sign!
But before I make a hiring decision,
let's have a little test.
Can you earn \$40 in 30 seconds?

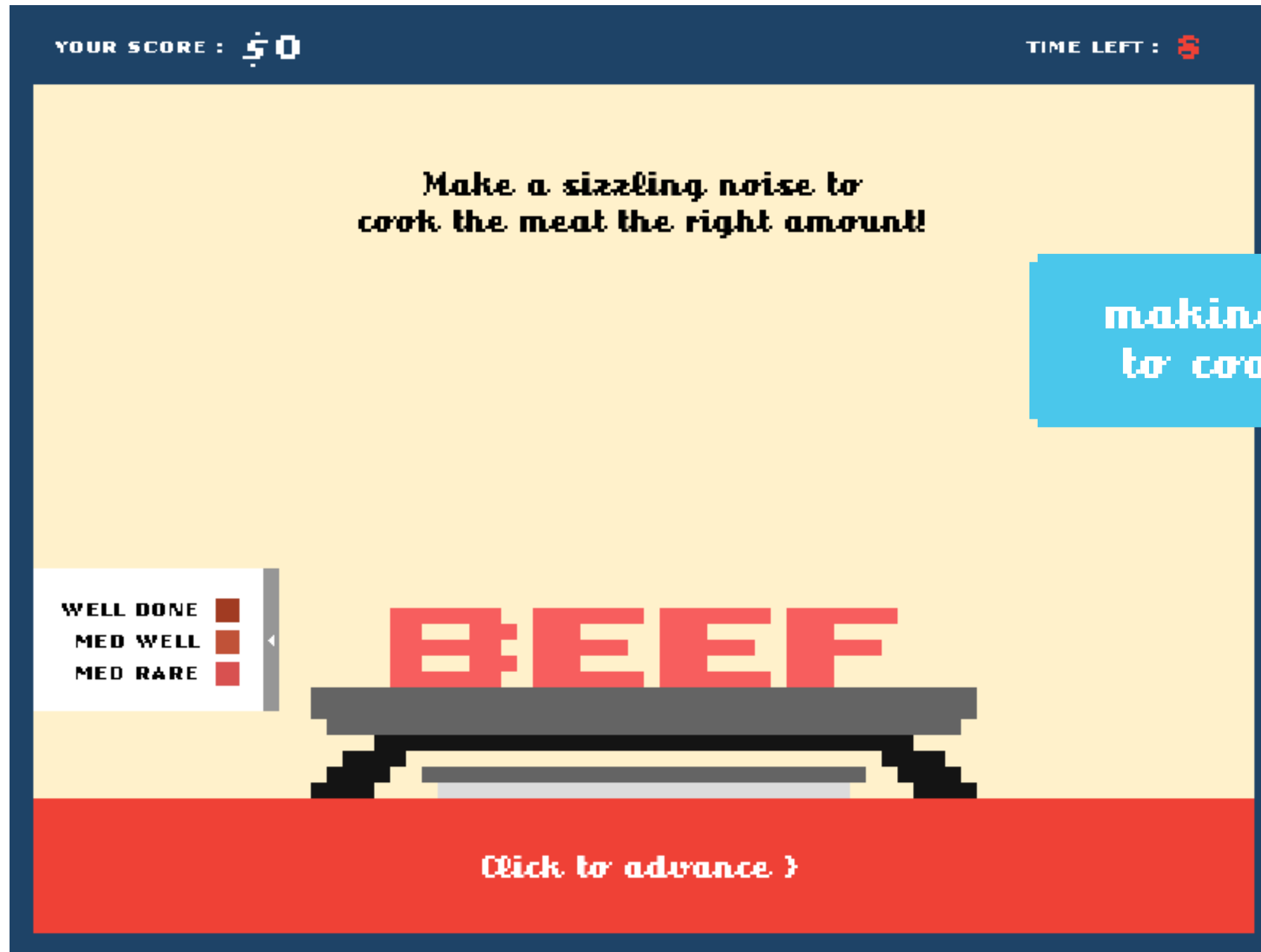
Ready to test your skills? Click to start!

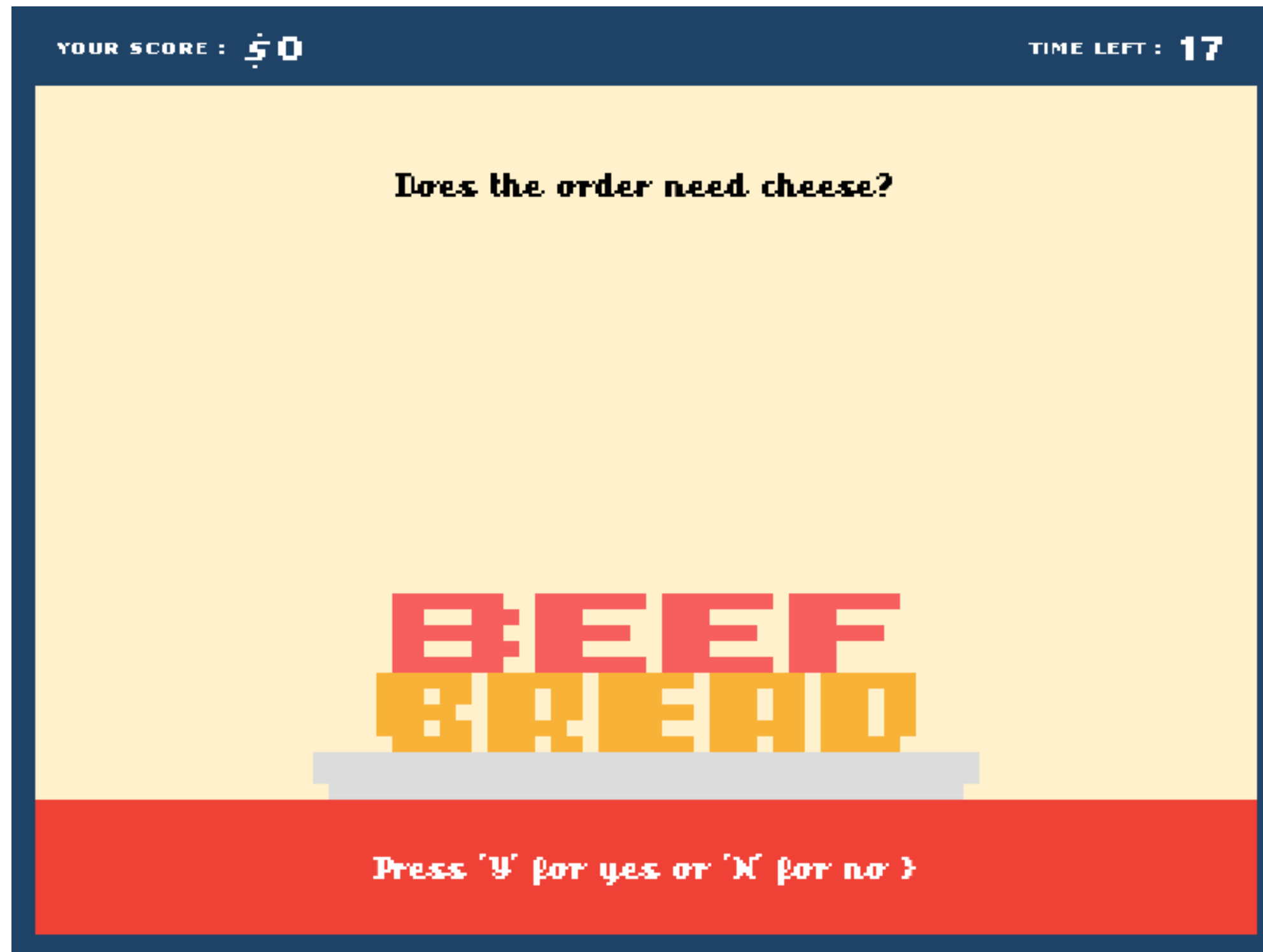


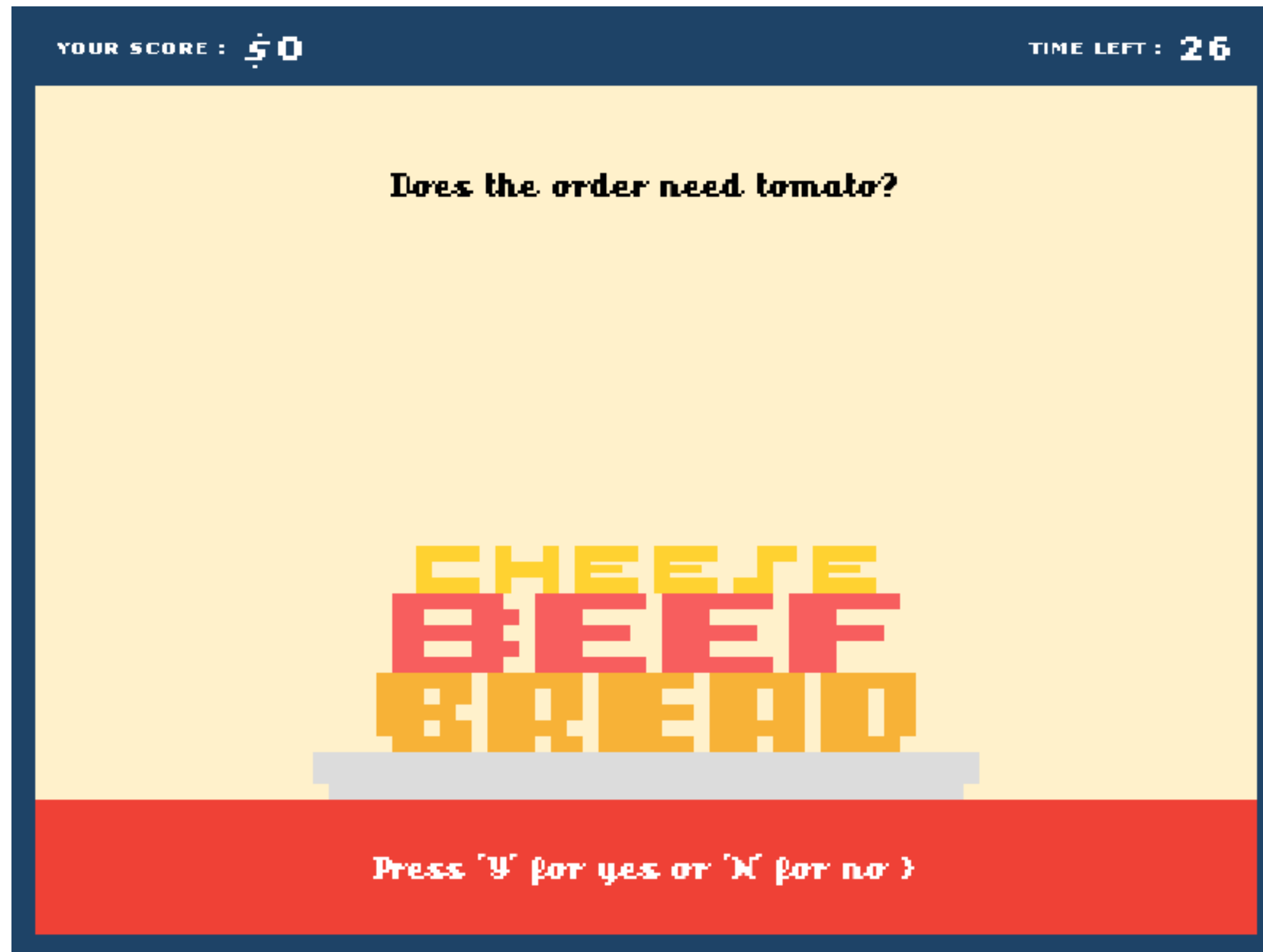






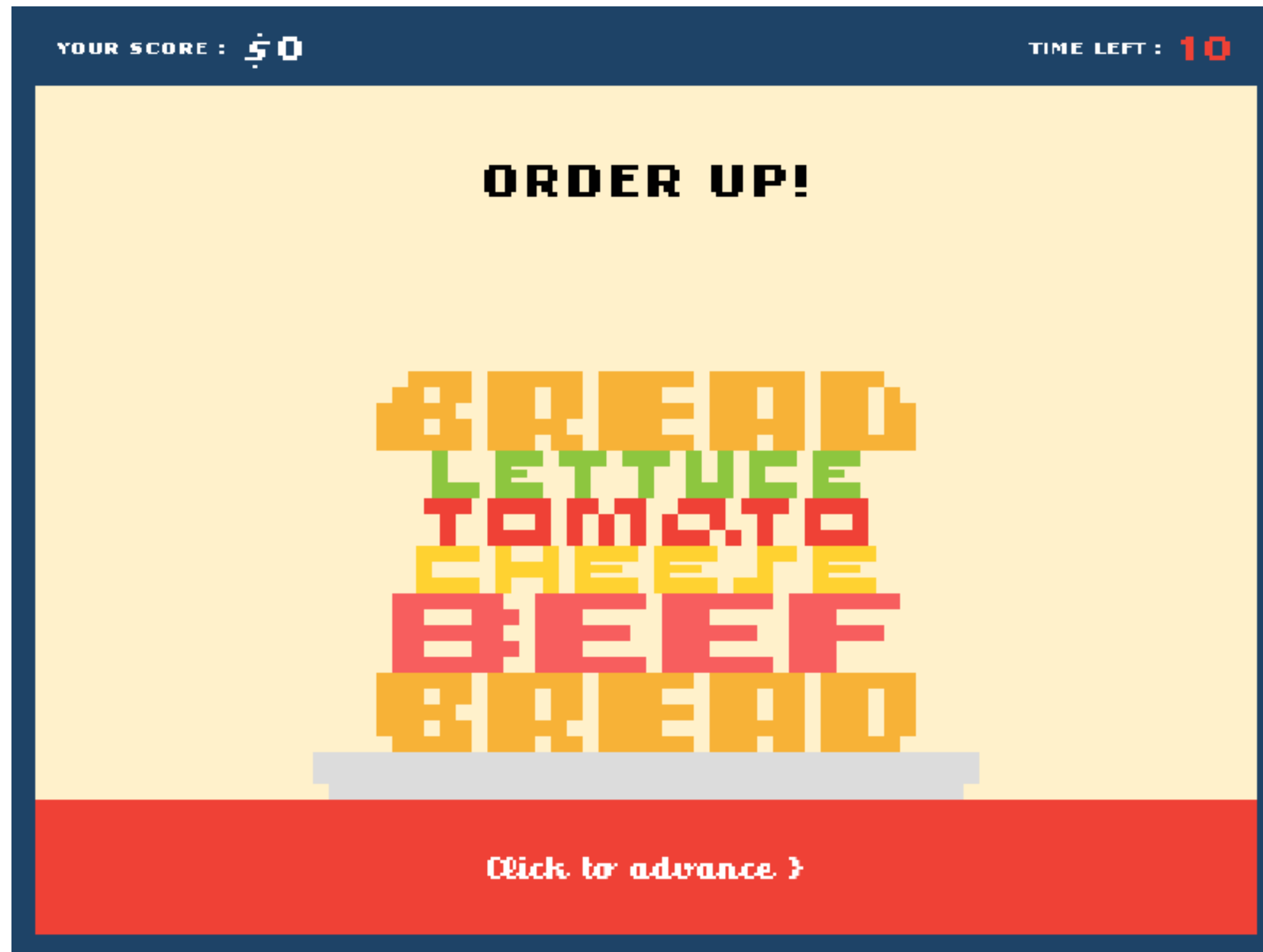


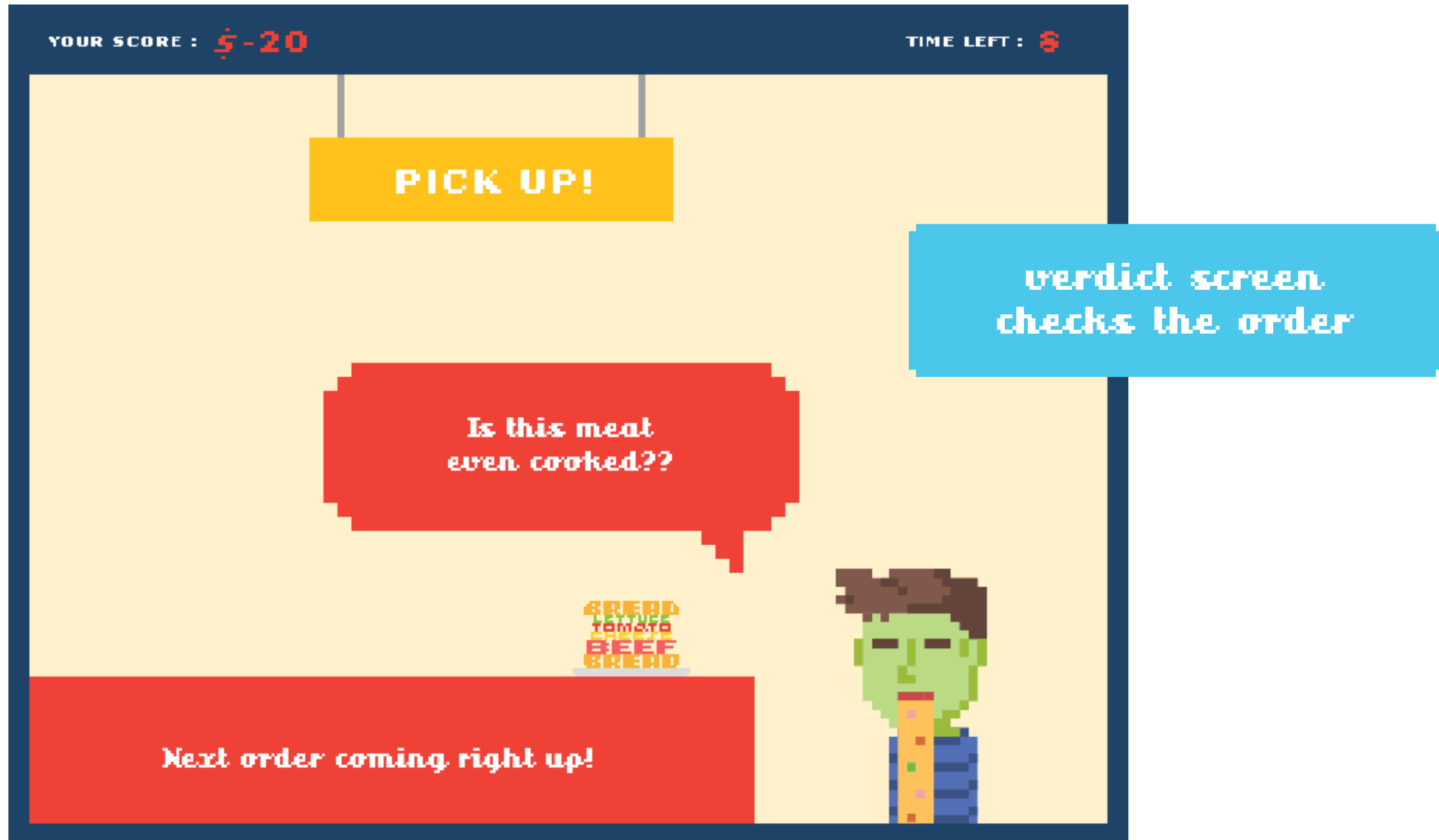












THANKS!

Any Questions?