

MICHIGAN STATE
UNIVERSITY

Beta Presentation

Mobile Mini “Movers Who Care”

The Capstone Experience

Team TWO MEN AND A TRUCK

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From Students...
...to Professionals

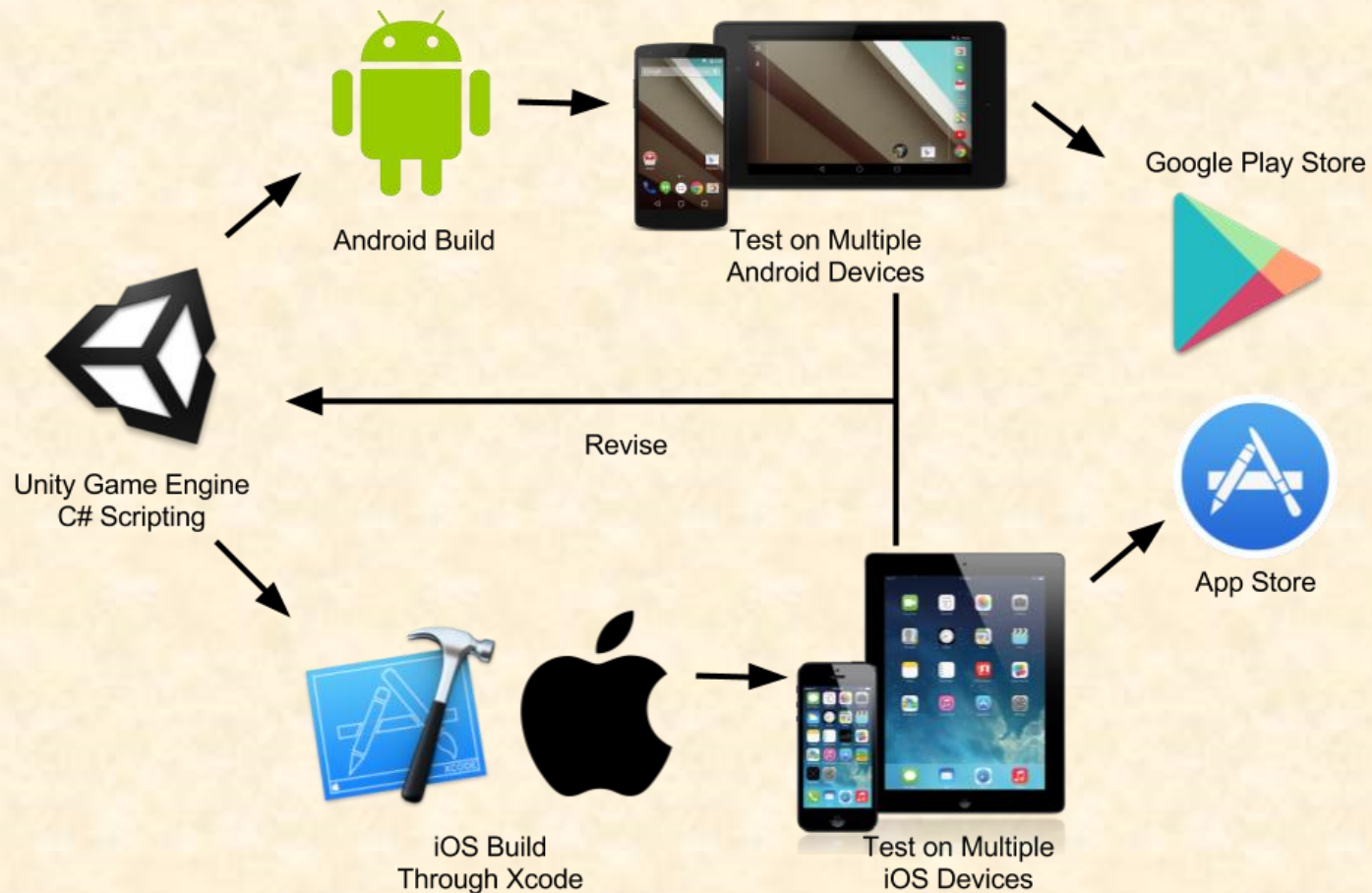
Project Overview

- Mobile game for children using Unity game engine
- Deliver boxes as quickly as possible
- Buy upgrades from store with coins
- Five levels with different terrain, three difficulties



System Architecture

Deployment:



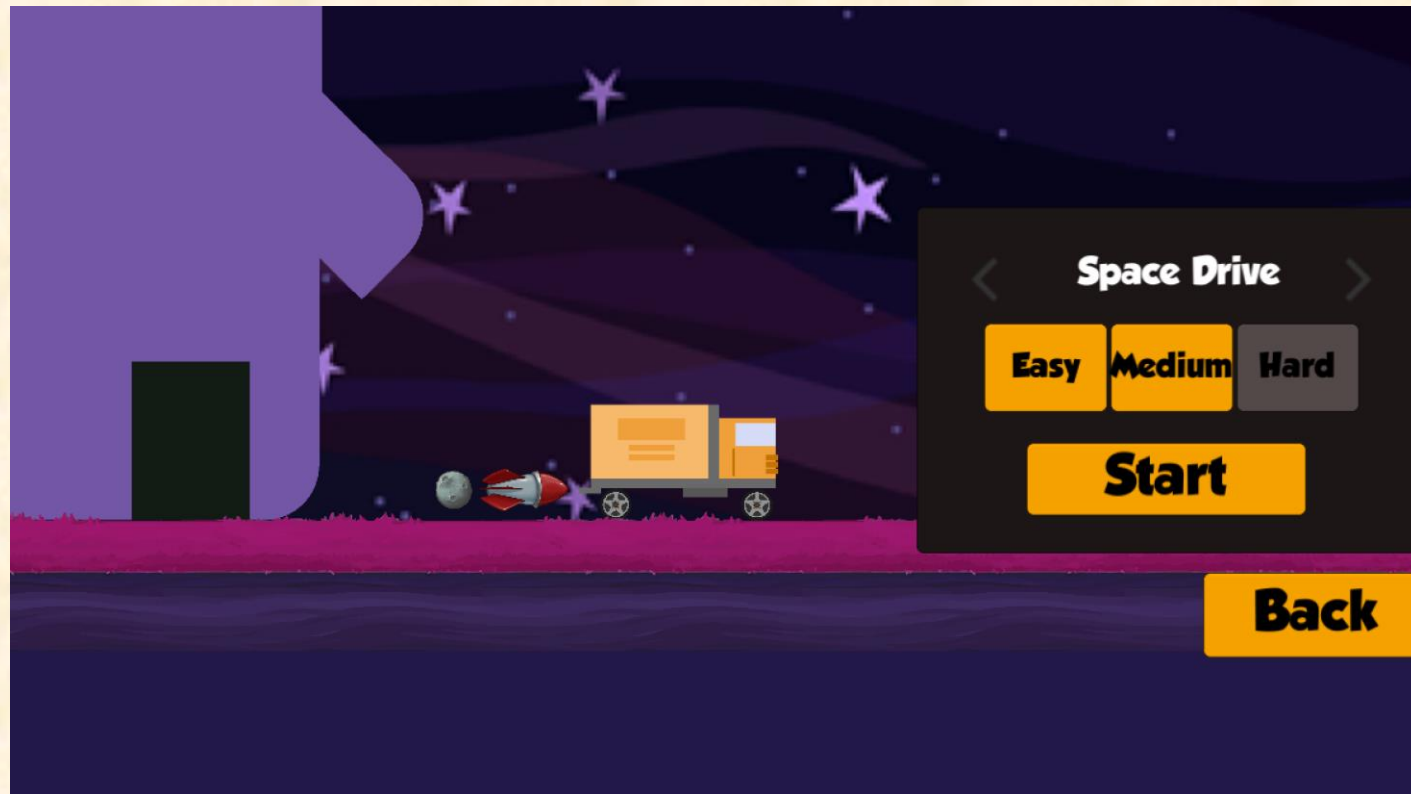
Menu Screen



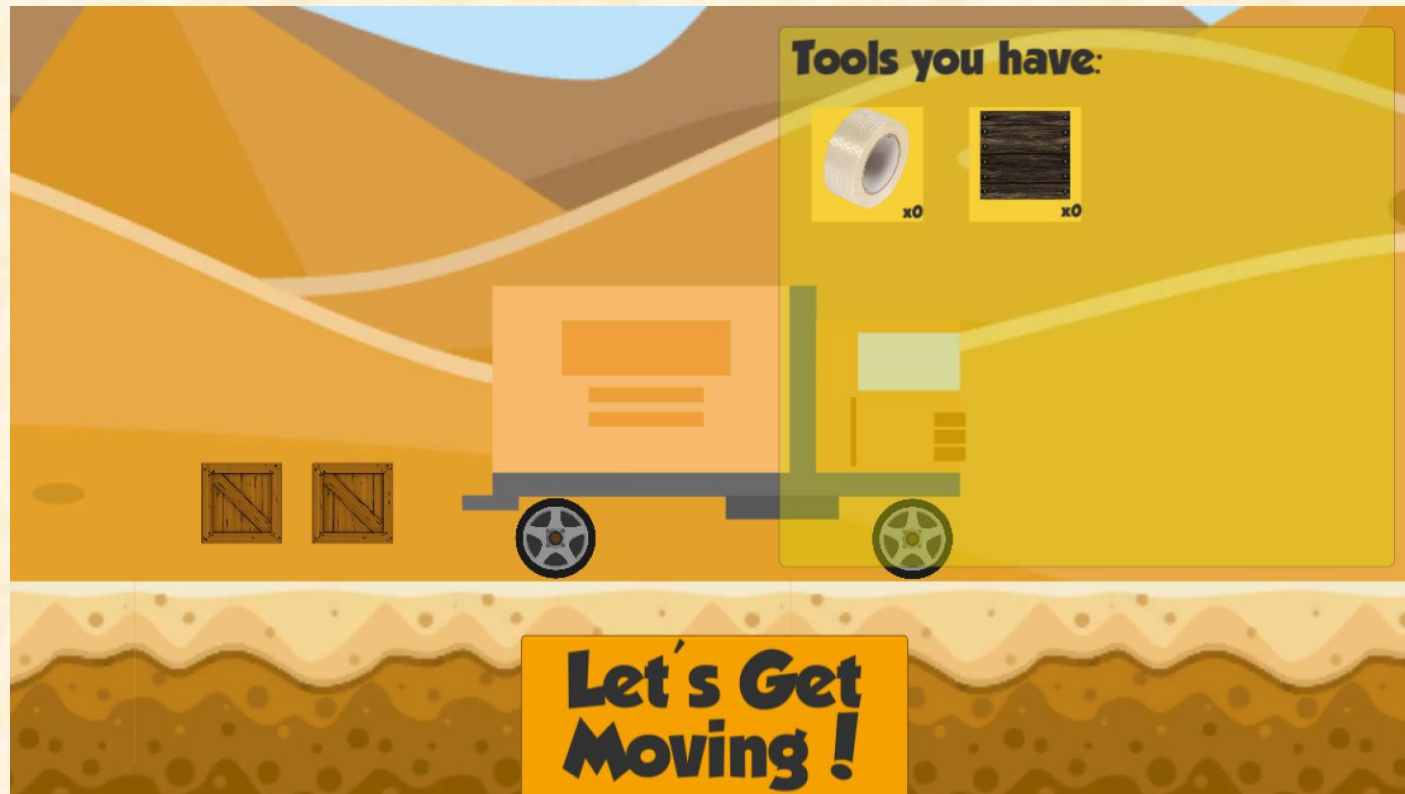
Store



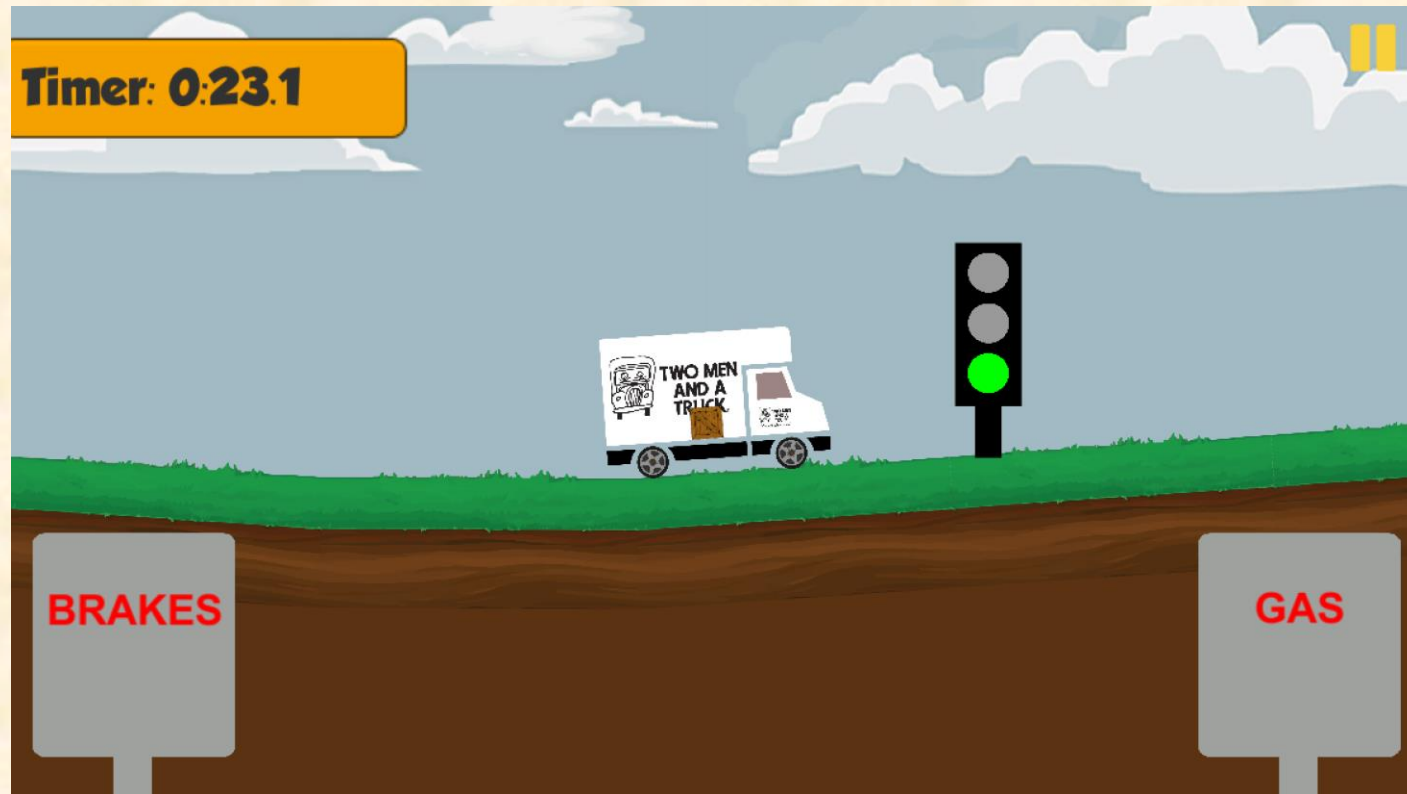
Difficulty Selection



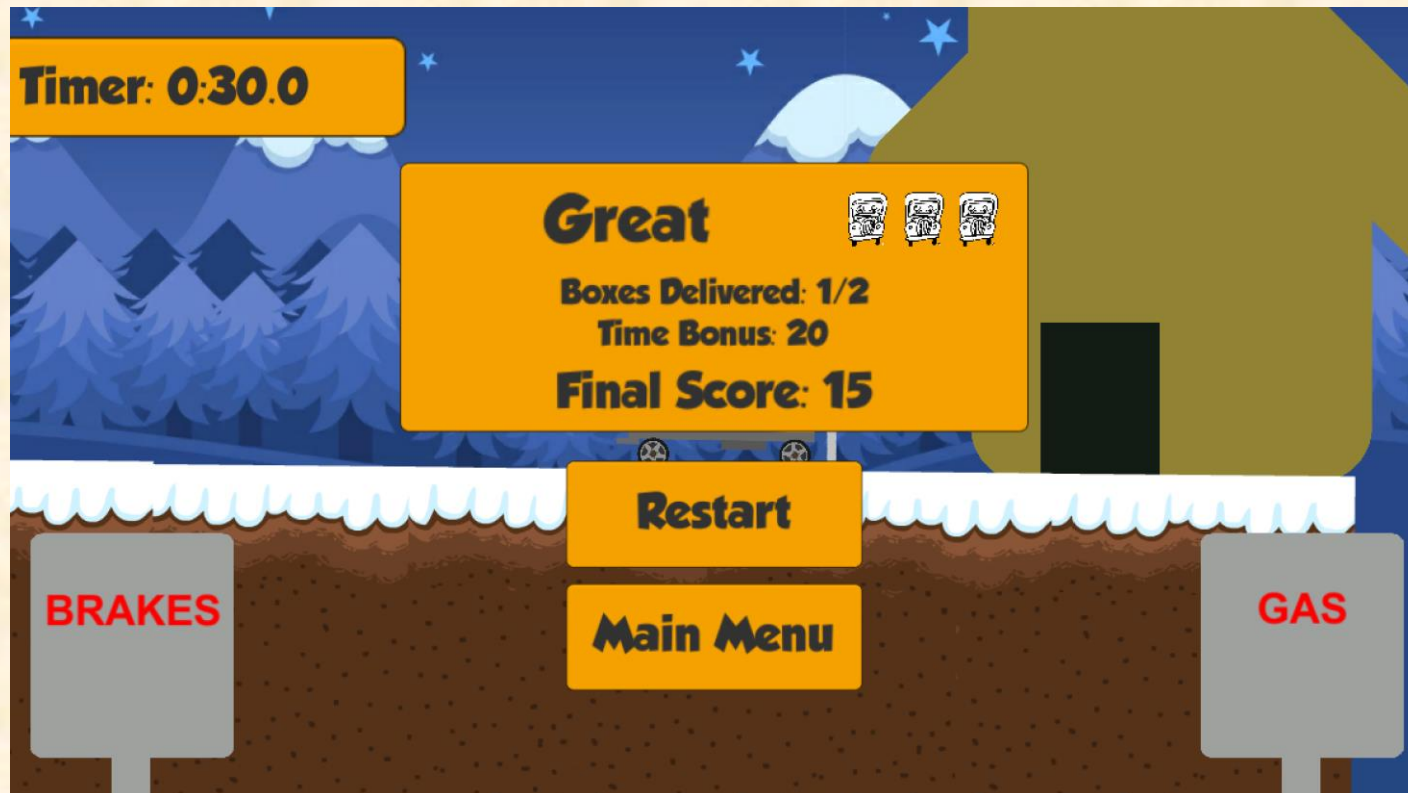
Placement Phase



Gameplay



Win Screen



Lose Screen

Timer: 0:21.0

Bulk up to be a better mover !

Restart

Main Menu

BRAKES

GAS



What's left to do?

- Polish game
- Scoring, UI, level balancing and adjustments
- Second round of play testing



Questions?

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