

MICHIGAN STATE

UNIVERSITY

Alpha Presentation

Mobile Mini Movers Who Care

The Capstone Experience

Team TWO MEN AND A TRUCK

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*From Students...
...to Professionals*

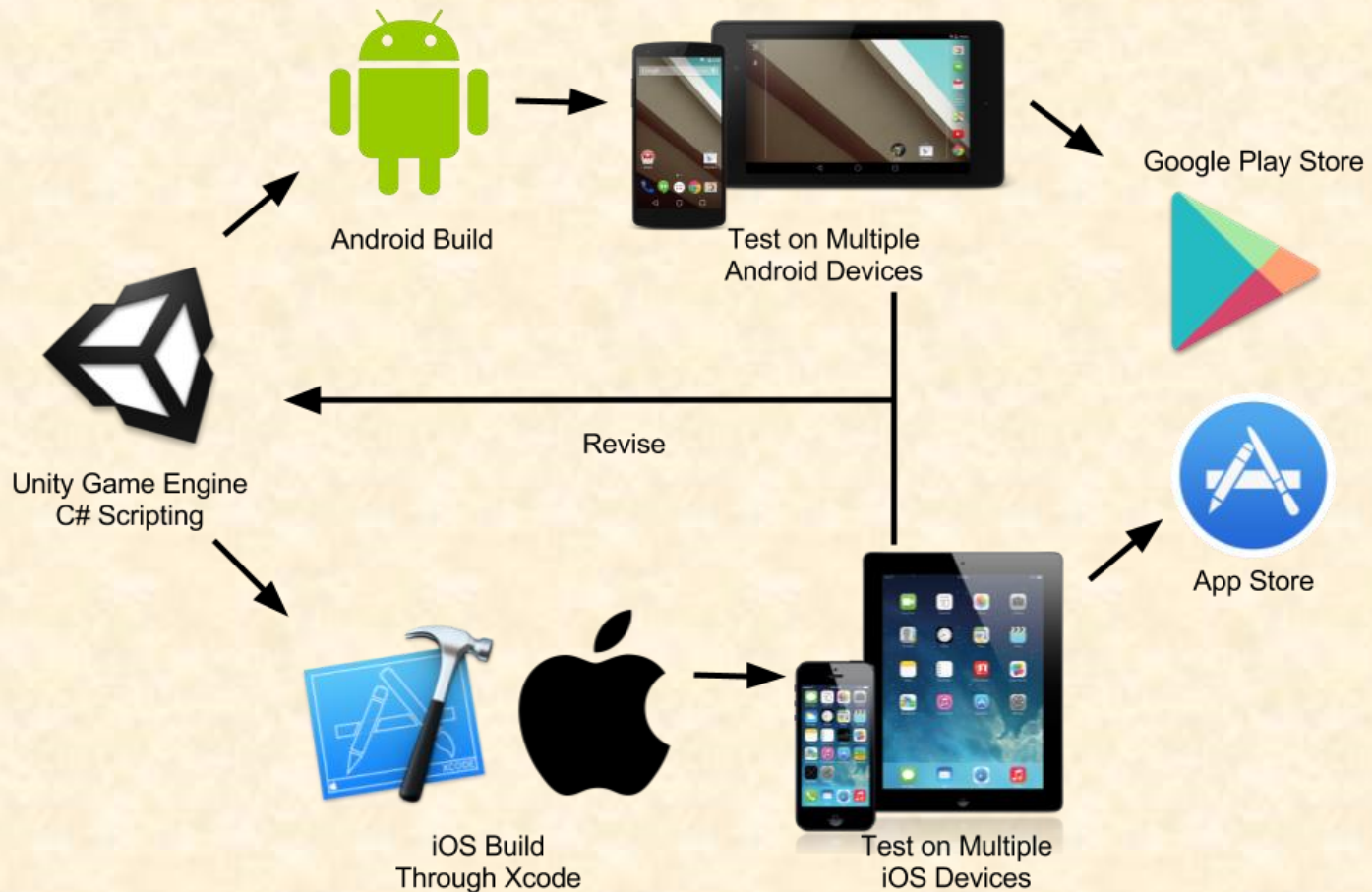
Project Overview

- 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

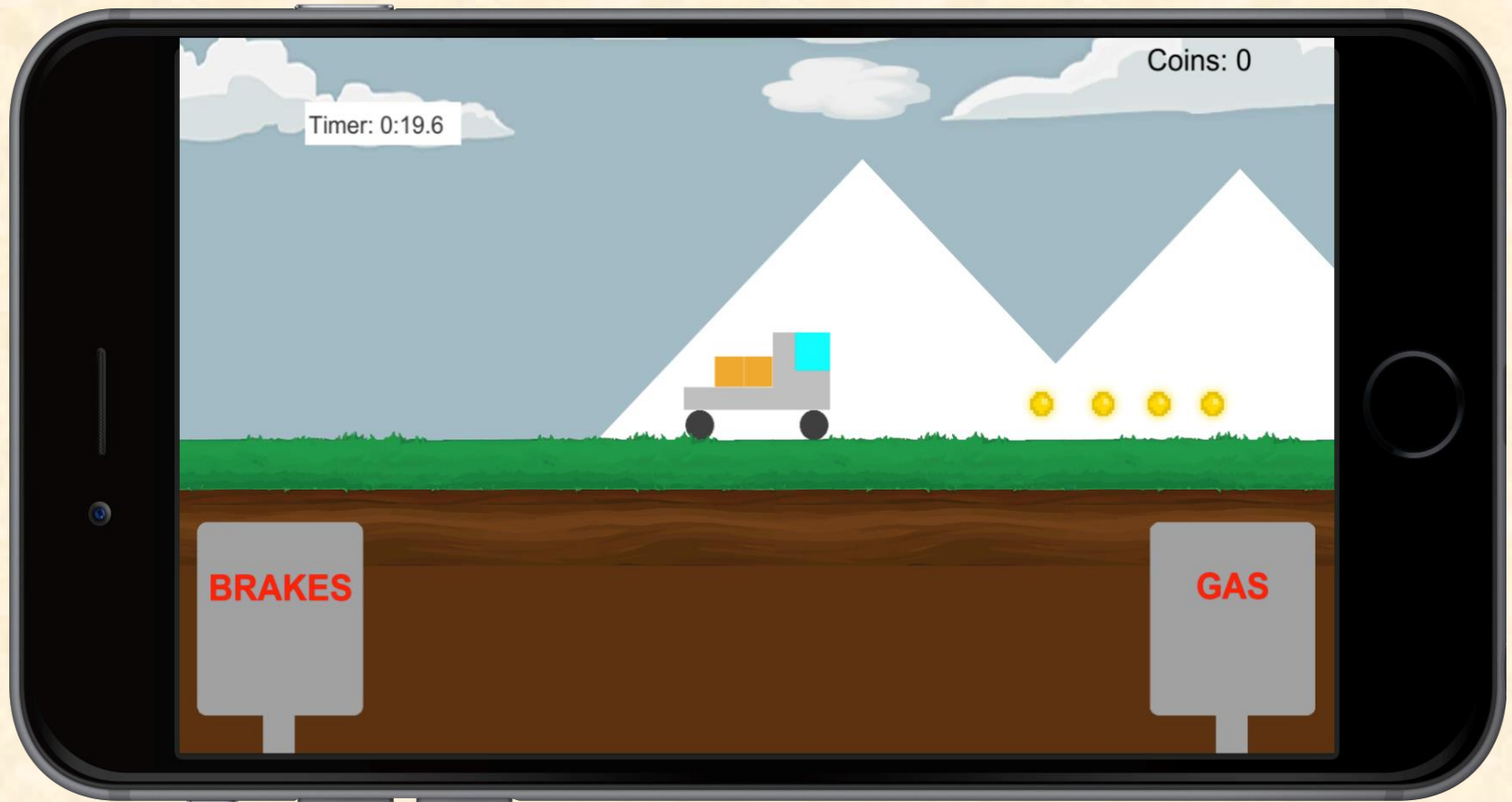
Deployment:



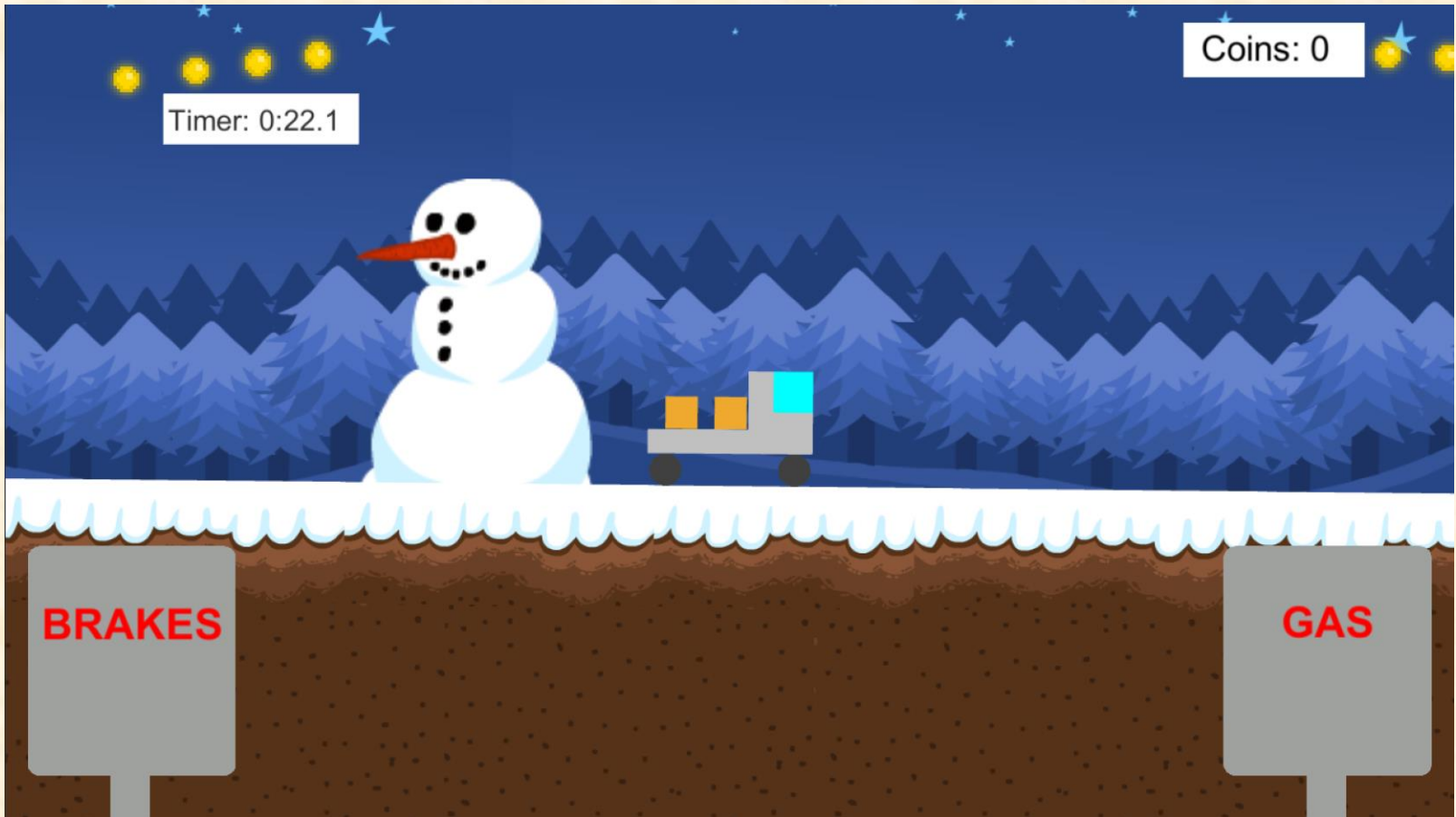
Gameplay on Android



Gameplay on iOS



Level 3 Preview



What's left to do?

- Playtest with target audience
- Audio implementation
- Finish level designs
- Additional store content
- Facebook – publishing score



Questions?

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