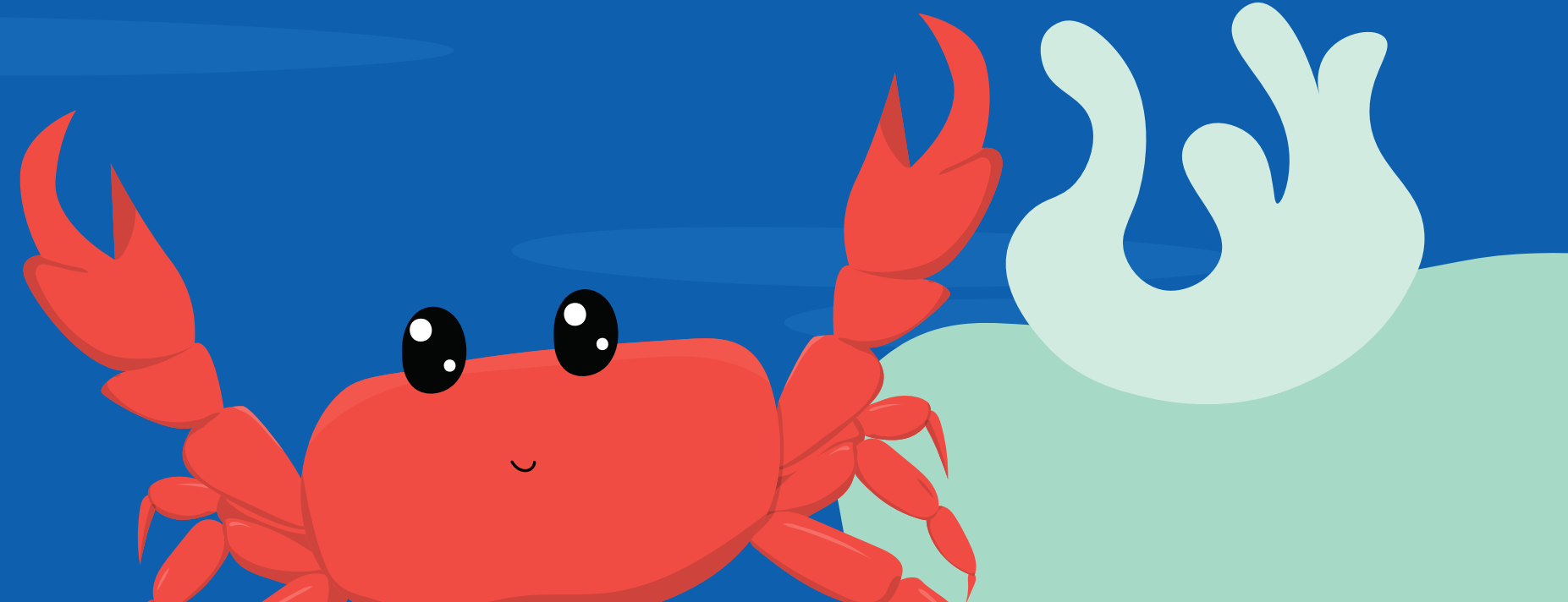
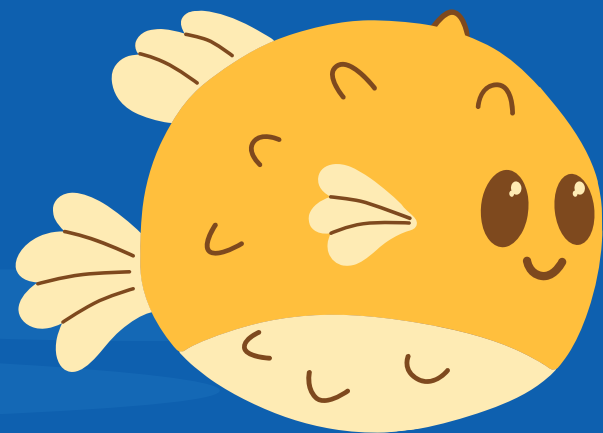
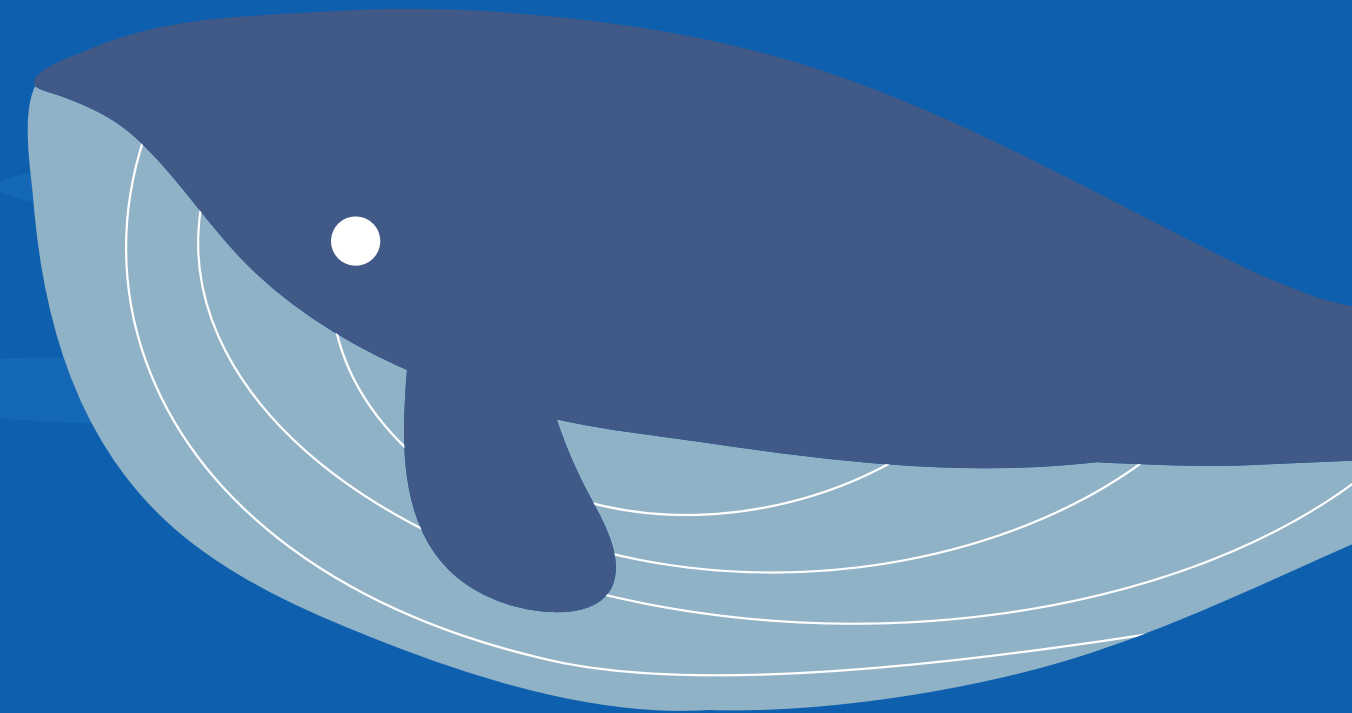
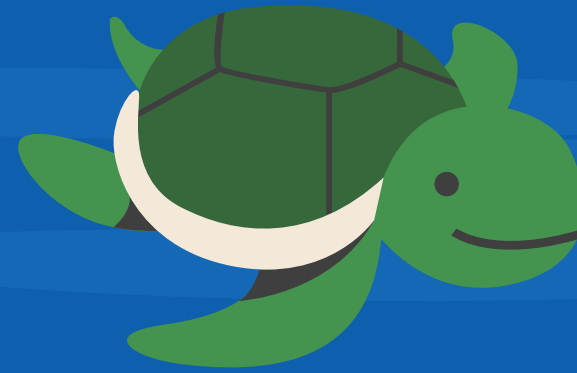


BUBBLE FISH EATER CAME

TEAM MEMBERS

Layal Alshmassi Alanoud Alrowaite





CAME OVERVIEW AND CONNECTION TO THE THEME "BUBBLE"

"Bubble Fish Eater," an underwater survival game where players grow by eating smaller fish and avoid larger ones. In "Bubble Fish Eater," the theme of "Bubble" is embodied through the game's mechanics of cyclical growth and inherent risk, mirroring the delicate and ephemeral nature of bubbles. As players consume smaller fish to grow, they must also navigate the constant threat from larger fish, reflecting the fragility of bubbles that can burst suddenly under pressure. This dynamic creates an engaging challenge that highlights both the potential for expansion and the risk of sudden demise, akin to the fleeting existence of a bubble.

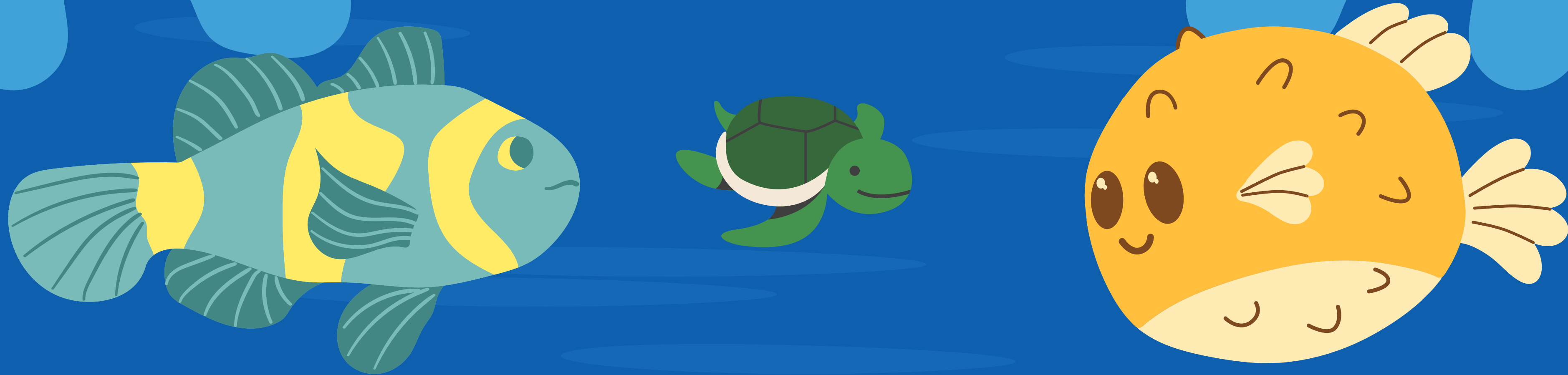




GAMEPLAY MECHANICS AND CHALLENGES

"Bubble Fish Eater" features intuitive movement controls and precise collision detection, enabling players to navigate an aquatic environment where they must grow by eating smaller fish and avoid shrinking by dodging larger ones. This dynamic scaling of the player's fish, akin to the expansion and contraction of bubbles, introduces strategic challenges. Players must constantly adapt to their changing "bubble" of influence and threat in the game, keeping the gameplay engaging and requiring continual strategic adjustments to survive and thrive in this ever-shifting underwater world.

VISUAL AND SOUND DESIGN



"Bubble Fish Eater" boasts vivid visual and sound designs that immerse players in a serene yet precarious underwater world. The game features artistically crafted fish and environments that mirror the fragile nature of bubbles, accompanied by ambient music and realistic bubbling sounds. This combination enhances the thematic elements of the game, providing a captivating and cohesive underwater experience.

PROTOTYPE





THANK YOU!