PILLOW NIGHTMARE

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THE APPLICATION IDEA

The main idea is to create an arcade game with the use of different control and input types which android devices are able to provide: microphone, tilt, swipe, compass. The game unique style includes hand-drawn graphics and composed music.

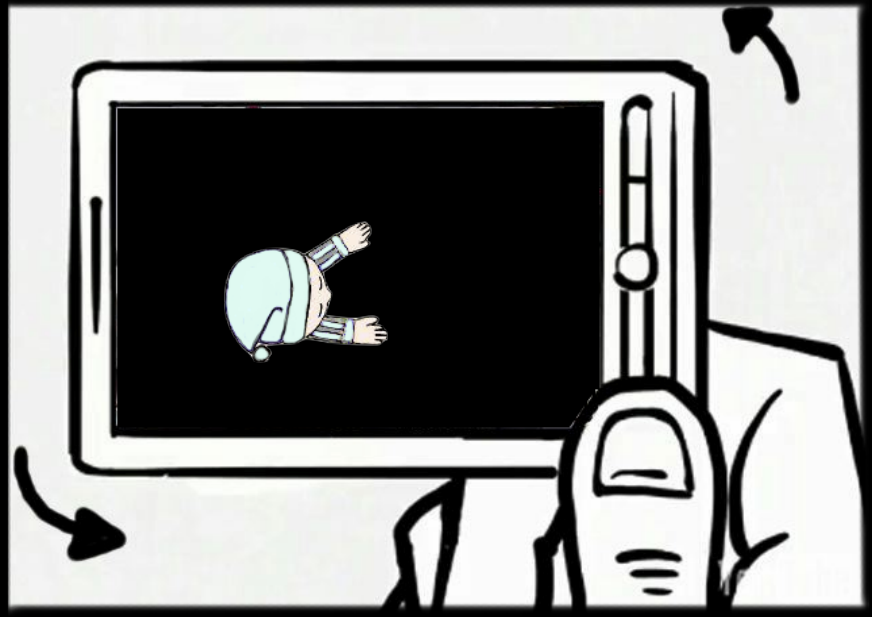
APPLICATION FEATURES

In Pillow Nightmare, the player is able to:

- Move the character
- Kill the enemies by throwing the pillow
- Play in slow motion mode

MOVING THE CHARACTER

ROTATE TO NAVIGATE



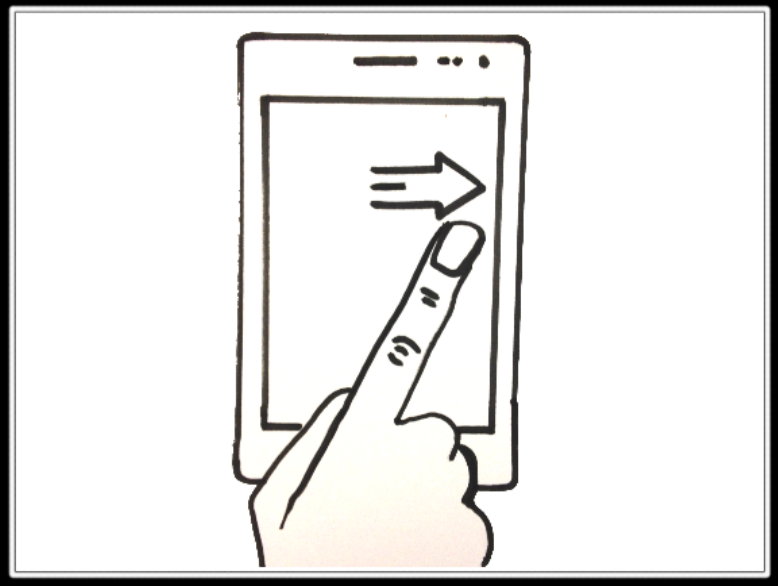
SLOW MOTION MODE

RELEASE YOUR EMOTIONS

SCREAM INTO THE MICROPHONE TO TURN ON SLOW MOTION MODE

KILL THE ENEMIES

SWIPE TO THROW A PILLOW



CODING WORK CONCLUSIONS

During the work, we have consumed:

x 17

x 7

x 2

x 12

x 15

x 1

x 10

x 6

x 0

CODING WORK CONCLUSIONS

And all this has been processed into:

2960 lines of code

7 music tracks

44 images

2 presentations