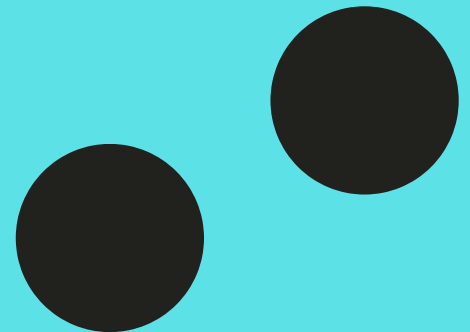
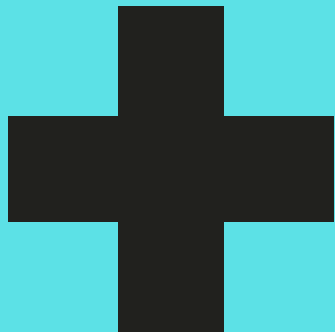




BUBBLES POP
GLOBAL GAME JAM 2025



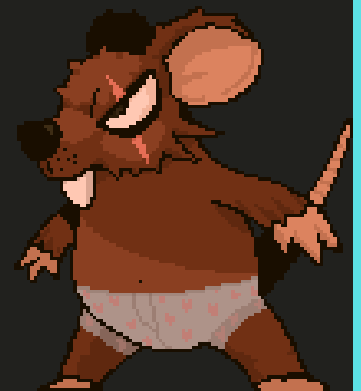
MEET THE TEAM

- LE QUANG THONG (BEAM) - MUSIC, SOUND DESIGN
- ANTTI ESKOLA - ART
- PHAM VAN NGOC (NOAH) - PROGRAMMING
- HUY NGUYEN - SCRIPTWRITING



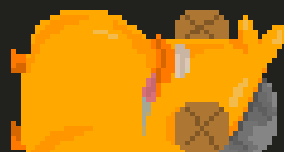
ABOUT THE GAME

- GAME TITLE: BUBBLES POP
- THEME: BUBBLE
- GENRE: CASUAL ARCADE GAME
- BUBBLES POP IS A FAST-PACED BUBBLE-POPPING GAME WHERE PLAYERS MUST POP BUBBLES WITHIN A LIMITED TIME. ORIGINALLY, THE GAME WAS ENVISIONED AS A MORE COMPLEX SHOOTER, BUT DUE TO TIME CONSTRAINTS, THE TEAM PIVOTED TO A SIMPLER, FUN, AND ENGAGING CONCEPT.



DEVELOPMENT PROCESS

- CHALLENGES FACED:
- - LEARNING AND IMPLEMENTING MONOGAME FROM SCRATCH
- - SCOPE CREEP: INITIAL GAME IDEA WAS TOO AMBITIOUS
- - TECHNICAL DIFFICULTIES WITH WEAPON MECHANICS
- - TIME CONSTRAINTS AND LAST-MINUTE CHANGES



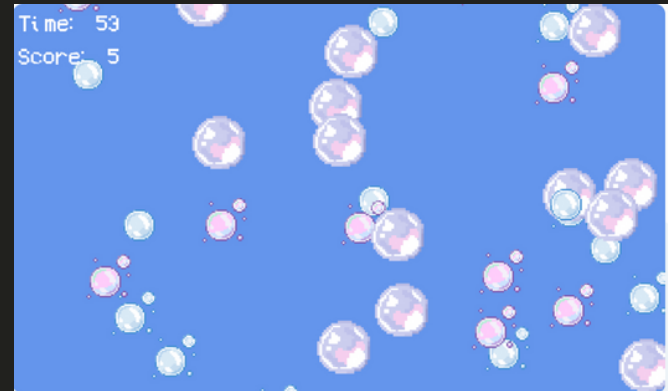
DEVELOPMENT PROCESS

- ART BY ANTTI ESKOLA: CHARACTER DESIGNS, BOSSES, ENEMIES, UI ELEMENTS
- PROGRAMMING BY NOAH: RESPONSIBLE FOR IMPLEMENTING GAME MECHANICS, FIXING BUGS, AND ENSURING SMOOTH GAMEPLAY FUNCTIONALITY.
- MUSIC AND FX SOUND BY LE QUANG THONG: CUSTOM SOUNDTRACK FOR MAIN MENU AND GAMEPLAY. DESIGN SOUND FX.

FINAL GAME



MAIN MENU



GAME PLAY