



BUBBLES POP

GLOBAL GAME JAM 2025

Team Member



MEET THE TEAM

ANTTI ESKOLA:
ART

LE QUANG THONG (BEAM):
MUSIC, SOUND DESIGN



PHAM VAN NGOC (NOAH):
PROGRAMMING

ART WORK: ANTTI ESKOLA

ROLE: RESPONSIBLE FOR DESIGNING ALL VISUAL ASSETS FOR THE GAME, INCLUDING CHARACTERS, ENEMIES, USER INTERFACE (UI), AND OVERALL GAME AESTHETICS.

CREATED MAIN MENUS, BUTTONS, AND INTERFACE ELEMENTS FOR INTUITIVE USER INTERACTION.

DESIGNED SIMPLE ANIMATIONS AND VISUAL EFFECTS TO ENHANCE UI RESPONSIVENESS.

WORKED CLOSELY WITH PROGRAMMERS TO ENSURE UI ELEMENTS FUNCTIONED SMOOTHLY WITHIN THE GAME.

PROGRAMMER: PHAM VAN NGOC (NOAH)

ROLE: RESPONSIBLE FOR IMPLEMENTING GAME MECHANICS, DEBUGGING ISSUES, AND ENSURING THE GAME FUNCTIONED SMOOTHLY.

1. GAME DEVELOPMENT & CORE MECHANICS:

- DEVELOPED THE GAME LOGIC AND MECHANICS USING MONOGAME.
- DESIGNED THE BUBBLE-POPPING MECHANICS, MAKING SURE THEY RESPONDED ACCURATELY TO PLAYER INTERACTIONS.

2. UI AND INTEGRATION WITH OTHER COMPONENTS

- PROGRAMMED THE USER INTERFACE (MENUS, BUTTONS, AND IN-GAME UI ELEMENTS).

3. DEBUGGING & OPTIMIZATION

MUSIC AND SOUND FX: THONG QUANG LE (BEAM)

ROLE: RESPONSIBLE FOR COMPOSING THE GAME'S SOUNDTRACK AND DESIGNING SOUND EFFECTS TO ENHANCE THE PLAYER'S EXPERIENCE.

1. MUSIC COMPOSITION

- CREATED TWO ORIGINAL MUSIC TRACKS:
 - MAIN MENU THEME: A RELAXING, SOFT MELODY USING MUSIC BOX AND CELESTA SOUNDS TO MATCH THE GAME'S "BUBBLE" THEME.
 - GAMEPLAY THEME: A MORE ENERGETIC, PLAYFUL TRACK INCORPORATING TRUMPET SOUNDS TO MIMIC A DUCK'S QUACK (FROM THE ORIGINAL GAME CONCEPT) AND ADD HUMOR.

2. SOUND DESIGN & IMPLEMENTATION

- DESIGNED AND IMPLEMENTED VARIOUS SOUND EFFECTS FOR GAME INTERACTIONS (BUBBLE POPPING SOUNDS, SHOOTING SOUND EFFECTS,...)