

FROG KISS

(Working title)

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OVERVIEW

GENRE

2D Coop platformer

PLATFORMS



TARGETS

From casual to
mid-core gamers



The background is a painterly illustration. In the foreground, a large, gnarled tree trunk is on the left, with a thick branch extending horizontally across the middle. Two small, dark, rounded figures are perched on this branch, looking out over the landscape. The landscape is filled with dense, rounded shapes in shades of orange, red, and purple, suggesting a field of autumn leaves or a forest of small trees. In the background, there are rolling hills or mountains under a pale, hazy sky. A large, dark, textured shape, possibly a cloud or a large tree canopy, is in the top left corner.

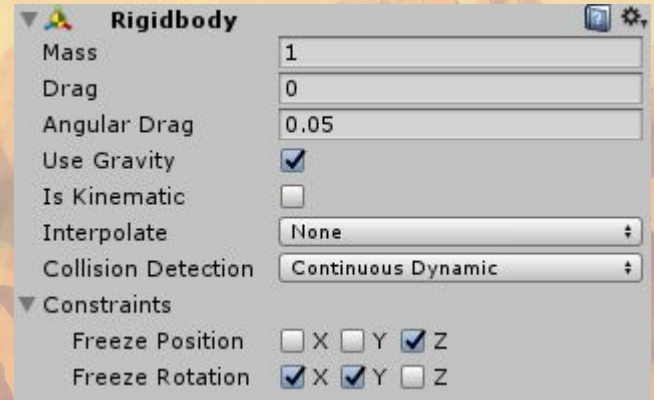
EXPERIENCE



TECHNICAL ASPECTS

DIFFICULTIES

Platformer 2d Classique, en utilisant le rigidbody



DIFFICULTIES

La corde

- Nombre de particules
- Masse des particules
- Collision particules / monde
- élasticité de corde (distance & Bending)
- Attacher la corde à des rigidbody

DIFFICULTIES

Combinaison des mouvements & pouvoirs



▶		☒ Player Input (Script)		
▶		☒ World Collision (Script)		
▶		☒ Player Controller (Script)		
▶		☒ Player Move (Script)		
▶		☒ Player Air Move (Script)		
▶		☒ Player Jump (Script)		
▶		☒ Player Air Jump (Script)		
▶		☒ Player Controlled Air Jump (Script)		
▶		☒ External Force (Script)		
▶		☐ Jump Calculation (Script)		
▶		☒ Player Grip (Script)		
▶		☒ Player Get Fat (Script)		
▶		☒ Player Modify Rope (Script)		
▶		☒ Velocity Limiter (Script)		
▶		☒ Camera Target (Script)		

INSTALLATION



+



The background is a painterly illustration. In the foreground, a thick, dark brown tree trunk is on the left, with a horizontal branch extending towards the center. Two small, dark, rounded figures are perched on the branch, connected by thin, wavy lines. The middle ground is filled with a dense field of colorful, rounded shapes in shades of orange, red, and yellow, resembling autumn leaves or rocks. In the background, there are soft, hazy mountains under a pale, yellowish sky. A large, dark, textured shape, possibly a cloud or a large rock, is in the top left corner.

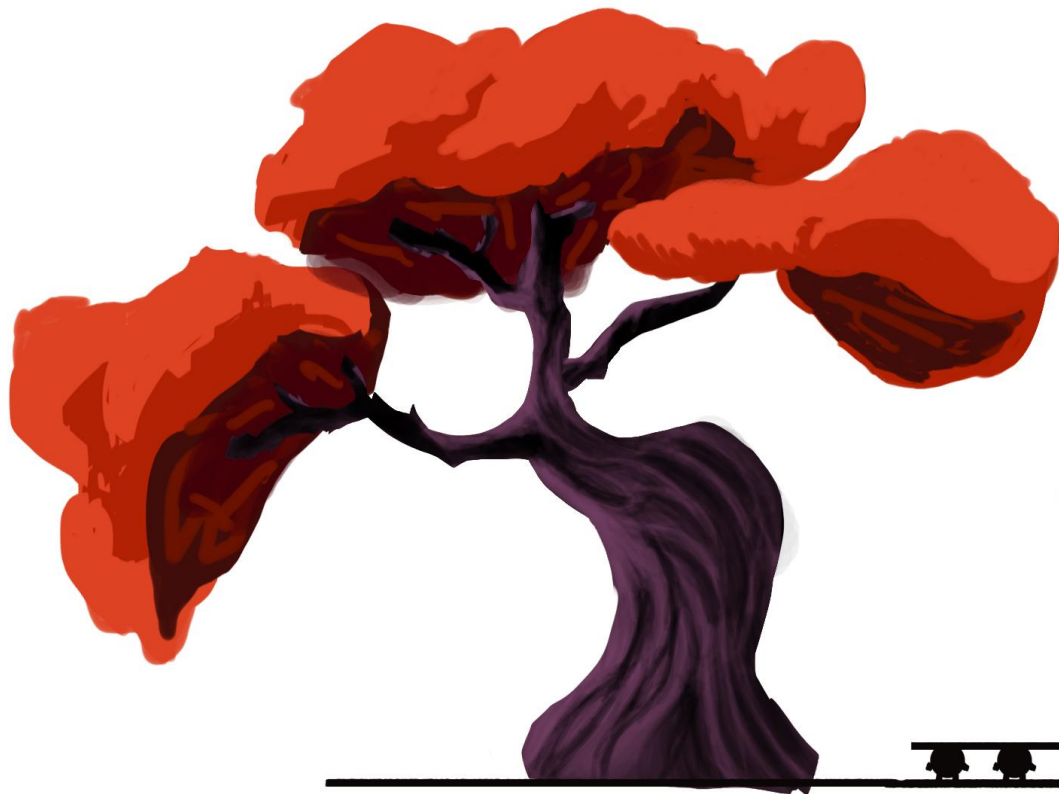
ARTISTIC DIRECTION

GRAPHIC DESIGN

Environnement :

- Forestier
- Teintes automnales
- Gigantisme
- 3 plans
- Sprites 2D

GRAPHIC DESIGN

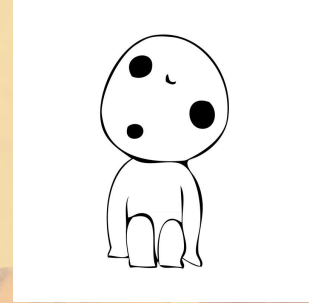


Personnages
Sol

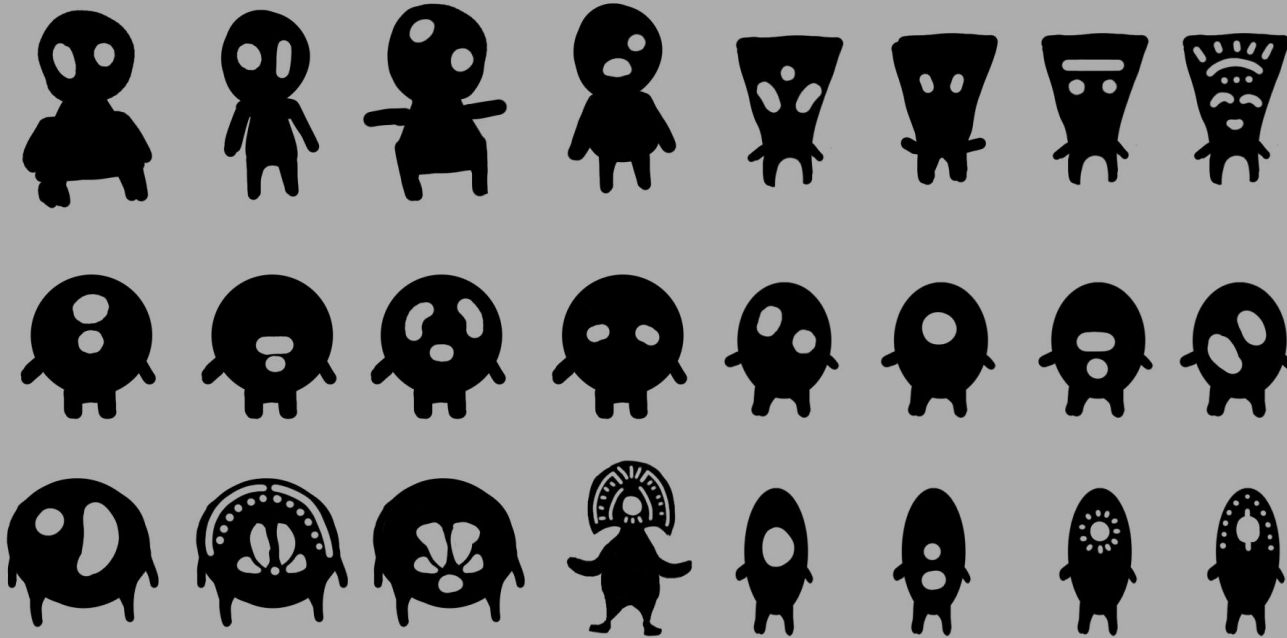
GRAPHIC DESIGN

Personnages :

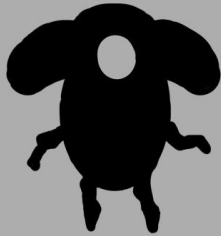
- Petits
- Rapides
- Base naturelle
- Modélisation 3D



GRAPHIC DESIGN



GRAPHIC DESIGN



GRAPHIC DESIGN

Visuels in-game



SOUND DESIGN

- **Ambiance naturelle et enchantée. Lieu vivant mais mystérieux.**
- **Donner une personnalité aux personnages**
- **Jeu potentiellement dur : musique douce → apaiser conflits entre joueurs**
- **Musique intimiste et lyrique inspiration Seasons After Fall**
- **Enregistrement d'un trio piano alto clarinette**

TEAM

PROGRAMMER

Ugo Belfiore

SOUND DESIGNER

Aurélien Demey

GRAPHIC DESIGNER

Timothée Degli Innocenti

PRODUCER

Aymeric Manceau

GAME/LEVEL DESIGNER

Thomas Rodriguez

The background is a painterly illustration. In the foreground, a large tree with a thick, textured trunk and a large, dark, rounded canopy is on the left. Two small, dark, rounded figures are perched on a branch of the tree. The middle ground is filled with a dense field of colorful, rounded shapes in shades of orange, yellow, and purple, resembling autumn foliage or a field of flowers. In the background, there are rolling hills and mountains under a pale, hazy sky. The overall style is soft and artistic, with visible brushstrokes and a warm color palette.

THANK YOU