



PurPurLove

Team Love Shooter





Felix Dauber - Programmer

Roberto Paredes - Programmer

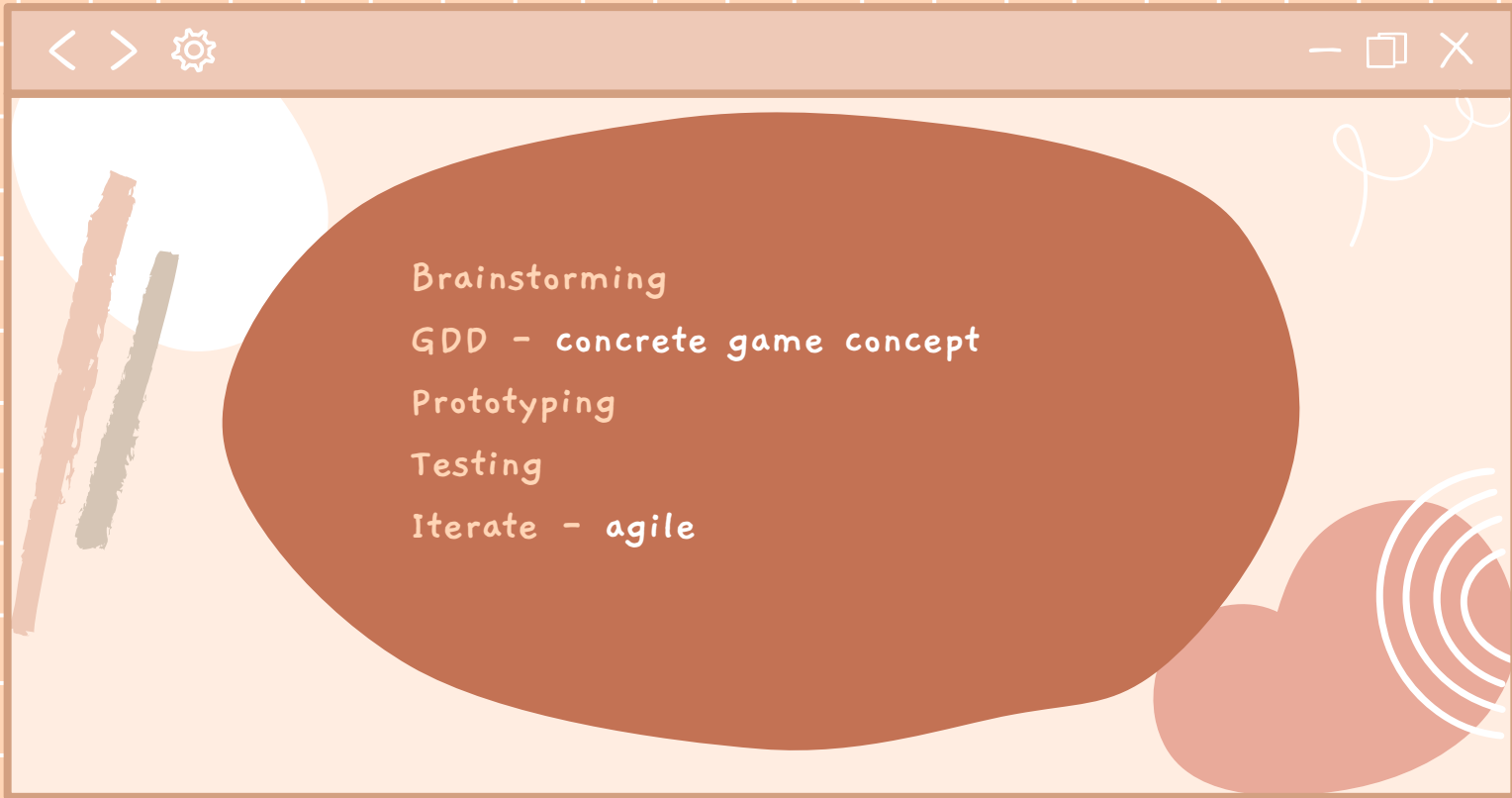
Thomas Ahlström - Programmer, designer


Konan Murad - Level Designer

Kati Ren - Game Artist, Animator

Svante Westin Gustafsson - Sound Designer

Teo Zimmer - Composer





“A white rat escaped from a top secret laboratory, running towards an empty park for safety. Little does this rat know, it reeks with the smell of food, the kind of food cats die for to get a sniff off. The park is quickly filled with cats, after being infused with the superpower of love in the top secret laboratory, the rat can generate ultimate amount of love arrows to calm down the cats! ”

—mini game lore (story)





Gameplay



- Movement _____ WASD / arrow keys
- Share love HUD _____ space key
- Take Damage _____ Health/Score
- Endless game mode





Core-Loop



Share love

Spawn love
arrows!

Avoid hate

Avoid the
grumpy cats at
all cost!

Score
friendship

Calm the cats
with your
superpower!





Art



Rat

The player, only by using its cupid powers is it able to calm the cats down.



Cats

Frenzied (and floofy) cats who can only be calmed down with the power of love.

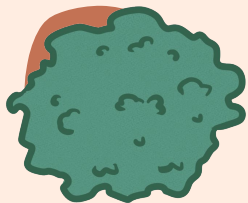




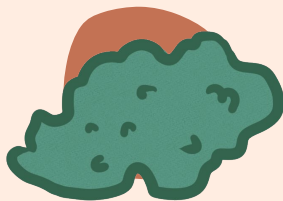
Art



Bush 1



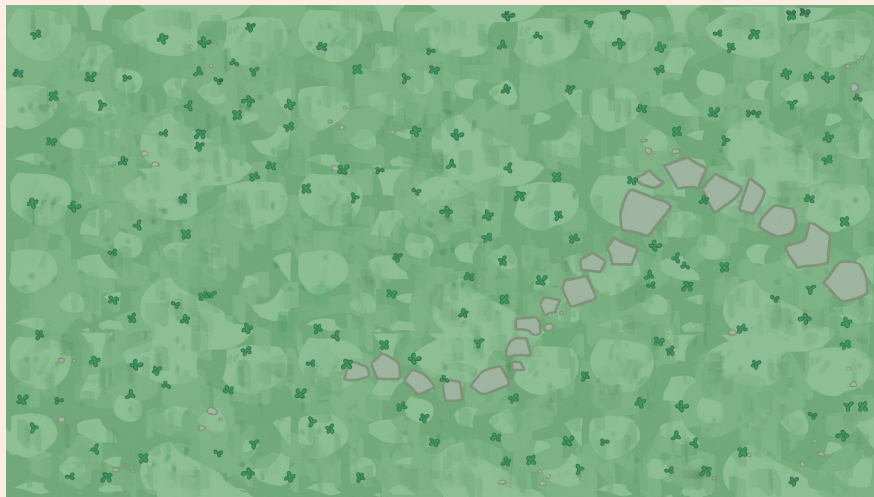
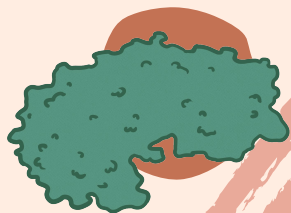
Bush 2



Background



Bush 3





Level design



Obstacles



Play Area



Cat lady, Cat
spawner



Rat, player
start



Tutorial





Music direction



Priority No.1: Fun & Cute Music

- Still works well with the game art
- Basics first: Melody and Bass
 - In chiptune, since you don't have as much timbral variety, it becomes very obvious if the melody is boring.
 - I like writing fun melodies and funky, active basslines anyway
- Quiz: Where did I steal the first melody rhythm from?
 - Other principles of fun melody writing as well...
- Ableton live for writing & Mixing, Logic pro X for mastering
- Other important tools: Krush & Spaceship Delay (free!)





Assets / Tools



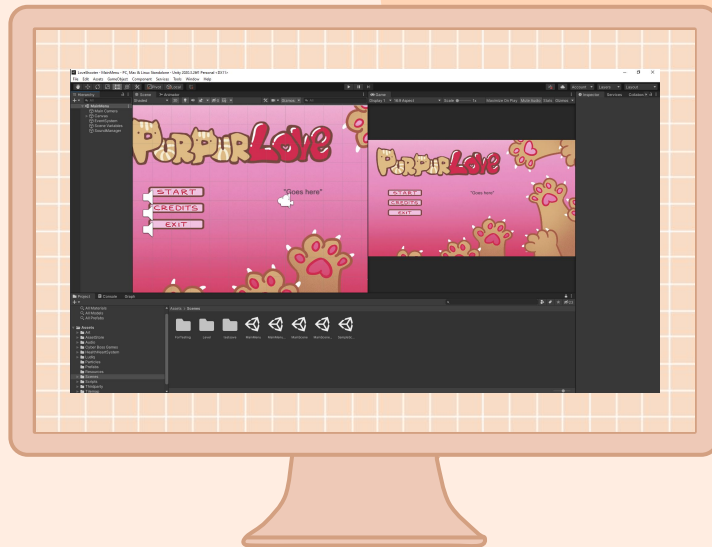
Unity

Tools and technologies:

- Unity, Discord, Ableton Live, Clip Studio Paint, Cubase, Logic Pro X, Git, Google Doc+Drive, Miro

Third party assets:

- Cyber Boss Games - 2D camera
- Ariel Oliveira - HealthHeartSystem
- Ludiq - Bolt





Diversifiers



01

Don' t Go Alone,
Take THIS

02

Acutely
Eye-Dentifiable

03

The Classics
Never Go Out Of
Style (probably)

04

Keep It Clean



Thanks! Any questions?



Credits:

GGJ & Forsberg for hosting
this event!