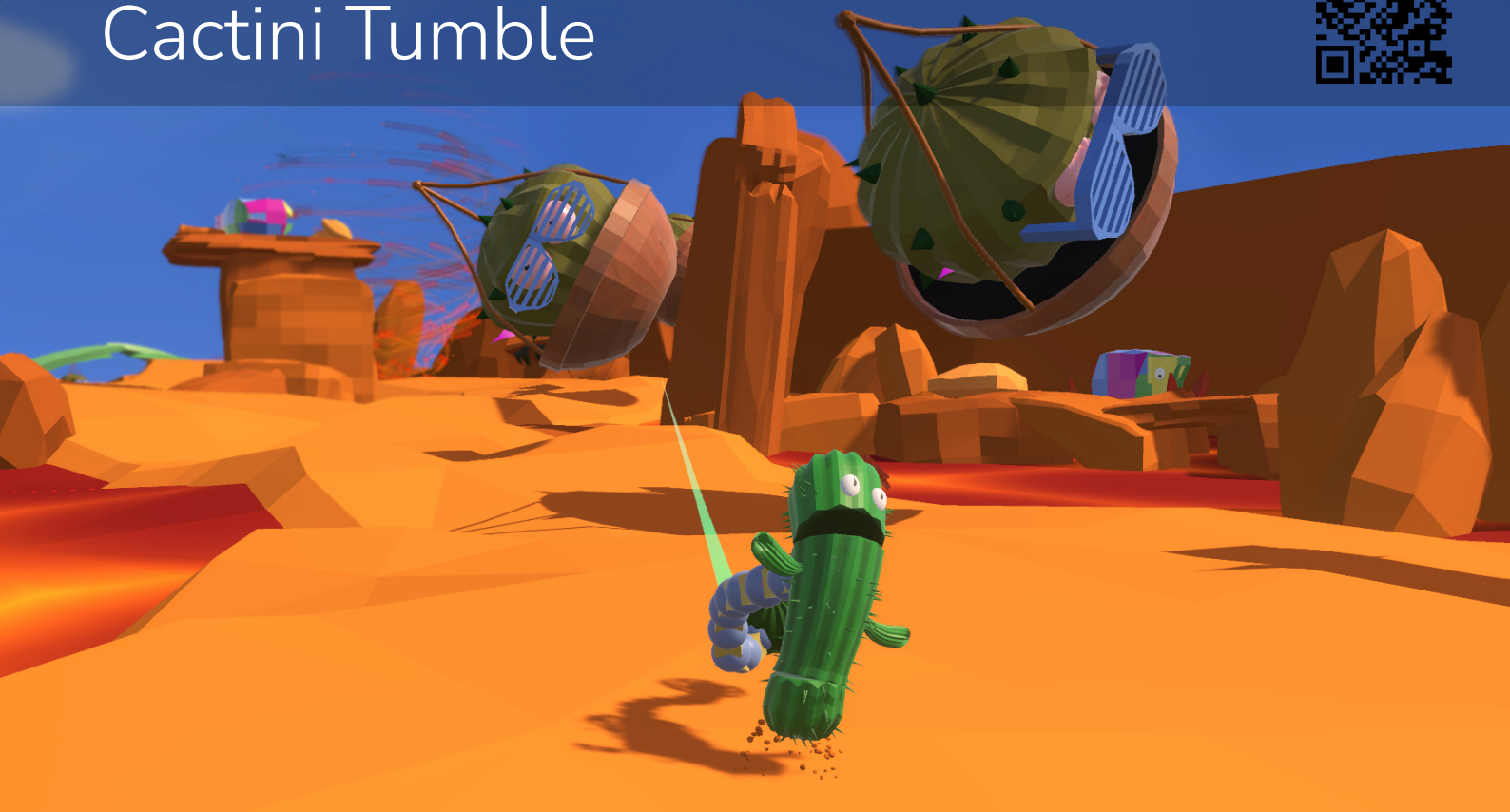


# Project Cactini Tumble



<b>TIME:</b>	Oct 2021 - Feb 2022
<b>TOOLS:</b>	Unity, Blender, Audacity, Pro Tools, photoshop
<b>TASKS:</b>	3D Art, Game Design, Sound Design
<b>CONTEXT:</b>	3D Game (Theme: 12 Objects )
<b>TEAM:</b>	Victor Kossak Finja Köhn Luna Mertz-Figueroa Jalil Daif

## About the Game:

Cactini tumble is a fun single player action-game in which the player is put in the shoes of a silly cactus who is trying to get his stubborn cactini buddies home. He does that by using a stretchy tether that can be attached to various things and then dragging them around. Our main goal was to create a casual yet engaging experience full of wacky physics and ragdoll-y interactions.

## Retrospective:

Being the only artist in the team, I had almost complete creative freedom on how to design the world of our game and its inhabitants. Having only dabbled with 3D modelling software until that point, I decided to go all in and really push myself while still acknowledging my limits as a beginner. The result was this colorful and zany world that we built.

In this project I learned about Compromise and putting aside ones bias next to the team when a certain mechanic that I personally pushed for got dropped. And all the better for it because I saw afterwards that it would not have fit into the final game which turned out awesome without needing any additional features.

