

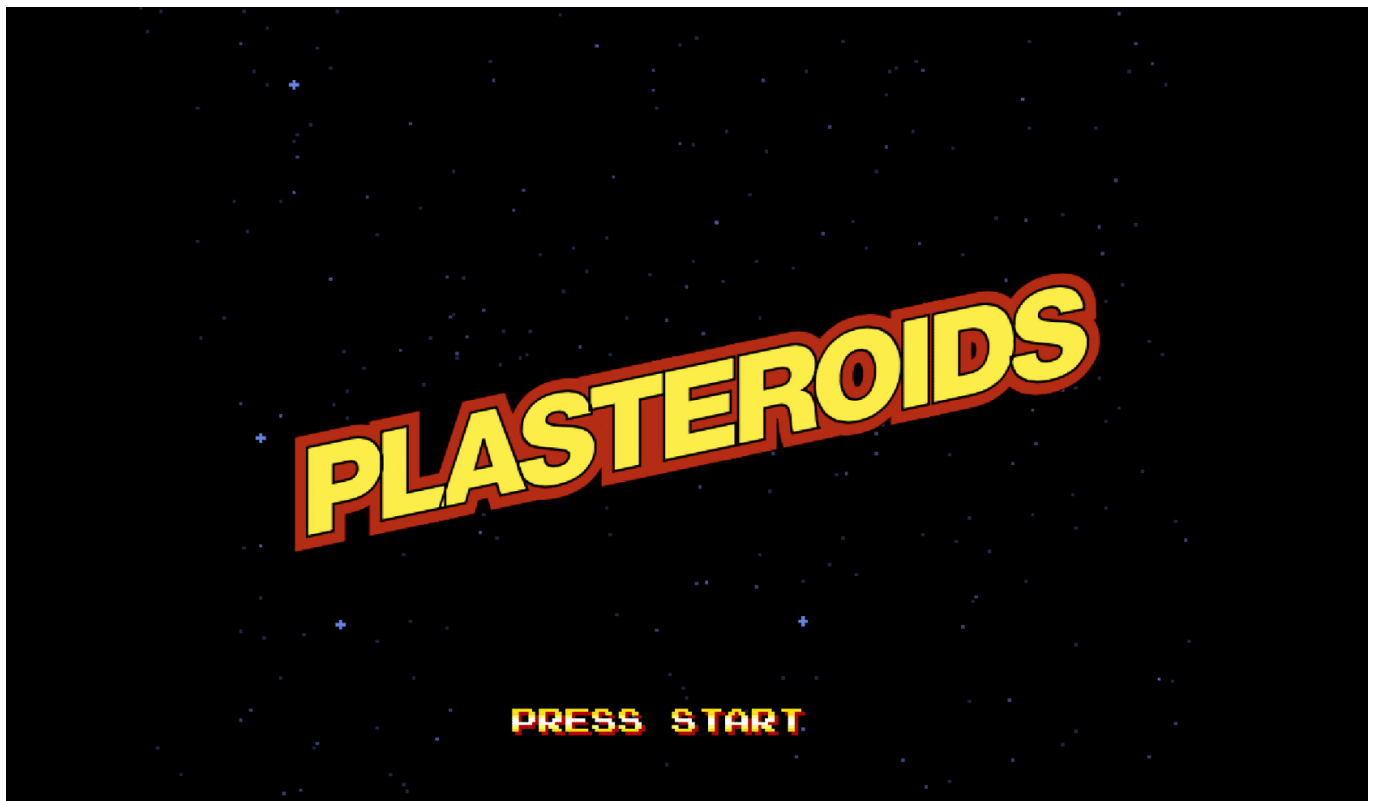
# GameCompass Studio

## GameCompass Studio

As GameCompass Studio, we developed **2 classic video-games clones** (*Pac-Man* and *Asteroids*) for two important multinational companies that needed to use them in a series of public events organized as part of a pro-recycle marketing campaign.

As Creative Director and Executive Producer of the project, I was responsible of:

- Maintaining the communications with the customers and understand their needs
- Coordinating our own activities with the Agency responsible for planning and organization of the events
- Finding the best solution in terms of game design, gameplay and art-style,
- Leading the development team and constantly checking the production pipeline, in order to deliver both games in the expected time
- Overseeing the QA process, in order to deliver the games polished and totally bug-free
- Gameplay, levels, game progression and game mechanics are consistent with the original versions of both games:
  - *Pac-Man*: Arcade (Namco-Atari), 1980
  - *Asteroids*: Arcade (Atari), 1979



- The art-style of *Plasteroids* is created from scratch, using original 2D assets and some copyright free asset. Both games are playable in single player mode, designed and optimized

for arcade sticks controls and with a final High Score Ranking (best 10 players).



PREY-MAN

PRESS START