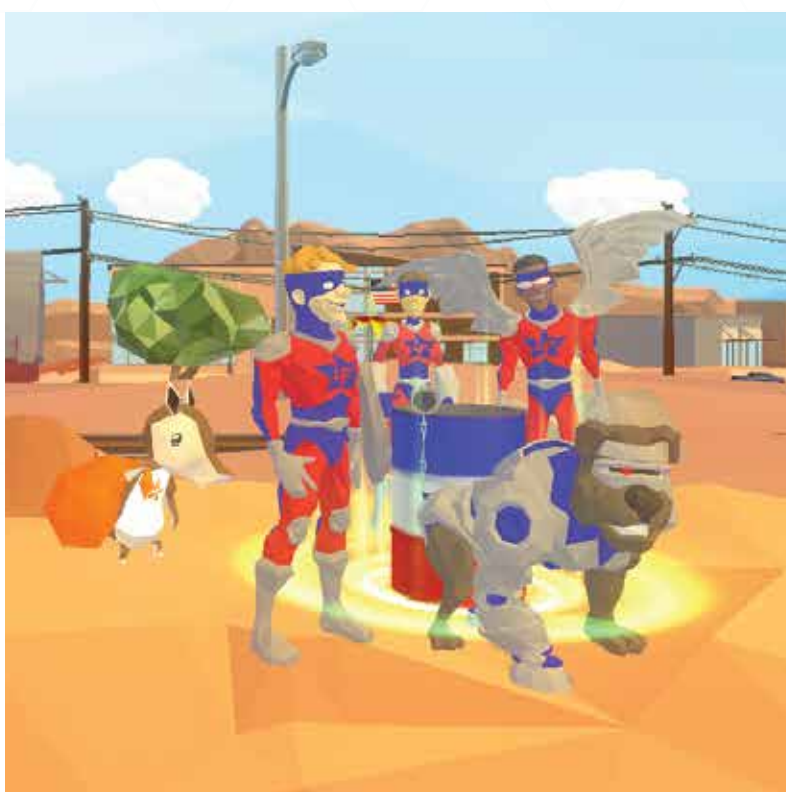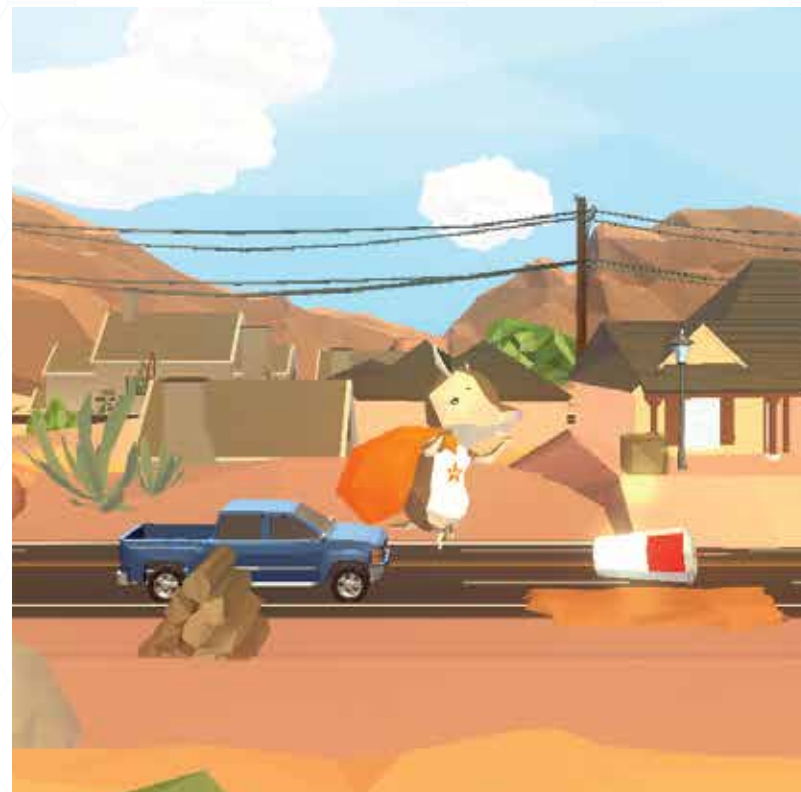PROGRAM • ACE

BAKERY

Don't Mess with Texas

Cross-platform Educational Game

Game Description

The slogan - "Don't Mess with Texas" - that was used for a campaign to reduce littering in Texas and is now becoming an educational cross-platform game with puzzle elements. The game features Dillo, a little armadillo who properly disposes of his trash and coaxes others to do the same. Dillo is a good citizen, he picks up litter and tosses it into DMWT (Don't Mess With Texas) trash cans, but the invasion of Randall the Racoon and his gang into the village forces this brave armadillo to set out to confront the culprits and clean up the messes they made. The game has a Game Map which includes a map of Texas landmarks, where players can select new levels to clear, as Dillo encounters and confronts members of Randall's gang.

Program-Ace's Contribution

Program-Ace developed an exciting and extremely cute game from scratch according to GDD (Game Design Document) presented by the client. Our team has performed cross-platform development to allow players to enjoy Dillo's adventures on multiple platforms, such as iOS, Android, and any web browser. Also, the game has been designed for two different modes - 2D and 2.5D. Program-Ace's professional game developers also created game mechanics, particularly:
- The algorithm for the point system that calculates the score based on the amount and quality of litter collected, enemies defeated, time on the level, achievements, etc.;
- Gameplay that determines the game progress;
- Character's - Dillo and the Vandals - including their behavior and abilities;
- Stages & levels throughout the game;
- The system to generate the amount of litter and its quality on each game level;
- And much more.

Our talented artists, game designers, and modelers created characters and the environment in two different styles - low-poly and flat vector. They have also designed the environment of each stage for every level, taking into consideration unique features of areas within Texas, flora and flora and fauna, terrain, weather, and so on, which are reflective of the actual real-life counterparts. Moreover, our team designed the litter found in stages that includes styrofoam cups, water bottles, fast food bags and wrappers, bottles, candy wrappers, diapers, apple cores, cigarette butts, etc. based on how they reflect in reality. In addition, Program-Ace experts created background elements with several layers of depth:foreground, mid ground (interactive area), and two background layers for each level.
Most level elements have been created to mimic the real environment it is based on and have small, atmospheric animations (leaves rustling, water flowing, clouds moving, etc.)

Letter of Recommendation

June 7 , 2016

BAKERY

To Whom It May Concern,

Program-Ace was hired by my company The Bakery LLC to develop a game for our client Don't Mess With Texas. The game was developed for web, iOS and Android and Program Ace has been an integral partner in getting the client a quality product. Program Ace has been well organized, with detailed schedules as to how the project was to be executed. The client was very happy with the game and at one point said that "they couldn't believe the game looked so good." Program Ace has been recommended by my company to other colleagues and business owners in town that are looking for development services. I would definitely do business with Program Ace again and hope that we can continue our relationship after the conclusion of the project that we are working on together.

Juan Carlo Carvajal
COO/Managing Partner
The Bakery LLC