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The Button Bash: A MiniGame

Miranda Balossi Ventre

Providence College, mbalossi@friars.providence.edu

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The Button Bash


A MINIGAME

The background is a dark navy blue. In the top-left corner, there are several parallel teal lines that form a corner-like shape, extending towards the center. In the bottom-right corner, there are several parallel teal lines that form a corner-like shape, extending from the bottom edge towards the center. The text is centered in the upper half of the image.

Created by: Miranda Balossi

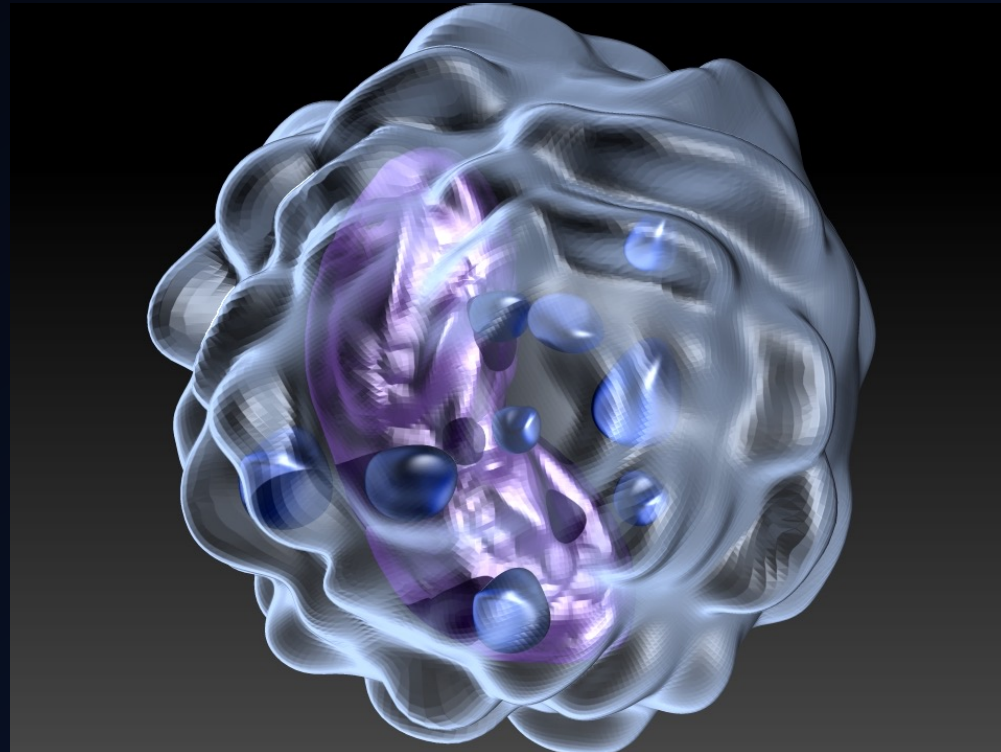
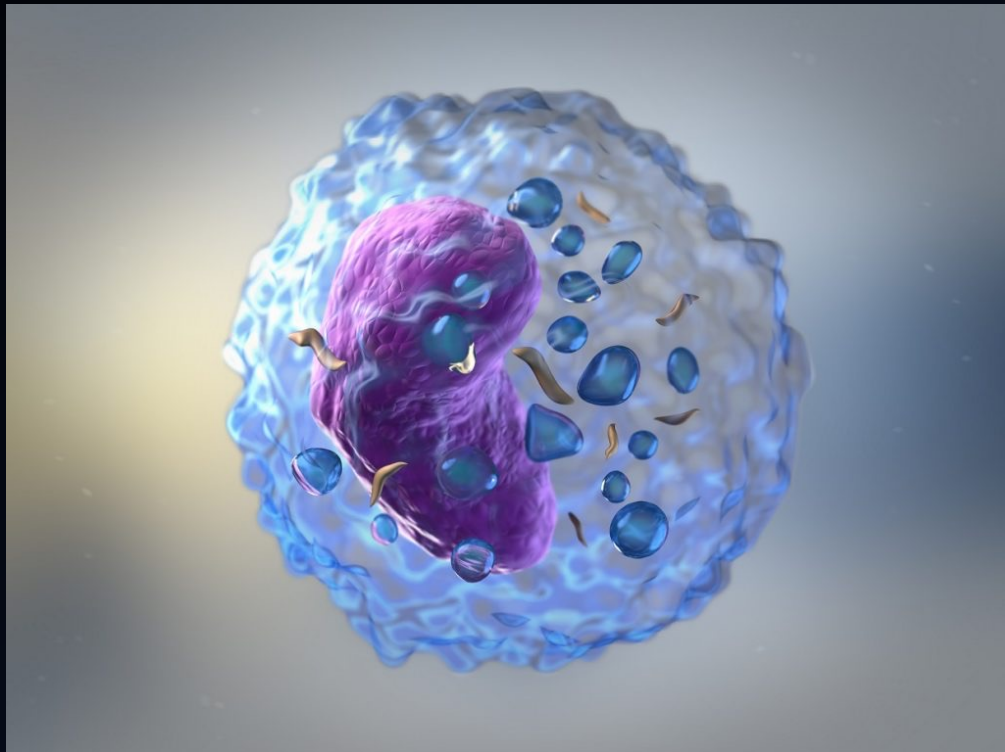
ART 370 3D GAME CHARACTERS

CREATED 3D CELLS IN ZBRUSH FOR THE
BIOLOGY IMMUNOLOGY CLASS GAME



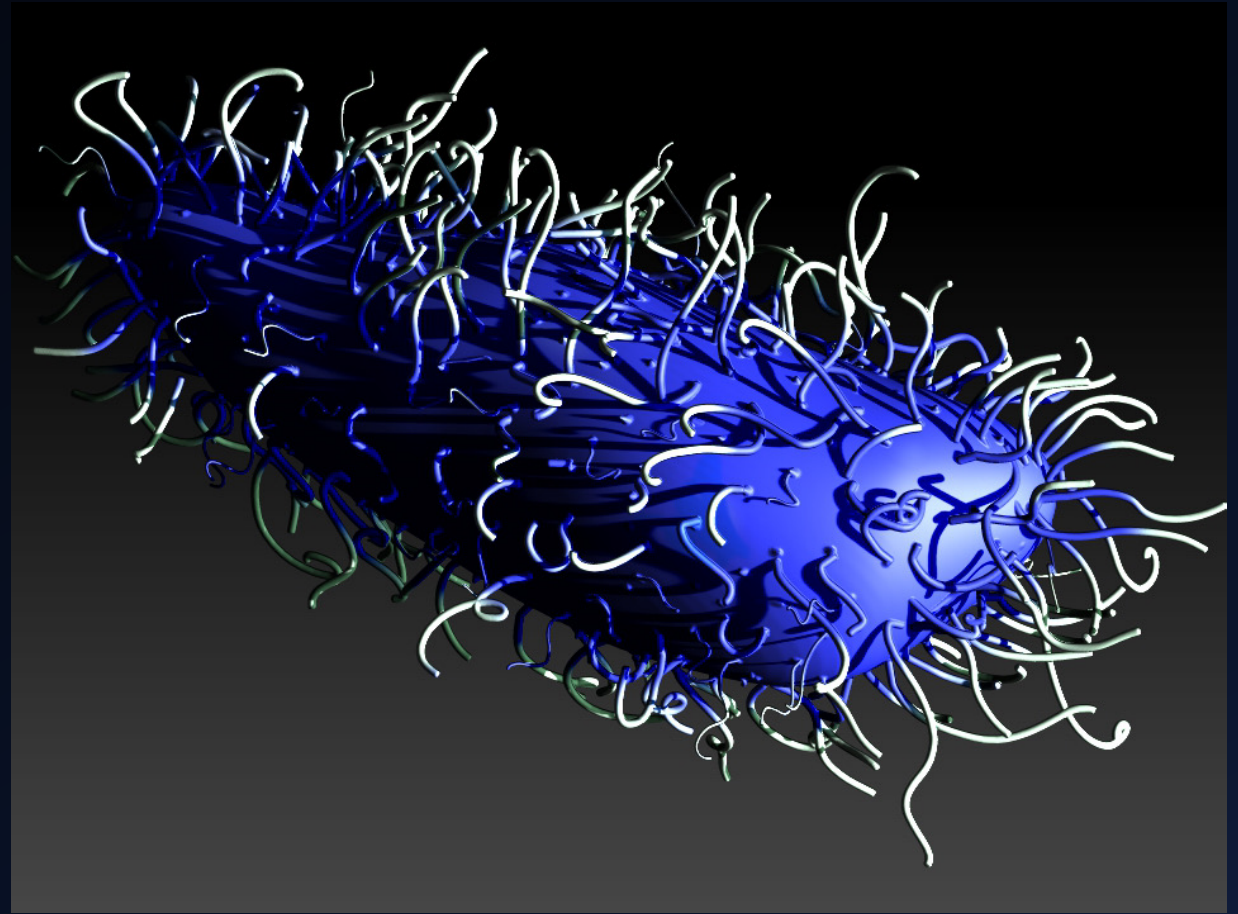
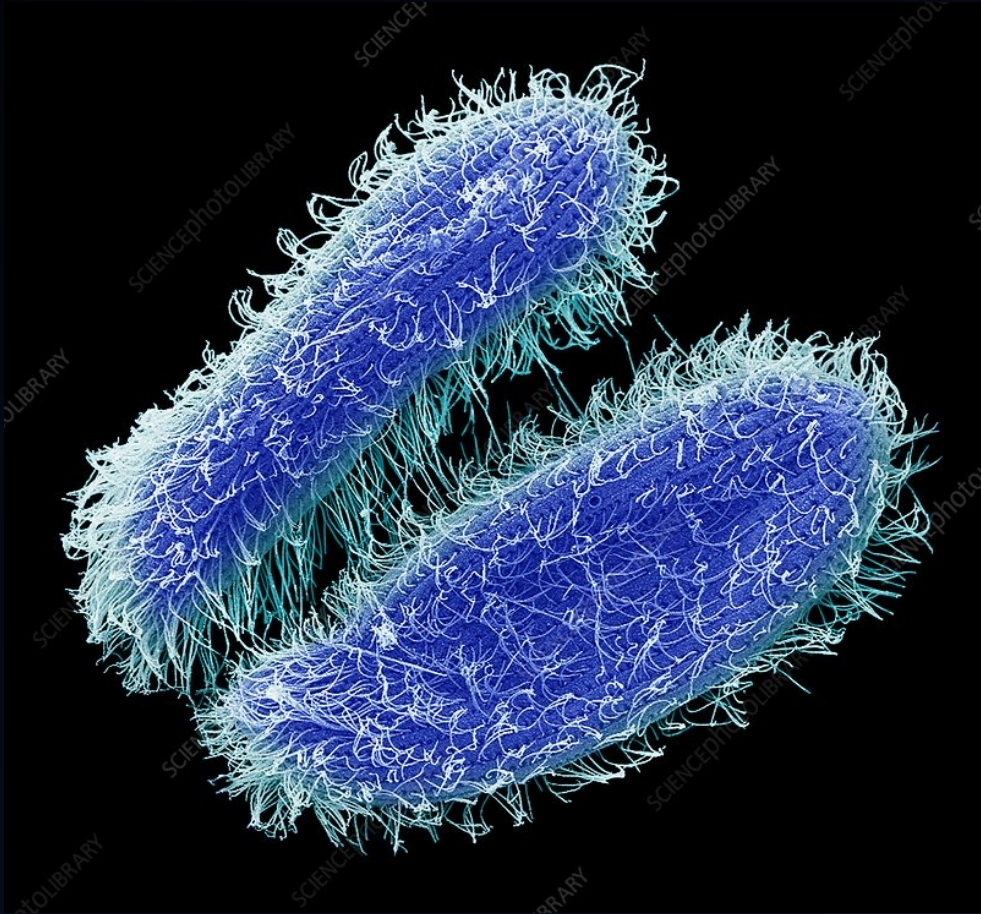
Cells that I invented Based on Actual microbiology
examples:

Nk (natural killer) cell:
character name: **nk**

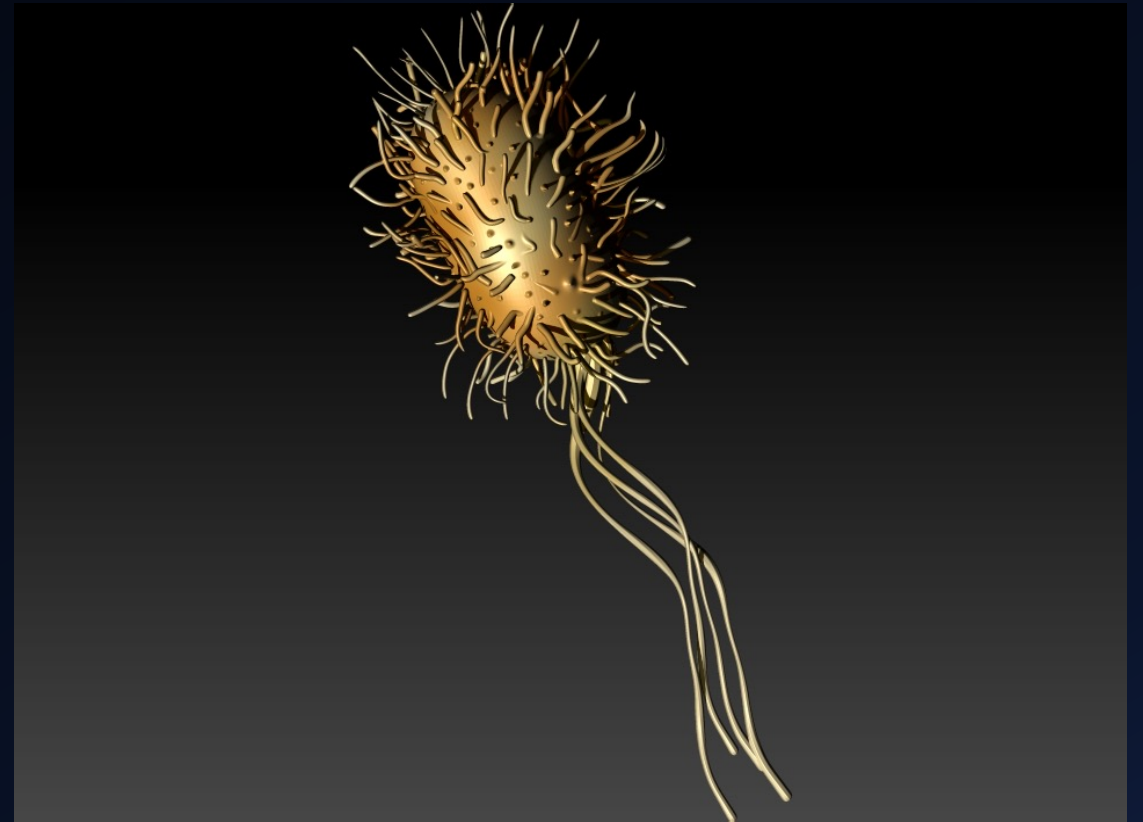


Protozoa:

character name: **proto**



Bacterium-2: nemesis name: **terrium**

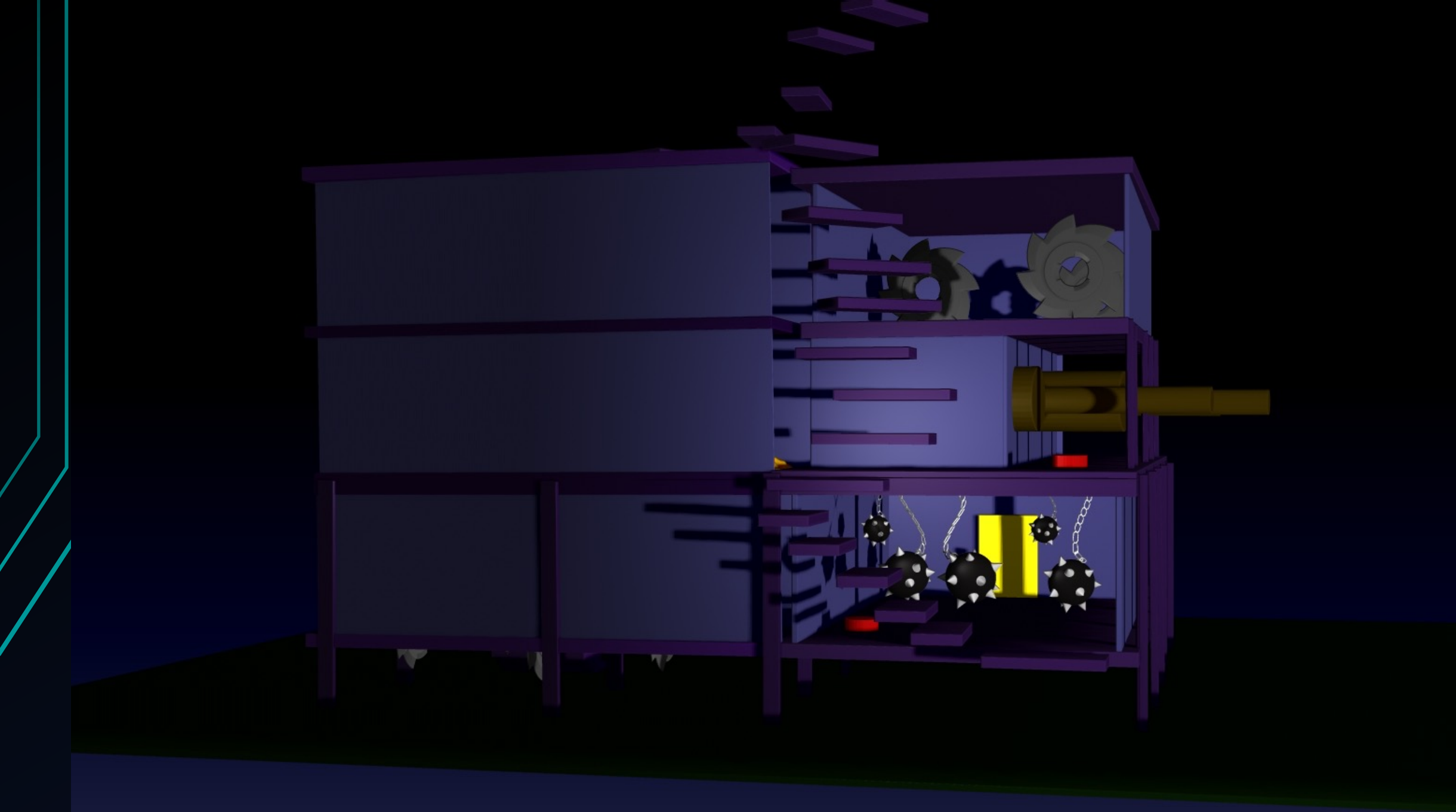


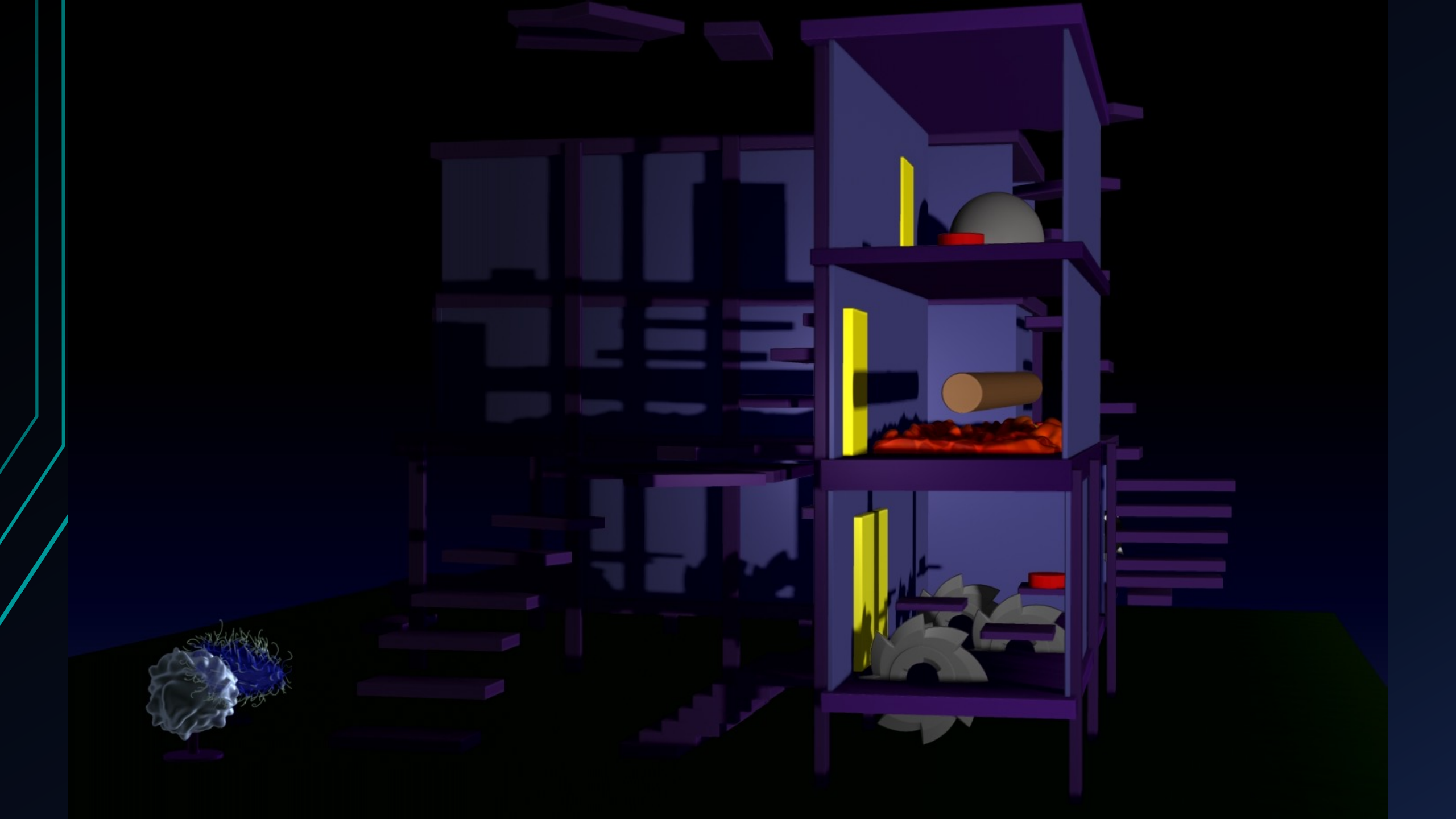
Game space:

Haunted obstacle house



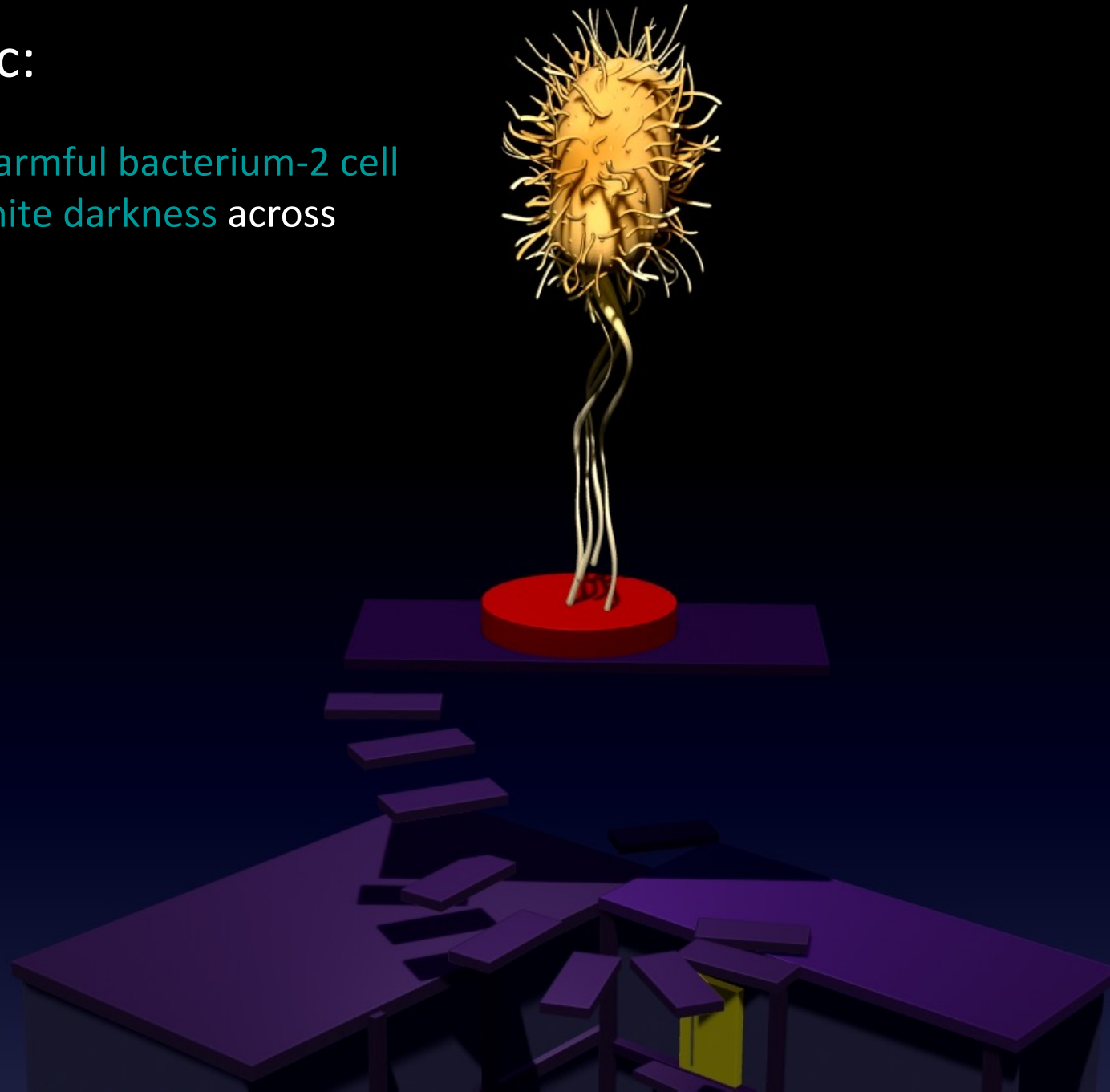






Game Dynamic:

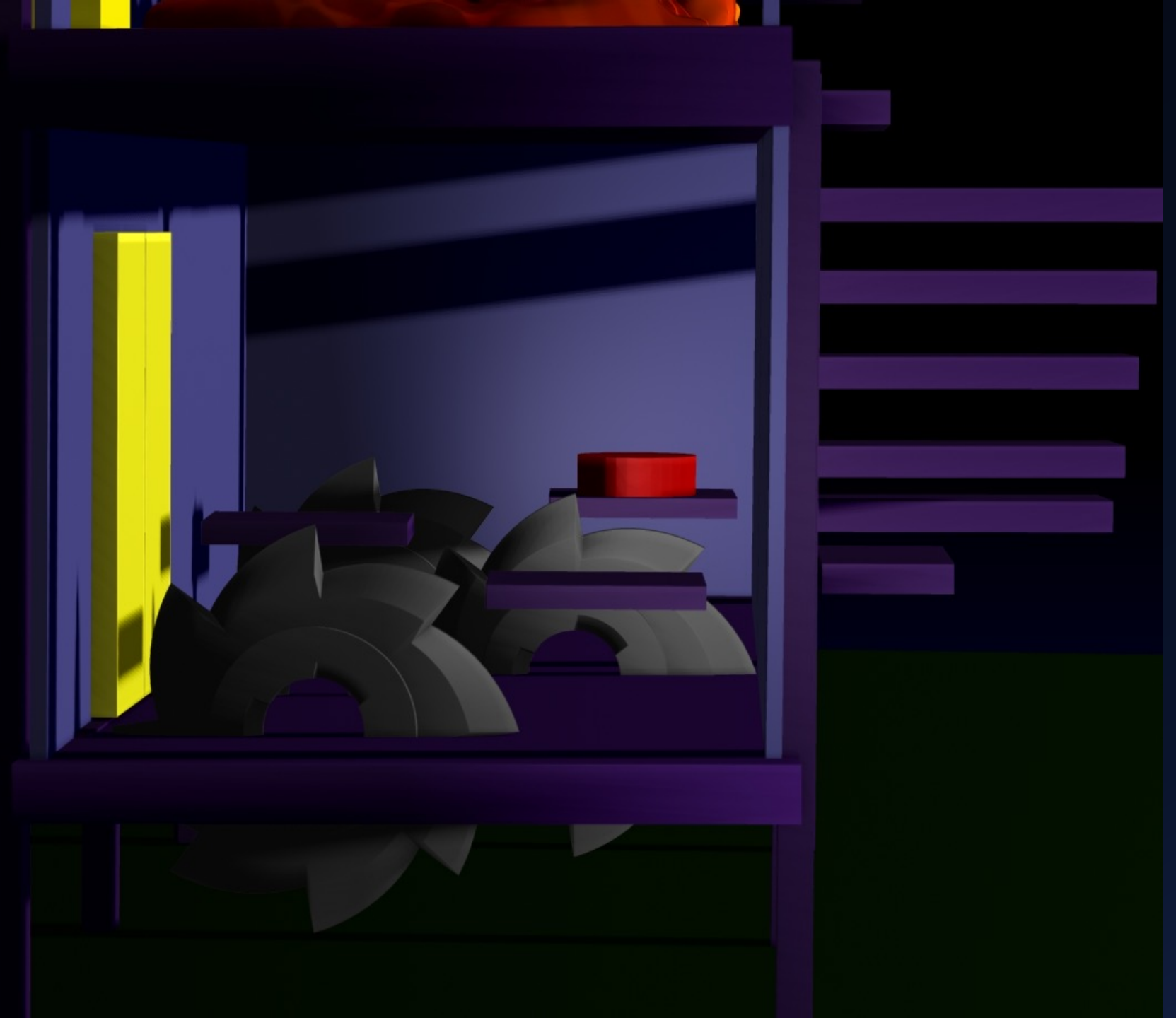
Lurking above is a **harmful bacterium-2 cell** that has spread **infinite darkness** across this game space...



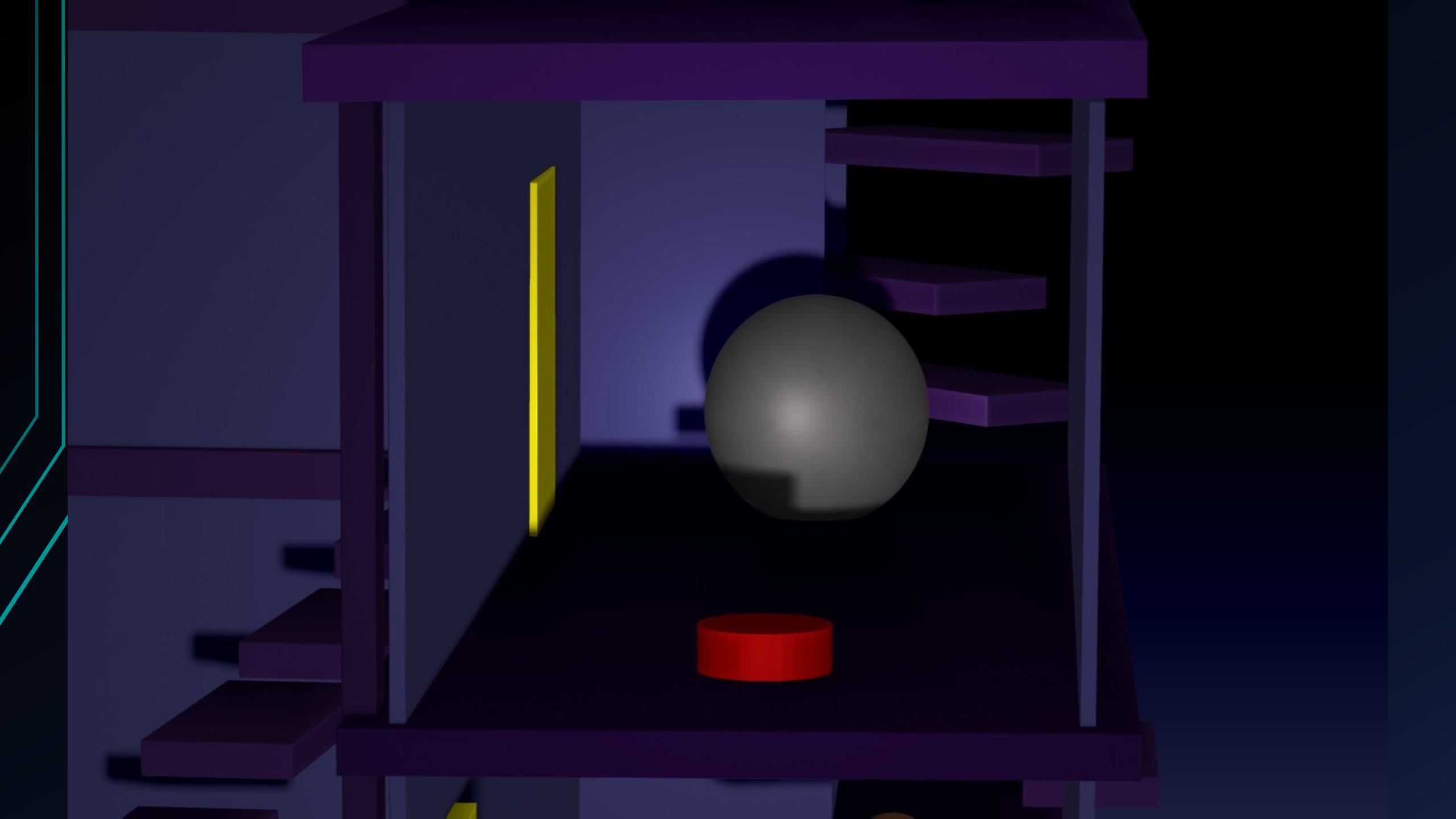
The only way to **defeat** the enemy and **bring back eternal light** is to **activate** the **large red button** underneath it. The **red button** will electrically shock the enemy out of sight. **But...**

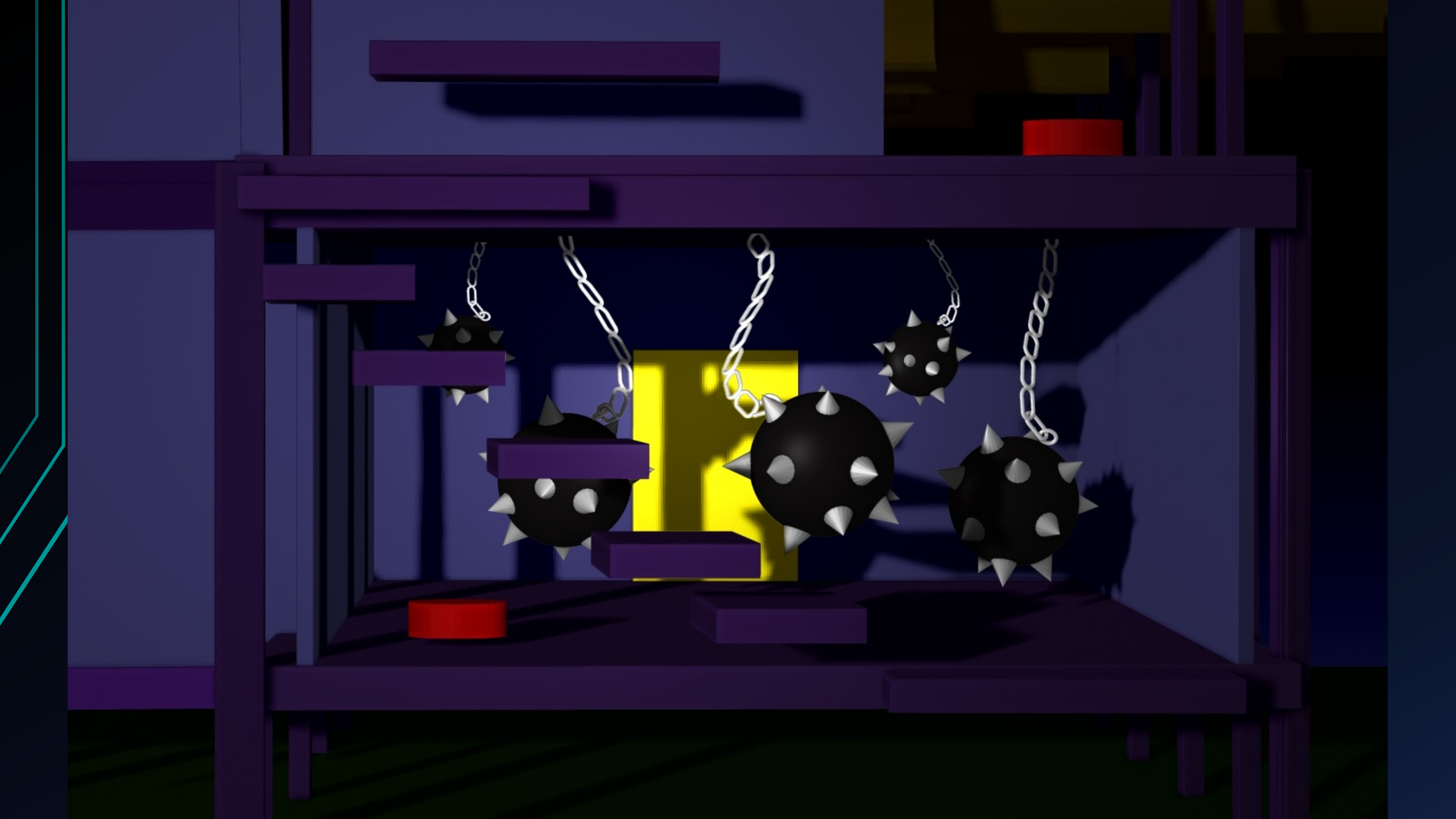


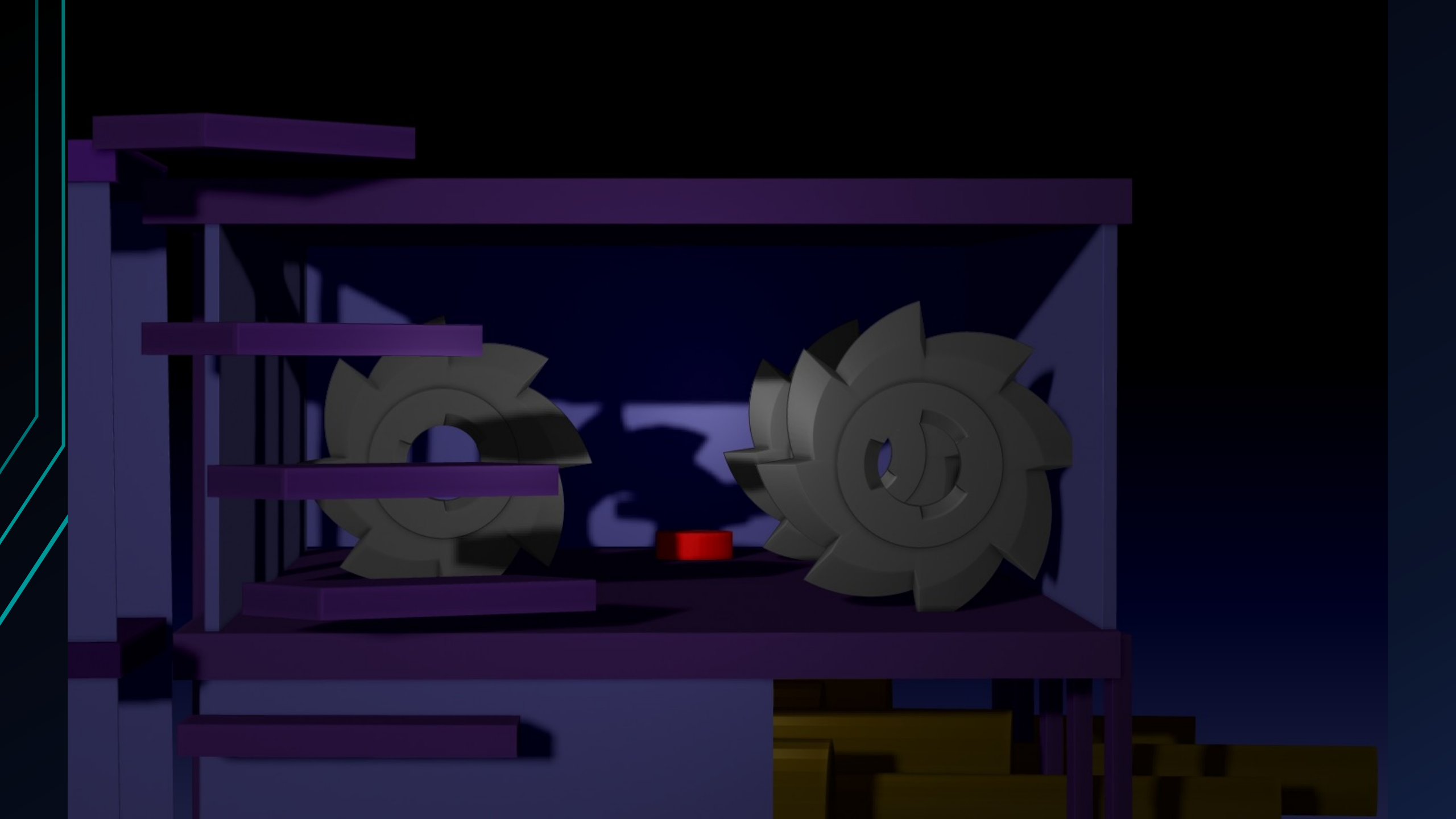
The large red button can only be activated by activating six other small red buttons that are located past these obstacles:

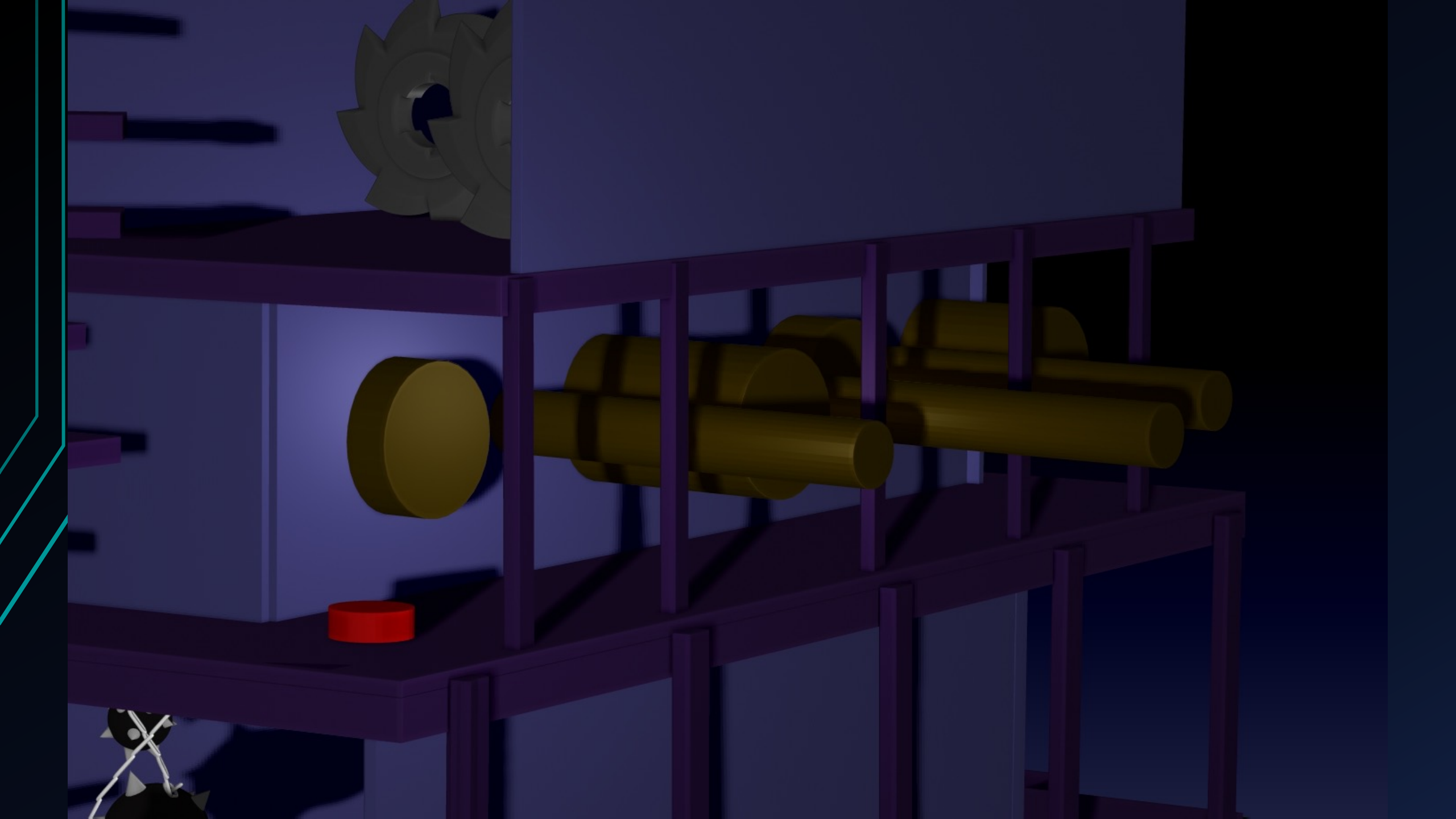




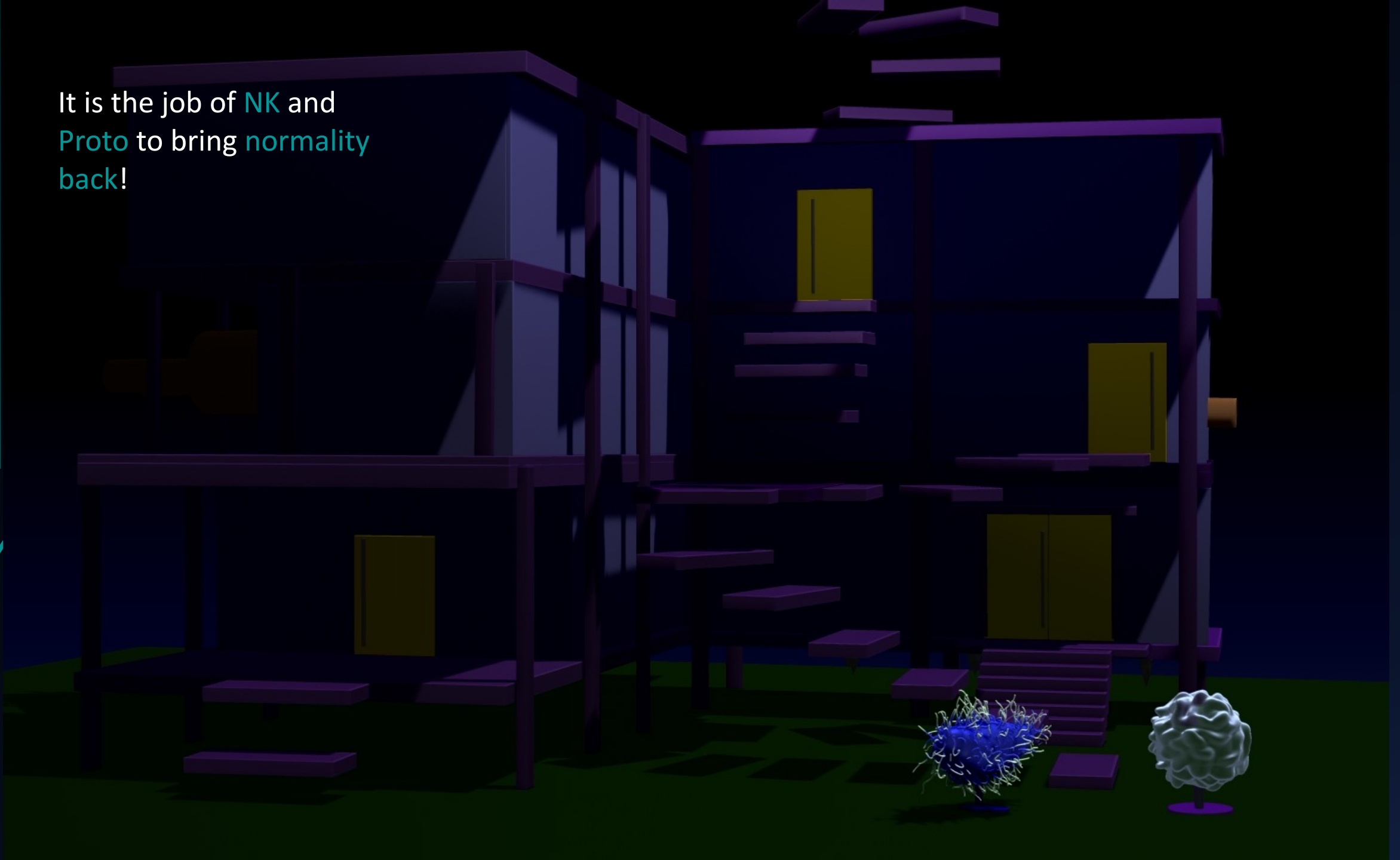








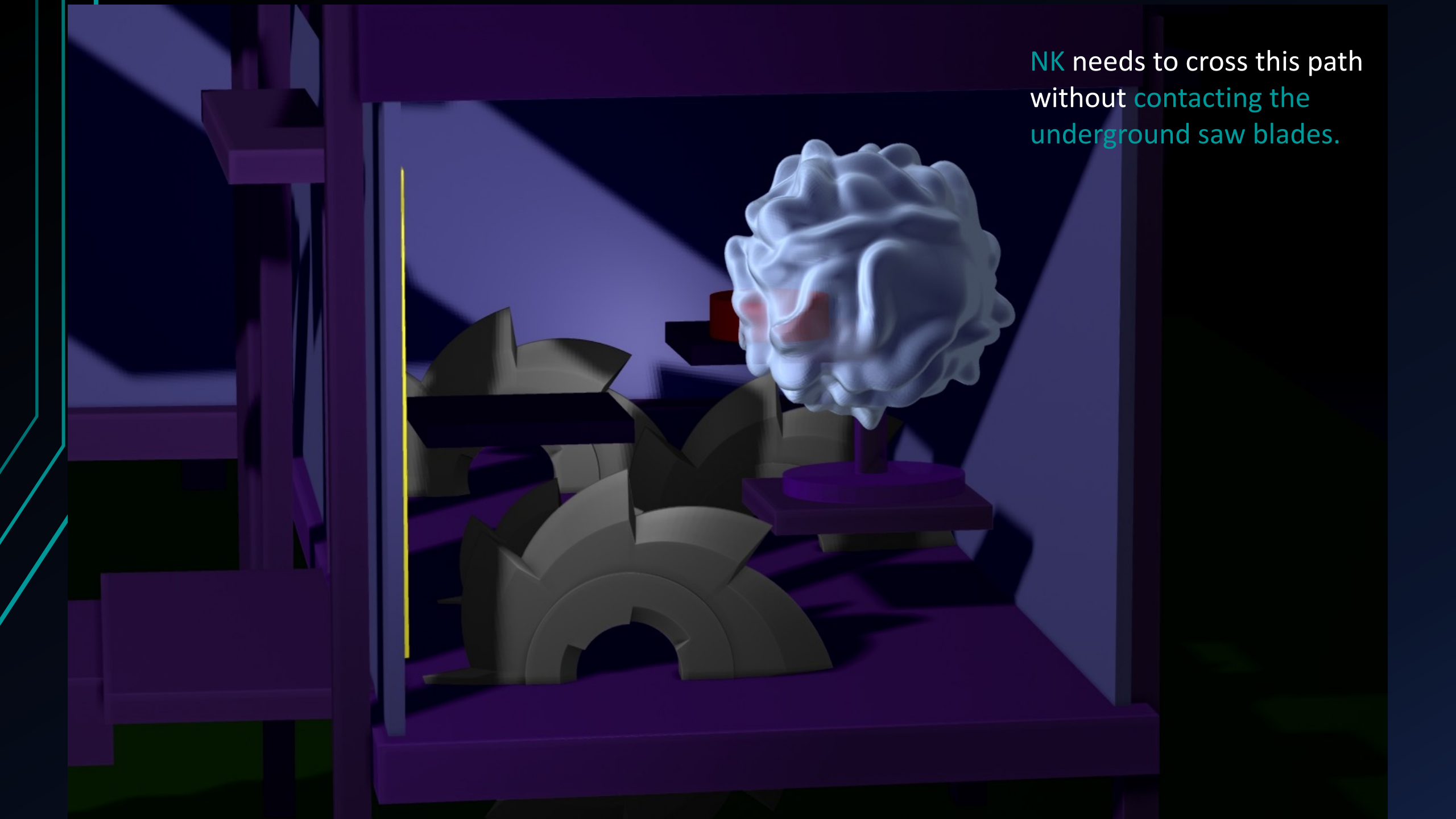
It is the job of **NK** and
Proto to bring **normality**
back!



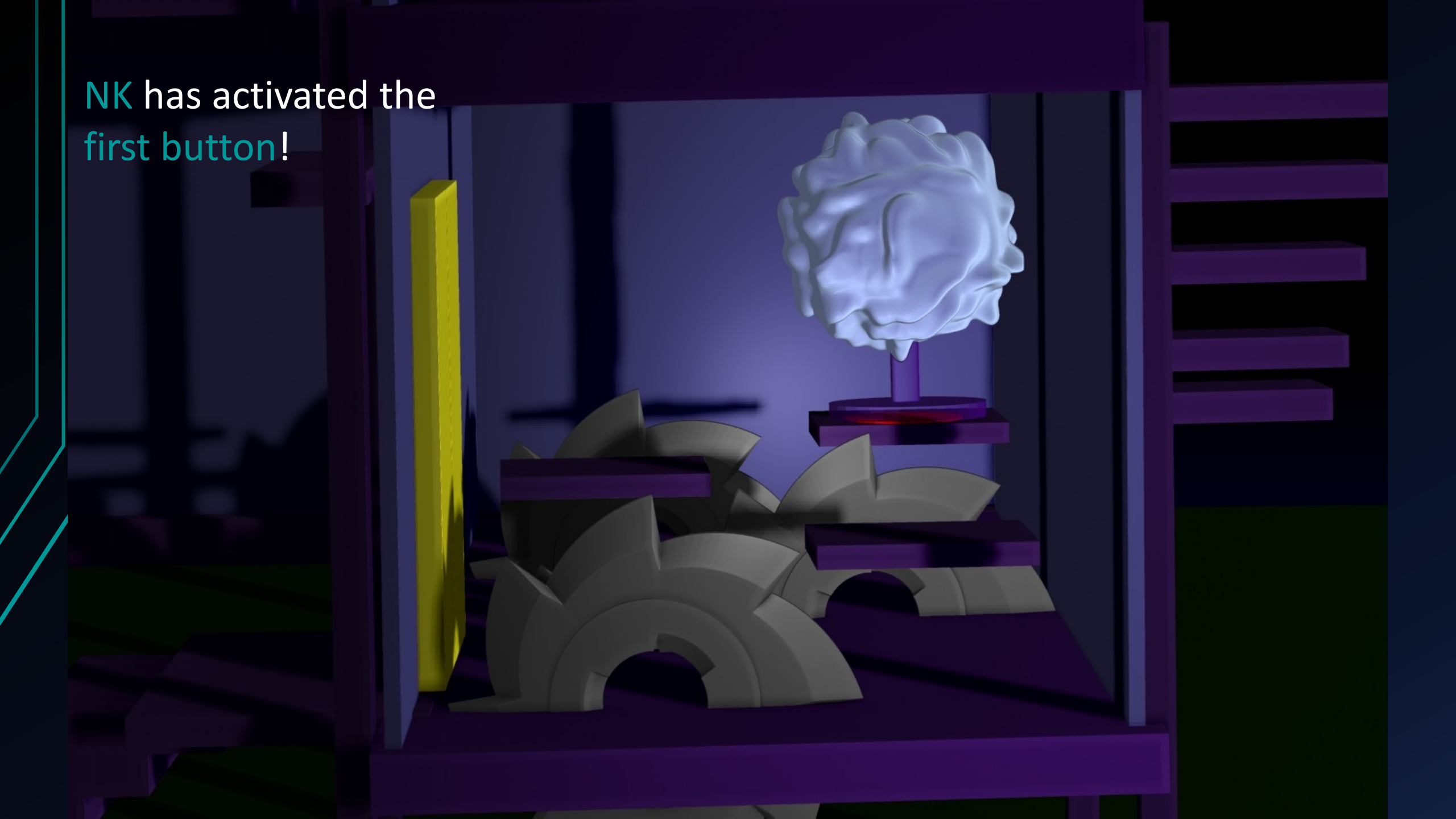


NK is heading to the first obstacle course and Proto is heading to the second one.

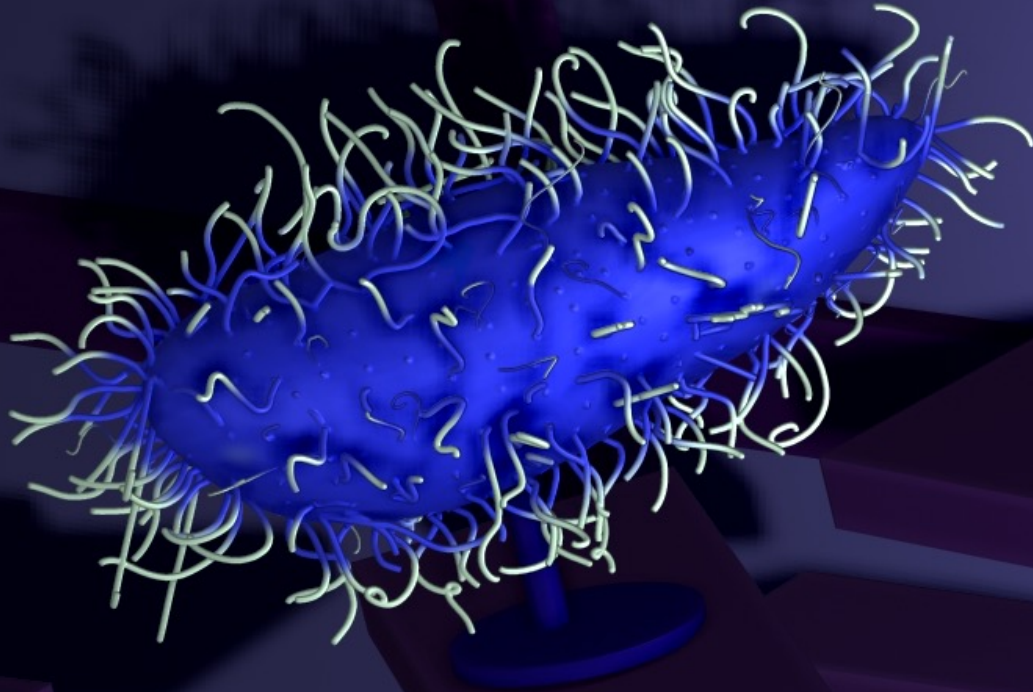
NK needs to cross this path
without contacting the
underground saw blades.



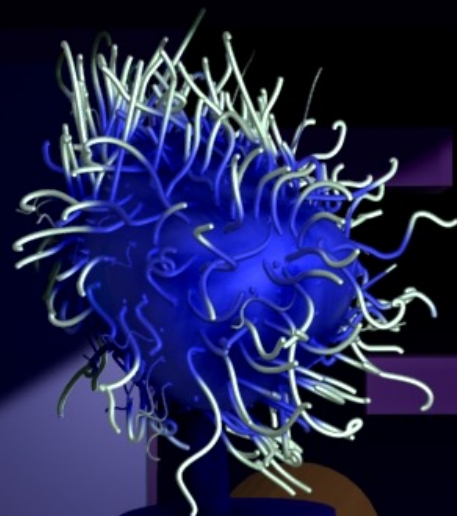
NK has activated the
first button!

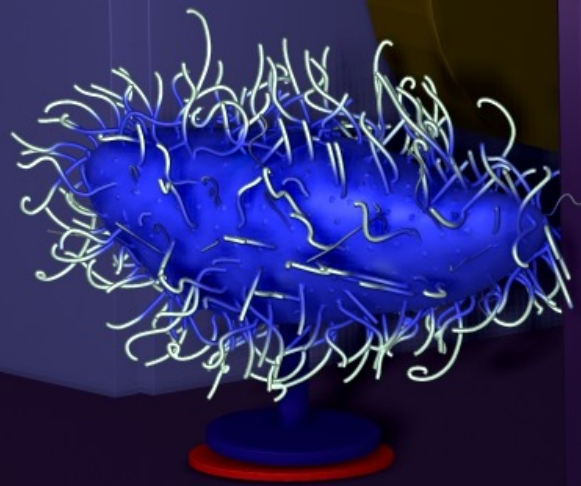


Proto is entering the second door that leads to the next obstacle course.



Proto needs to cross a giant log to avoid the lava underneath.



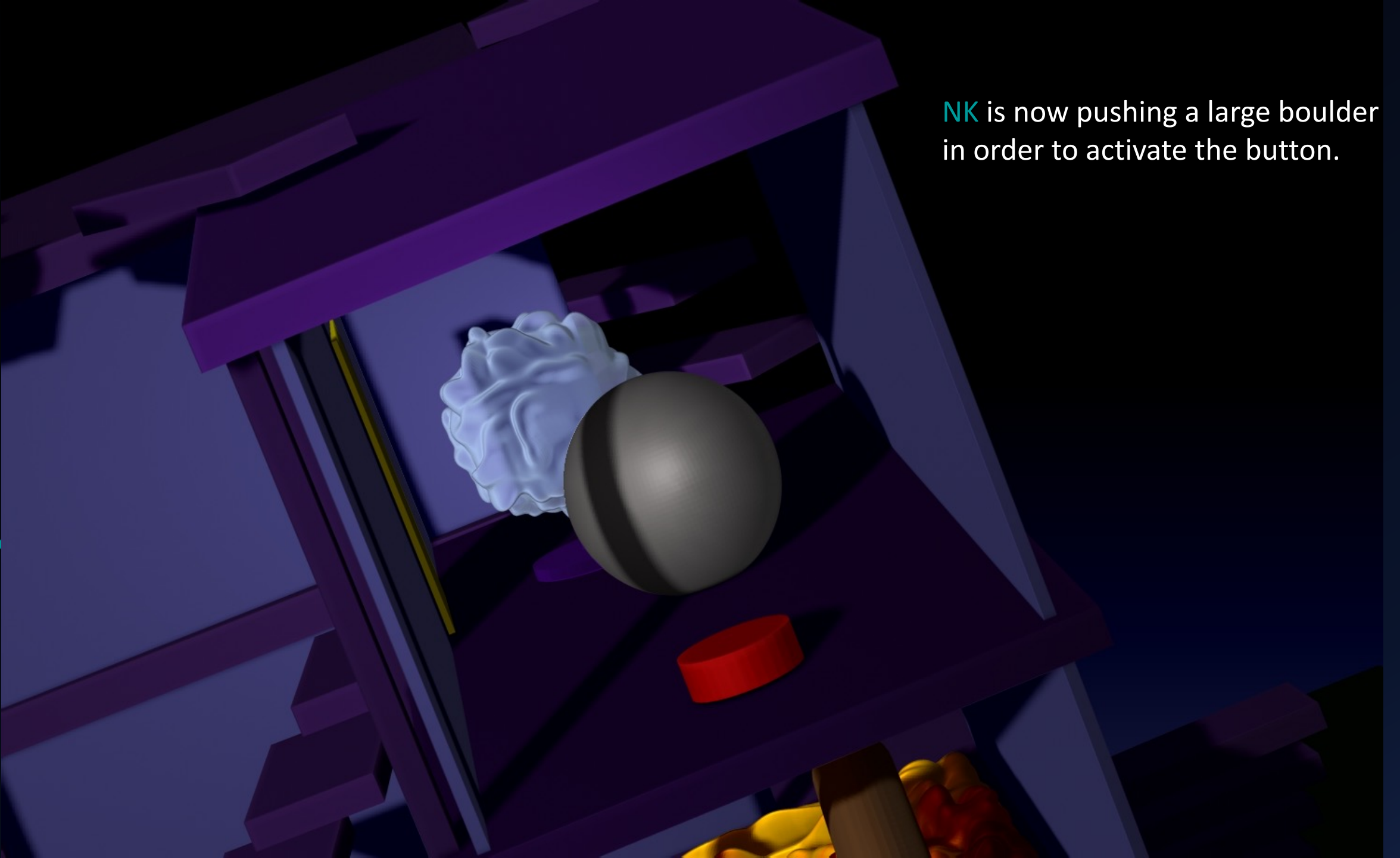


Proto has successfully pressed the second button!

A 3D rendered scene featuring a purple wireframe structure. Inside the structure, there is a yellow square on a purple base. A white, cloud-like or smoke-like object is positioned in front of the yellow square, with a thin vertical grey line passing through its center. To the right of the yellow square, there is a yellow rectangle. The background is a solid purple color. The text "NK is now approaching the third obstacle..." is displayed in white and teal on the right side of the image.

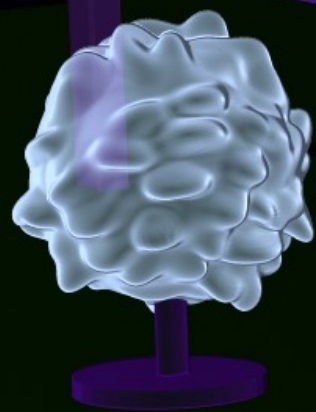
NK is now approaching
the third obstacle...

NK is now pushing a large boulder in order to activate the button.



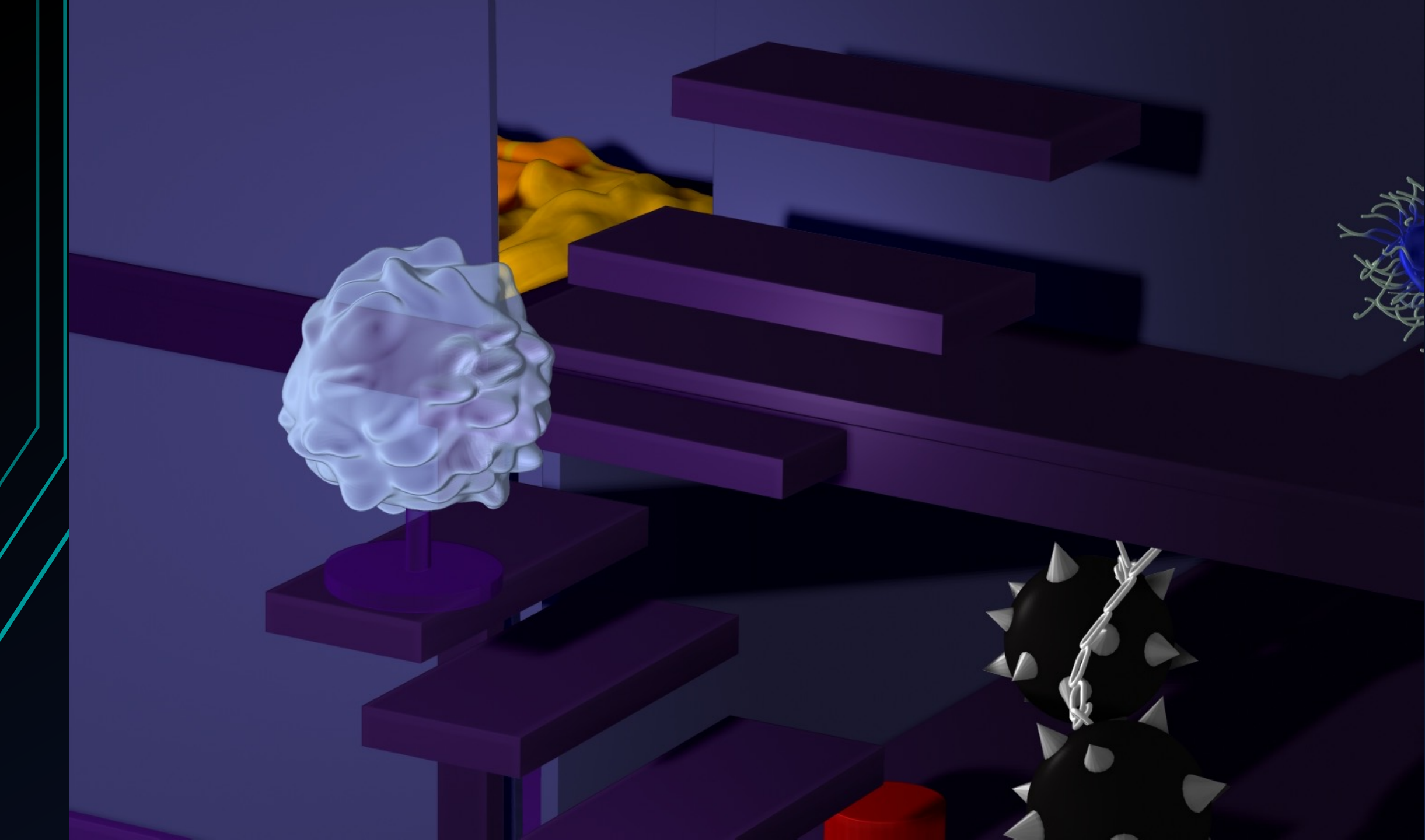


Success!

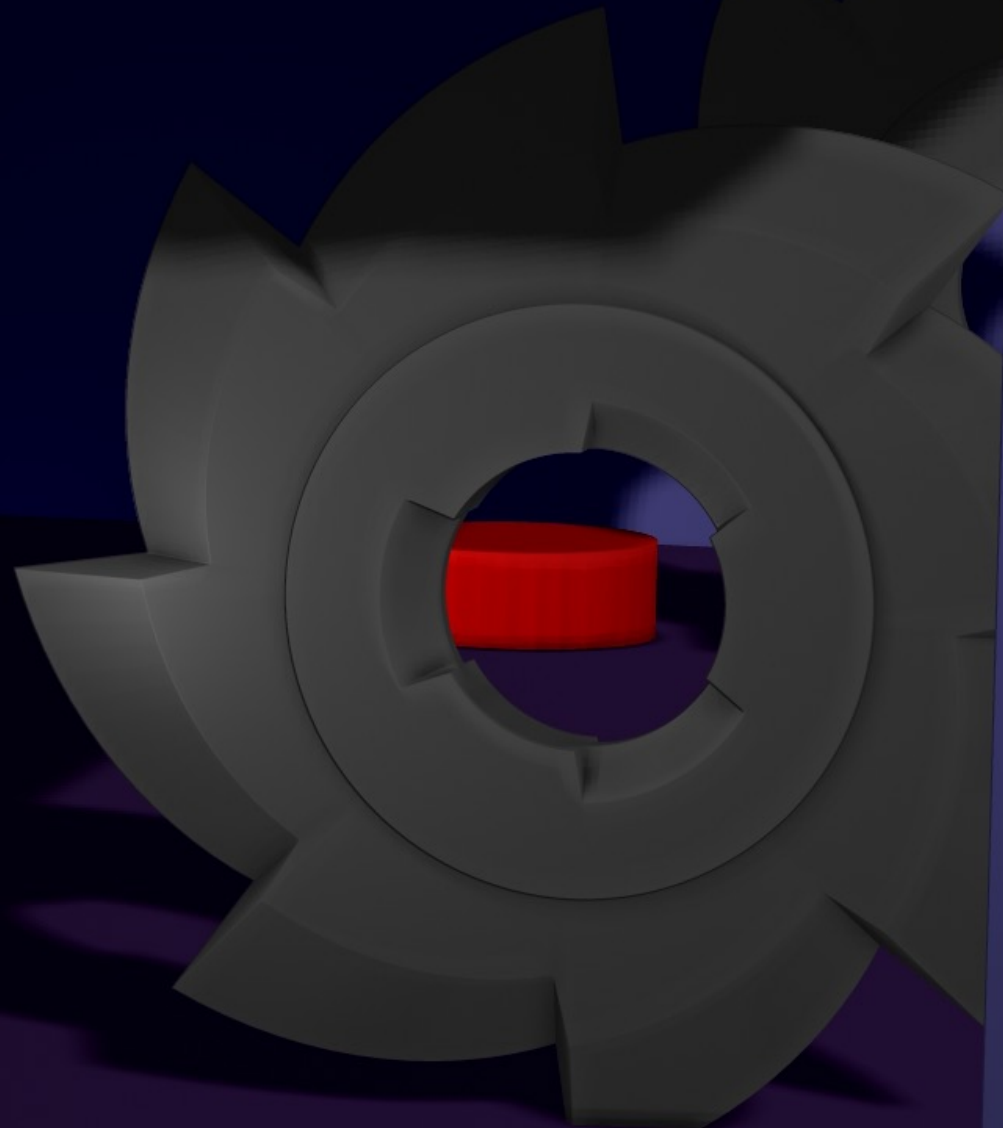


NK is now on the way to the
fourth stage.





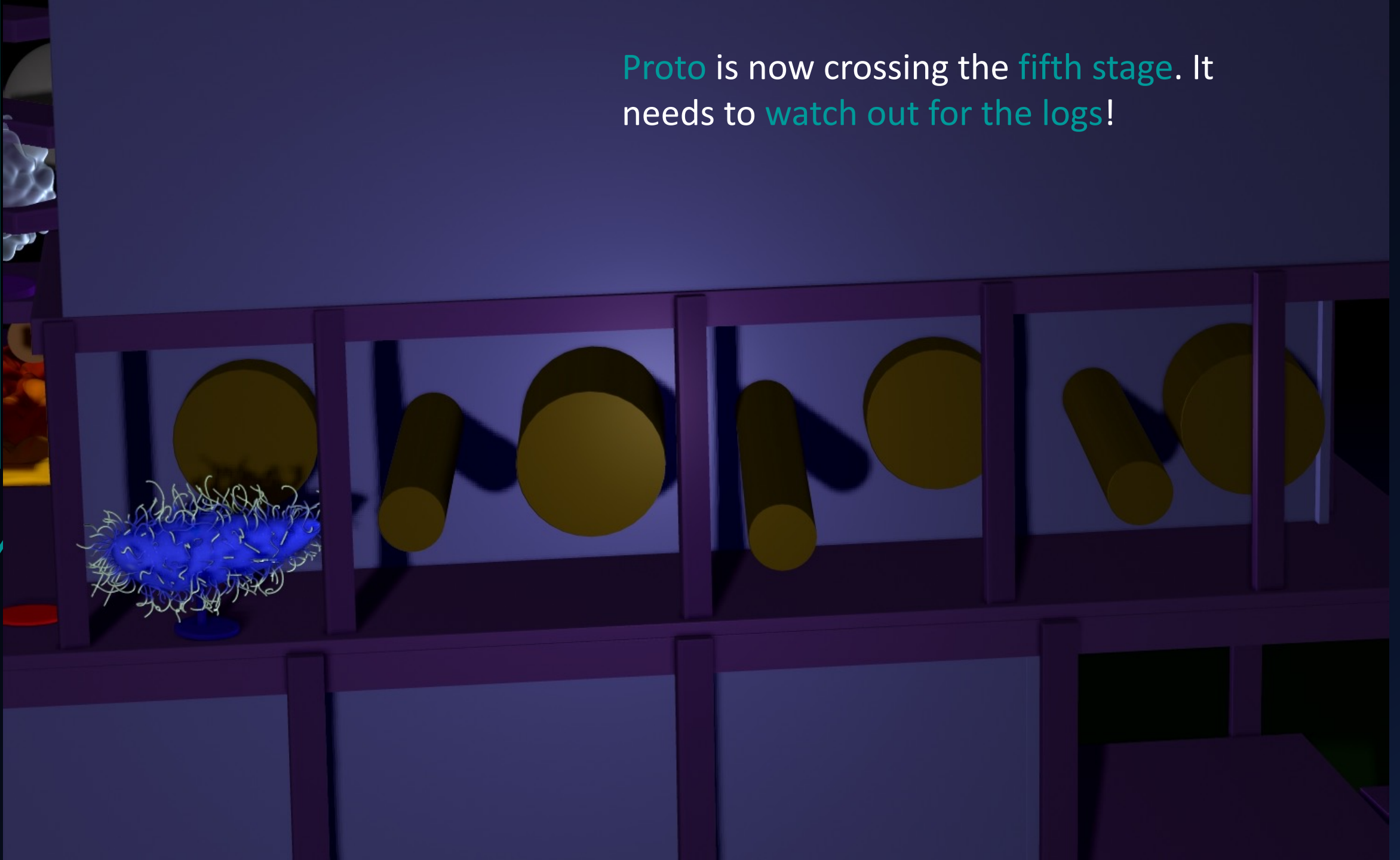
NK is now on the
fourth stage!



Success!



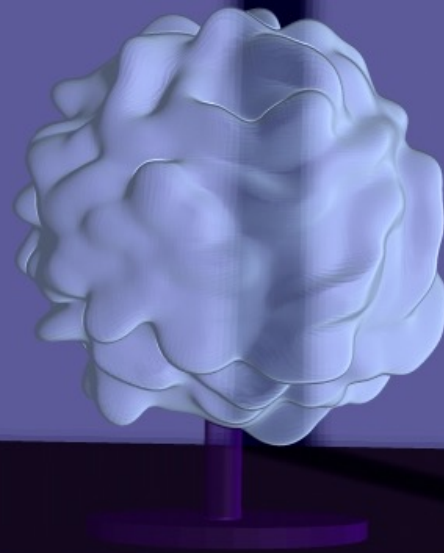
Proto is now crossing the fifth stage. It needs to watch out for the logs!

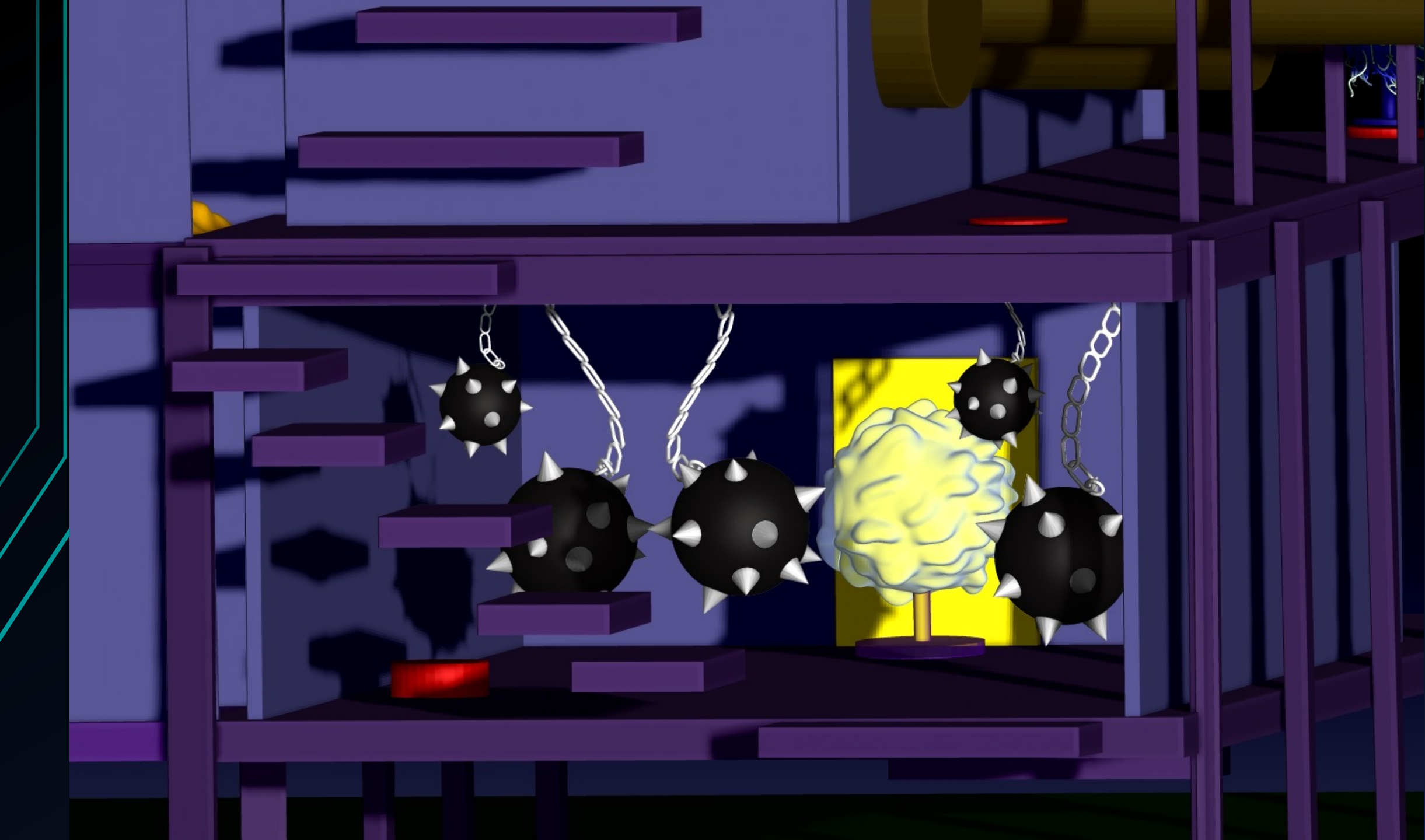




Success! There's
only one stage
left!

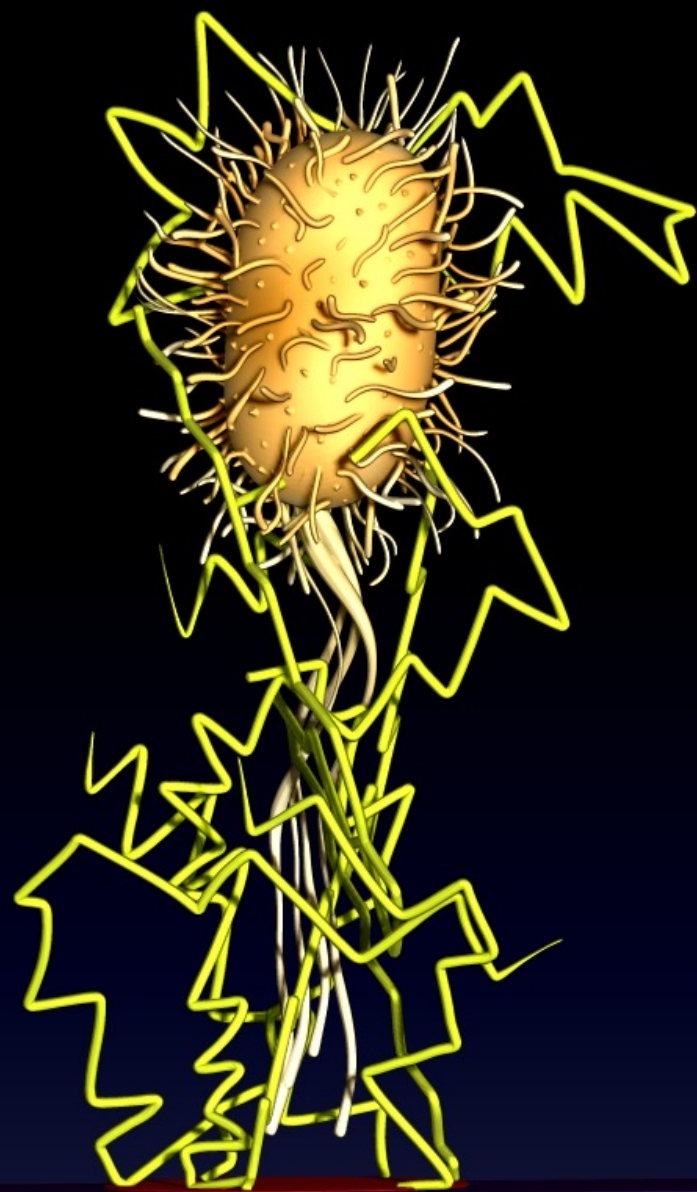
And NK is going to
be the one to finish
it off!

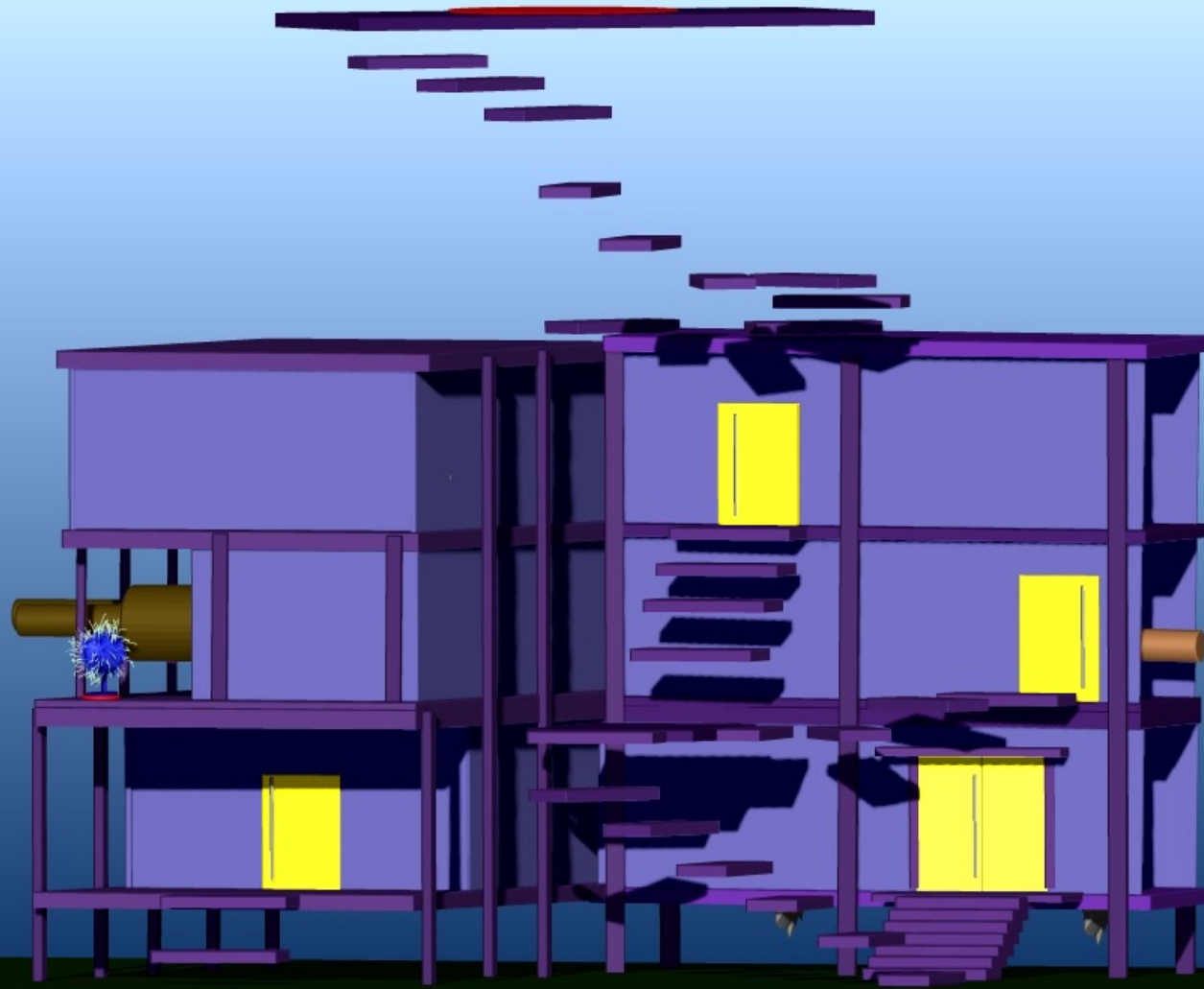






All the buttons have been pressed! They did it!





Waiting for dusk to continue the game...