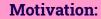
Team:

Director: Tao Zhang
Producer: Jiayan Chen
Game Supervisor: Dominik Schön
Sound: Julian Erhardt

Game Developer: Pascal Wiß (MMB)



Create a Pimple and give him a Name.

Take care of your Pimple and start to see him as a friend.



Software:

Unity, Adobe Creative Cloud

A fantastic wonderland of pimples