

Team:

Director: Tao Zhang
Producer: Jiayan Chen
Game Supervisor: Dominik Schön
Sound: Julian Erhardt
Game Developer: Pascal Wiß (MMB)

Motivation:

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

Jelly Pimple

Software:

Unity, Adobe Creative Cloud

A fantastic wonderland of pimples

A stylized, colorful landscape illustration. In the foreground, there are several rounded, green bushes or trees with black outlines. A bright blue path or stream flows diagonally from the bottom right towards the center. The background is a solid, vibrant pink color.