

Enjoy the Gaming Experience of Bubble Kitty Nom Noms with Your Family Today

LAFAYETTE, LOUISIANA, UNITED STATES, January 16, 2015 /EINPresswire.com/ -- Mobile video games are quickly becoming one of America's favorite pastimes and it is easy to see why. These games are easy to learn, hard to perfect and can be taken with you wherever you go. Cat photos can be found seemingly everywhere on the Internet because they are one of the most adorable things on the planet. Programmer Tylor Chacon has chosen to combine these two great things to create an independent game titled Bubble Kitty Nom Noms that is both fun and inviting.

Bubble Kitty Nom Noms is the debut project of Bullseye Entertainment Studio.

Tylor has been programming for 12 years and using game engines for 9 years. His experience has allowed this project to become a reality. This release is intended to be a [multi-platform video game](#) which will be Windows XP, Windows 7 and Android compatible to start. The game itself features kitty heroes Jiblet, Nibbles and Mittens as they float their way through eight challenging and unique levels. This makes for hours of interesting gameplay in a variety of colorful experiences from Indie Day to Frosty Paws. These levels all feature their own different backgrounds and in-game obstacles.

The goal of this player versus environment game is to collect a minimum amount of points in each level in order to advance to the next stage. At the beginning of each level the chosen kitten is launched up to the screen by a bubble machine named Big Bubba. Big Bubba combines a purified water source with a heavy and rich soap concentrate into a twin set of jet engine fans. The playable kittens then glides downward, dances and lands on various bubbles including "Nom-nom" bubbles which contain point giving snacks. The heroes are able to ride on the largest bubbles and they must do this to stay away from the bottom of the screen. Most of the obstacles are designed to pop kitten-carrying bubbles. These hazards include bubble-popping machines, birds and flying objects. Each of the game levels last for up to nine minutes in total. The game will continue for the full nine minutes unless the kitten hits the bottom of the screen. If you fall past this point then a bubble jet-pack will catch the player and bring them back to the top of the screen. If your kitten hits the bottom of the screen with no jet-packs left then the level is over. At the five minute mark things get even wilder as new obstacles and challenges come into play. Points are awarded for every second the player manages to stay afloat. In other words don't burst your bubble.

[The artwork](#) for the in-game objects and scenery for Bubble Kitty Nom Noms will be licensed from third parties as needed. This will give the game a professional visual appeal which is vital to a



graphically appealing light-hearted game like this one. Commercial licenses to themed music and sound effects will be purchased to add to this gaming experience. The controls will vary depending on which operating platform the game is running on. In the Windows and Mac versions the main character will normally be moved with the left and right keyboard arrows. By contrast the mobile game will feature a virtual joystick. This joystick will respond to touch screen movements so that the kitten glides either left or right. If the player chooses they can also use the virtual joystick on the desktop version by using their mouse.

Bubble Kitty Nom Noms offers a family-friendly, simple and comical playing experience that is suitable for families and children of all ages. Not only that but by funding this game you are helping the real brother and sister cats who are part of the inspiration behind the game. Cat lovers can unite by making a donation to the Bubble Kitty Nom Noms [Kickstarter crowdfunding campaign](#) which will run until February 14th. It is also important to note that if the stretch goal of 9,000 dollars is reached then work will begin immediately to make the game compatible with Mac and iOS. Funders will receive a copy of the game on one platform, one Bubble Kitty Nom Noms digital art image and a download of the theme song for just three dollars. As a 15 dollar crowdfunding reward funders will get a digital copy of the entire game soundtrack, a copy of the game on all available platforms, early access to the demo game and your name, or a nickname, in the title credits.

About:

Bubble Kitty Nom Noms (www.bubble-kitty-game.com), the debut project of Bullseye Entertainment Studio, is a colorful Windows and Android compatible player versus environment multi-level game. Featuring fun and family-friendly themes, and adorable kittens, Bubble Kitty Nom Noms is currently undergoing a Kickstarter campaign to support its release.

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This press release can be viewed online at: <http://www.einpresswire.com>

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