

Dust Bunny

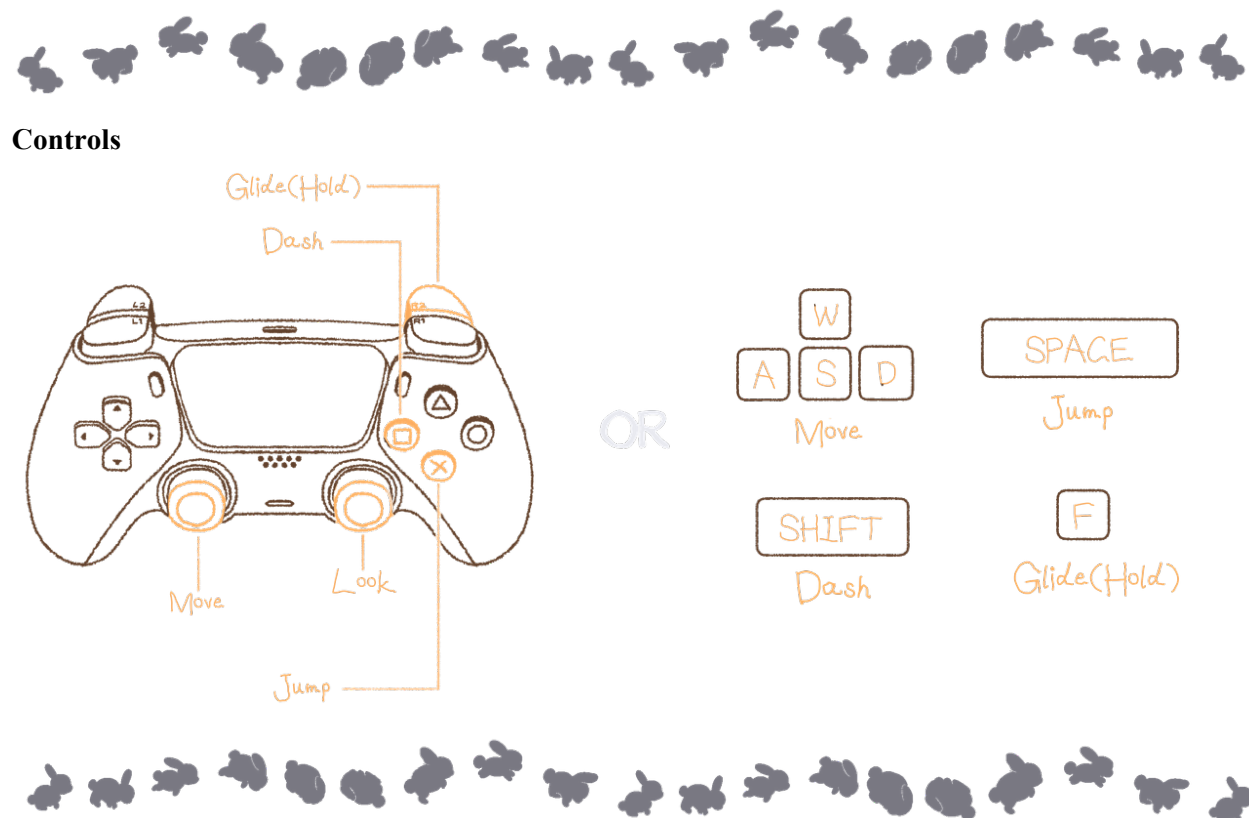
By Dust Bunnies

Dust Bunny is *Katamari Damacy* meets *It Takes Two*, a cozy narrative-platformer where you roll through a messy bedroom to preserve the creative spark of a girl heading off to university.

Overview

In *Dust Bunny*, you play as a sentient bunny shaped dust clump that grows by rolling over clutter in a messy bedroom. As you grow, you uncover lost childhood objects and realize you are not just cleaning, but preserving the memories that tell the story of a girl who abandoned her dreams of being an artist to pursue a 'safer' career in Computer Science.

The game takes place across three chronological zones that trace her life's journey from childhood passion to adult pressure.



Team Directory

Leadership

- **Emily Zhou** — Team Lead
- **Josh Yeo** — Project Manager

Engineering

- **Jo Nguyen** — Lead Programmer
- **Emily Zhou** — Programmer
- **David Gorospe** — Programmer
- **Weijun Wang** — Programmer & Level Designer

Art

- **Hayley Shing** — 3D Art Lead & Animator
- **Jennifer Fong Li** — 2D Art Lead
- **Cheryl Tian** — 2D & 3D Artist
- **Noor Amir** — 2D & 3D Artist
- **Yidan Zhang** — 3D Artist
- **Weijun Wang** — Shader & Light effect

Sound

- **Eric Liang** — Composer
- **Josh Yeo** — Sound Design & Implementation