

# Little Dog Bob

Release on Steam: 26 August 2021

[Little Dog Bob on Steam](#)

Mobile Release on iOS: June 2022

[Little Dog Bob on the App Store](#)

Mobile Release on Android: Juli 2022

[Little Dog Bob – Google Play](#)

## **Producer / Developer:**

Simon Eltz

I am a 2D Animator based in Switzerland

<https://simoneltz.ch/>

Email:

[eltzsimon@gmail.com](mailto:eltzsimon@gmail.com)

Website Little Dog Bob:

[https://simoneltz.ch/?kktfwf\\_portfolio=little-dog-bob](https://simoneltz.ch/?kktfwf_portfolio=little-dog-bob)

Trailer on Youtube:

<https://youtu.be/GNmevcE6bdo>

Gameplay on Youtube:

[https://www.youtube.com/watch?v=-5\\_hhH4Wv\\_E](https://www.youtube.com/watch?v=-5_hhH4Wv_E)

## **Synopsis:**

Make Bob happy by collecting stars and crossing obstacles.

Run through a vibrant world with an imaginative and sometimes even abstract landscape.

## **Features:**

- Four very different worlds with 23 levels each
- An additional agility game with 50 levels
- Bob has emotions and moods, speaks playfully to himself or mopes when something goes wrong
- Earn coins that you can use to improve Bob's skills. Buy him new hats that will motivate him to jump even higher!
- Modify the music by interacting with the world
- Quirky secondary characters
- The agility game is roughly based on the real-world dog sport of agility

**Team members:**

Music: Thomas Eltz

Bob's Voice: Martine Ulmer

Proofreading English / German: Julian Roos

Testing / Feedback: Thomas Eltz, Martine Ulmer, Nils Hedinger, Stefan Holaus, Totte, Samuel Ulmer