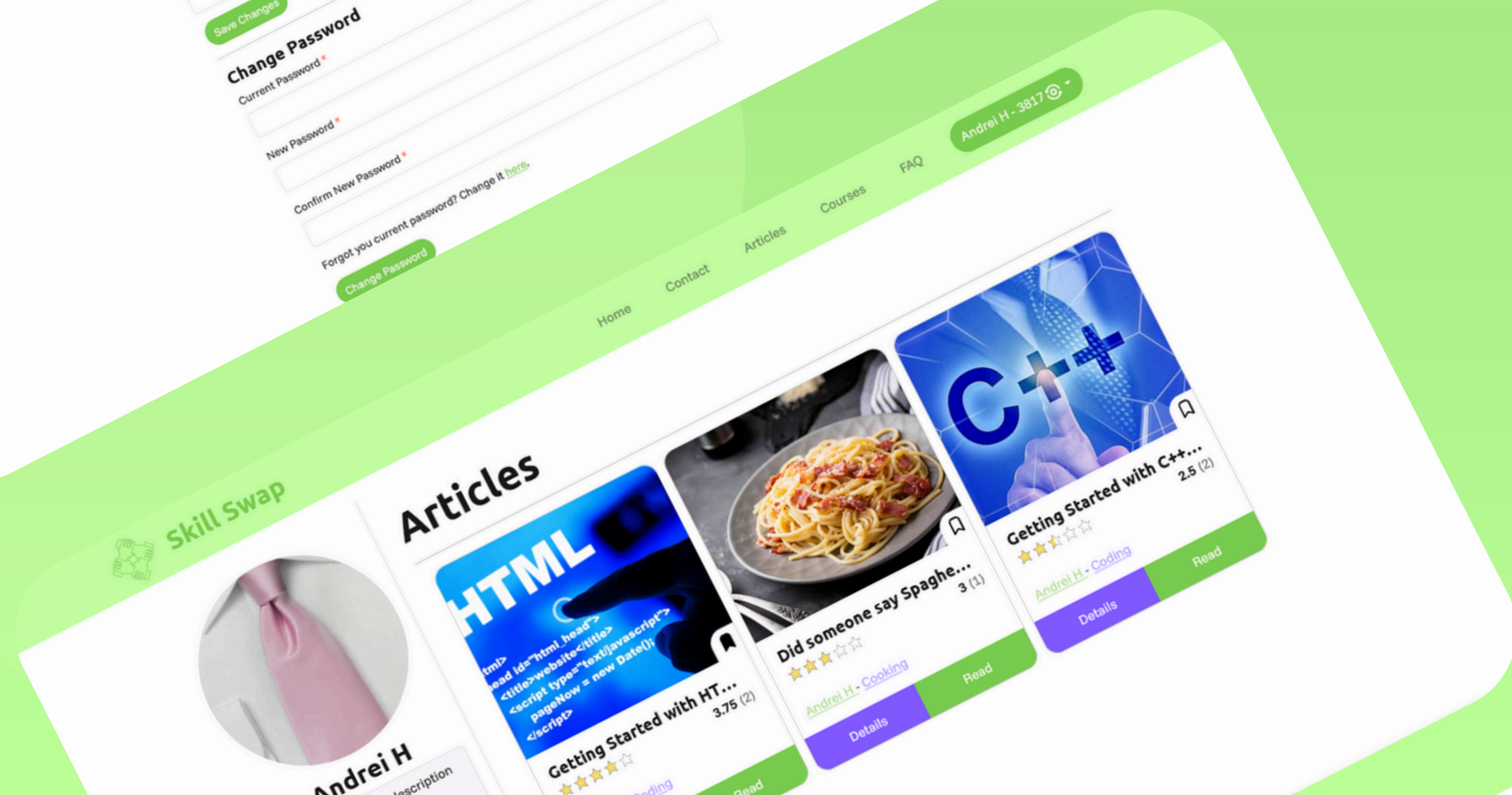


Skill Swap

Realizat de Huțanu Andrei Leontin și Roman David Ștefan



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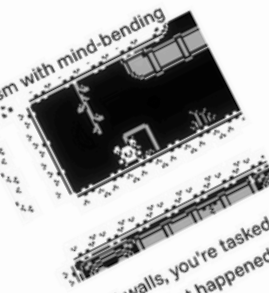


Tales of The Underworld

- Leo T -

Descend Into the Underworld

Tales of the Underworld is a short 2D puzzle-platformer that blends atmospheric minimalism with mind-bending mechanics. Set in a stark world of black, white, and gray, every room you explore is a challenge to both your reflexes and your perception. But this isn't just about jumping — it's about shifting reality.



Equipped with gravity-altering boots and a quantum cloak that lets you phase through select walls, you're tasked with solving increasingly complex puzzles in a mysterious underground facility. As you uncover what happened, the line between environment and challenge blurs — and each mechanic becomes a key to survival.

Think in Layers, Move in Dimensions

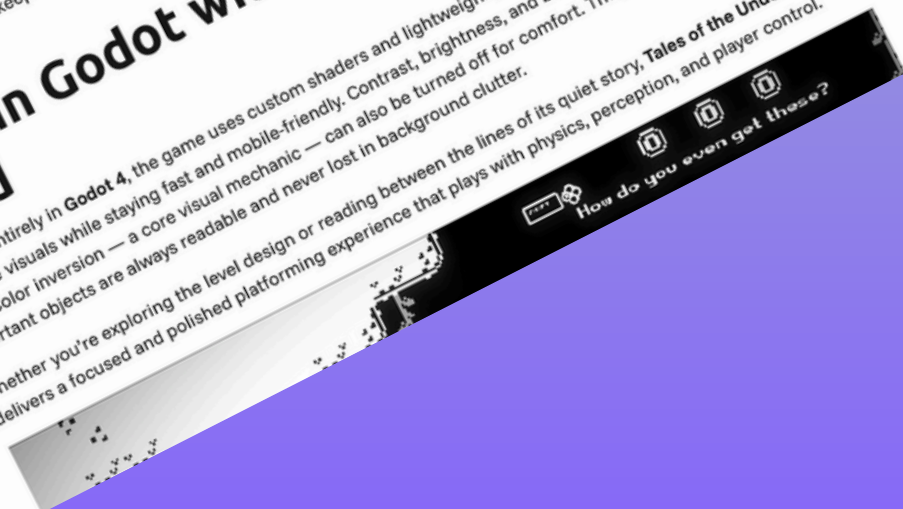
Physics-based systems drive the core of the game. Boxes fall, shift, and slide based on gravity and momentum. Doors only open when plates are pressed — by you, or cleverly moved objects. Platforms don't just move; they obey gravity too. And with each new area, jump variants evolve, requiring players to rethink how they approach space and motion.

You'll find secrets tucked into hard-to-reach corners, collectibles hidden behind clever challenges, and checkpoints placed just enough to keep frustration low but tension high. It's a compact experience — but one packed with interactive depth.

Built in Godot with Accessibility in Mind

Created entirely in **Godot 4**, the game uses custom shaders and lightweight post-processing to deliver clean, readable visuals while staying fast and mobile-friendly. Contrast, brightness, and bloom can be adjusted at any time. Color inversion — a core visual mechanic — can also be turned off for comfort. The game ensures that important objects are always readable and never lost in background clutter.

Whether you're exploring the level design or reading between the lines of its quiet story, **Tales of the Underworld** delivers a focused and polished platforming experience that plays with physics, perception, and player control.



Andrei H

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Tehnologii utilizate:



Chart.js

HTML



CSS



JavaScript

