2 Same Old Change

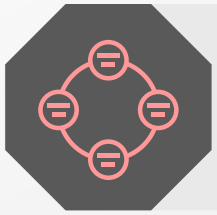
Inspiration

SUPERHOT, 2016

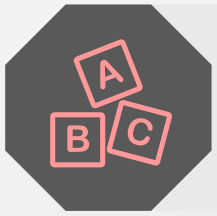
Connecting two otherwise unrelated elements.

Game genre

System time

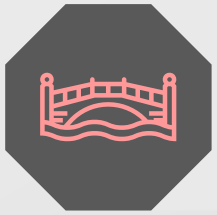


Protagonist goes through cycle of activities

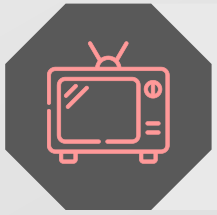


Match different (mini-)games

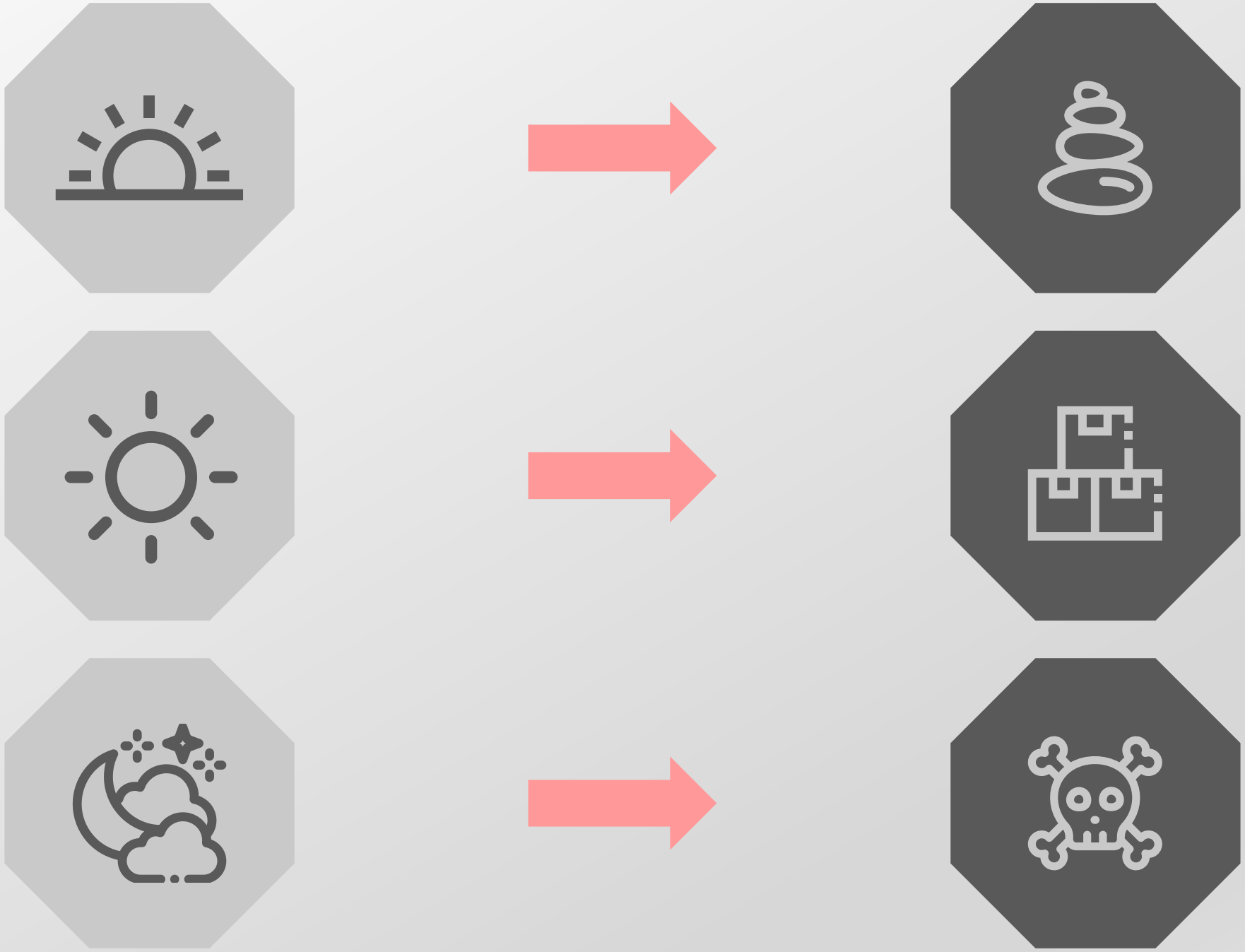
Cycle is synced to system time



Non-interactive transitions



Player tunes in, more like television



Experimental Aspects

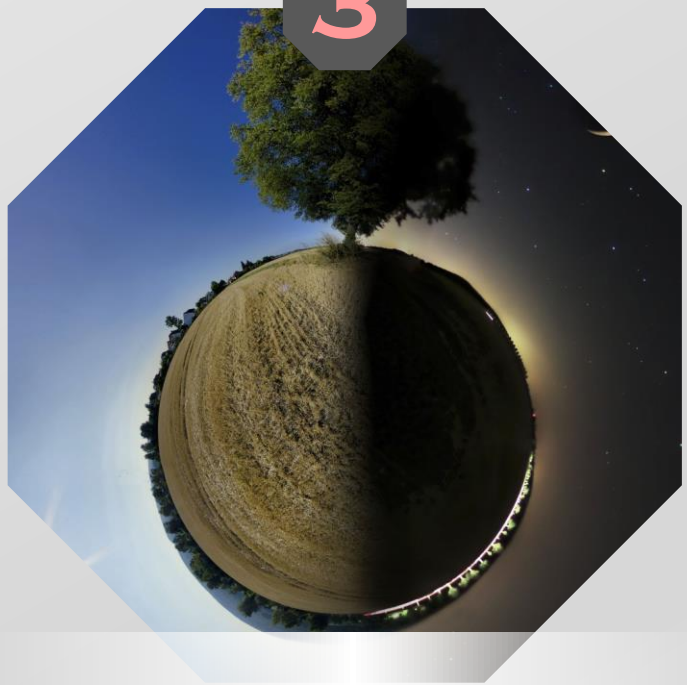
1

System time defines gameplay

2

Indirect choice over game genre

3



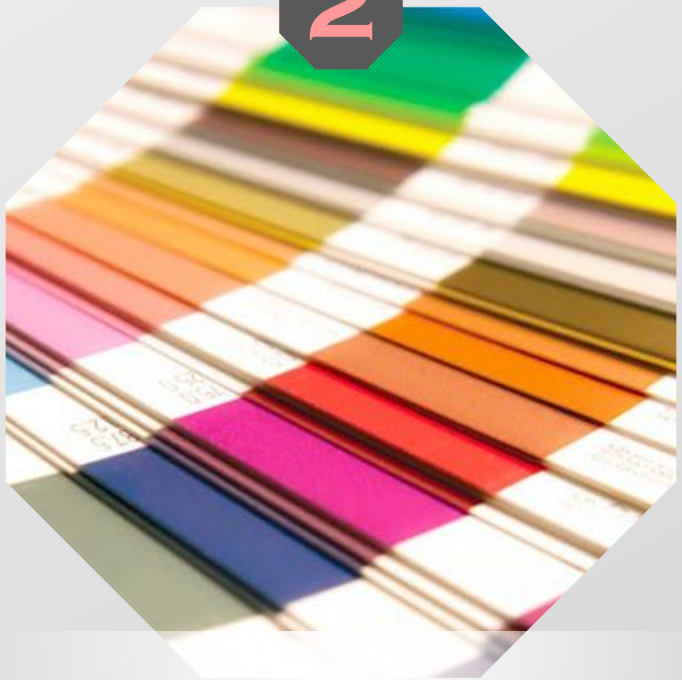
World independent of player

Project USPs

1

Perfectly fits
agile development

2



Variety through
different genres

3

Design for different
play sessions