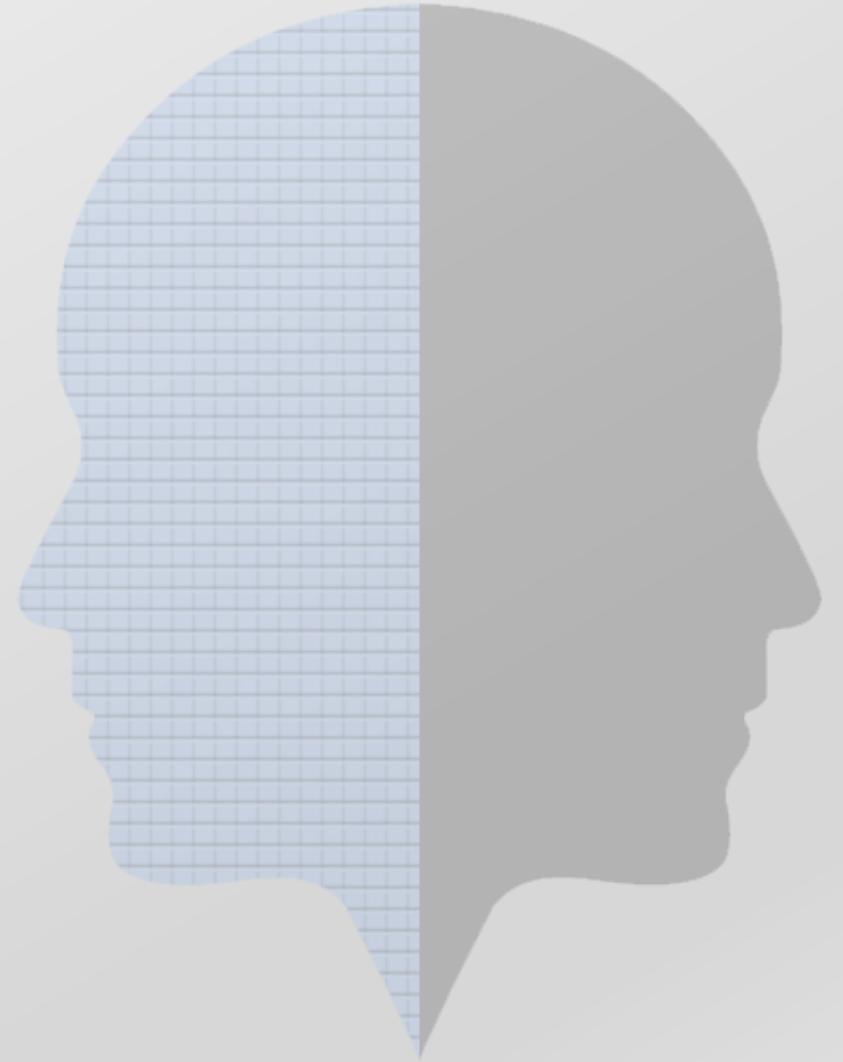




Project Janus



“The **history** of digital
games is an **ongoing series**
of radical **metamorphoses.**”

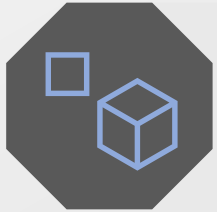
- Aristotle, 340 BC



Relive **history** of games



Short games from **different eras**



Seamless transitions



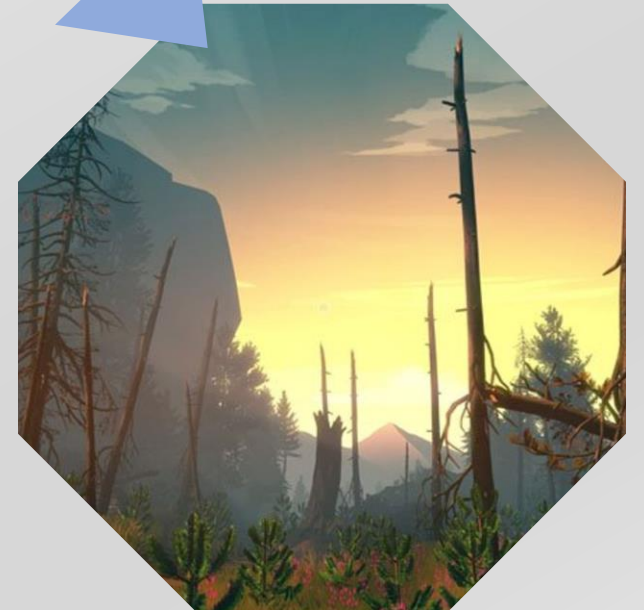
One consistent **character** and **story**



Tropes, flaws, and **conventions**

Inside the small building,
this is a one room house. There
in all four walls. There is
the entire floor and it is obvi
been anyone here for a long t
ner there is a large open tro
s a large rug covering most o
s a large gas lamp.

would you like to
LAMP



Inspiration



What Remains of Edith Finch, 2017

Experimental Aspects



Game about
digital games



No gameplay
loop



True retro
experience

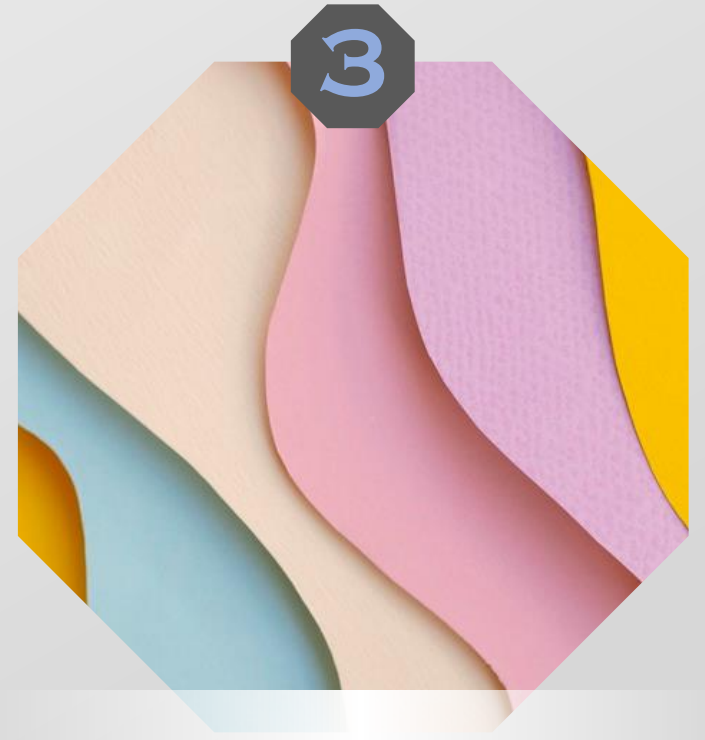
Project USPs



Aligns with
agile development



Huge learning
opportunity



Variety during
development