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About the Game:

Point of View is a level-based puzzle game in which two small robots must find a way to exit the room by activating all platforms in the room simultaneously. Simple, right? Sure, if it weren't for a malfunction preventing the two robots from changing their view, making everything outside their field of vision unknown. Therefore, the only way for them to escape is to rely on each other, and cooperation will be the key to their escape.

The player will simultaneously control two distinct robots. For one, only a first-person view is available, while for the other, the player can control its movements, with the option to swap roles at any time. The objective of the game is to have the two robots collaborate to reach the end of the level.

Settings:

There is the possibility, in the settings to activate:

- **Easy Mode**: When the moving robot gets out of the field of view, an arrow that points to that robot and tracks its movements spawns. This way is easier to know the relative position of the robot and gives the possibility to solve some parts of a level even without seeing directly what is happening.
- **Tips Mode**: At the beginning of a level, a tip is shown to give an hint about one of the possible solutions of a level, or about an action that could make it easier for the player to solve the level.

Controls:

- Press WASD/ Arrow keys to move
- Space   to switch cam
- R   to restart the level
- M   to go to Main menu
- L   to go to level selection

Use your arrow keys to navigate through the cameras showing at the beginning of a level, or feel free to skip them by pressing Space.

It is strongly recommended to play the game in full-screen mode.
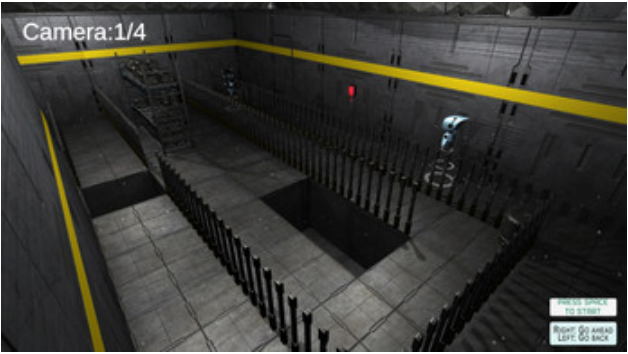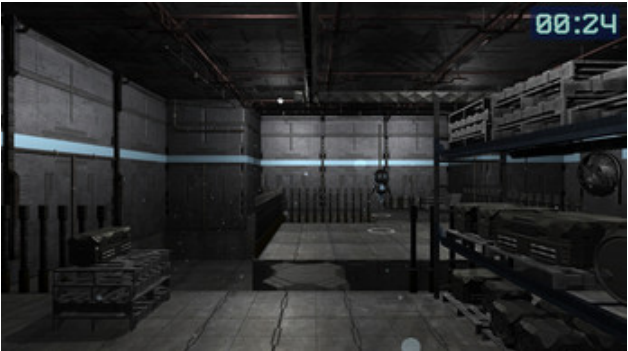
The PoV Team:

- Antonio Di Paola
- Francesco Benelle
- Giacomo Ballabio
- Simone Frazzei

Special Thanks to:

- Chiara Auriemma, for the musical choices

Developed for the Videogame Design and Programming course of the Politecnico di Milano taught by Prof. Pierluca Lanzi & Prof. Daniele Loiacono.

[More information](#)

Updated	⏱ 1 minute ago
Published	⏱ 34 days ago
Status	In development
Platforms	HTML5, Windows, macOS
Author	POLIMI Game Collective
Genre	Puzzle
Made with	Unity, Blender
Tags	3D, Dark, Perspective, Robots, Sci-fi, Short, Singleplayer, Unity
Average session	A few minutes
Languages	English
Inputs	Keyboard, Mouse
Accessibility	Textless

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