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Hole in the Wall

Summary:

In this game, the player must weave through small openings in walls that approach them, while staying within the bounds of the arena. The walls move at increasing speeds, and if the player tarries for too long on a certain part of the arena, it will collapse beneath them.

Description:

The player spawns in a small arena. A wall will spawn on one side of the arena and move towards the opposite side, containing at least one opening that the player is able to slip through. After a short time, another wall will randomly spawn. If it will spawn in the same location, it will randomly choose again once. As the player continues to dodge through walls—earning points as they do so—the player and the walls will move faster, and the walls will also spawn faster. Additionally, the arena is made up of a 4 by 4 grid. As the player stands on a square, it will slowly lose durability, eventually breaking completely and forming an area that player must avoid. The only way for the square to regenerate is for the player to avoid it, and it can no longer regenerate once broken. The game only ends once the player dies, at which point they are taken to the main menu, where their high score is saved (until they quit the application). They can also choose from three different difficulties, which determines how fast the walls initially move and spawn, as well as how quickly the squares break and regenerate.

Credits:

- Design and programming by Ian Jeannin.

- Inspired by the "Hole in the Wall" game show aired on Fox and Cartoon Network.

Genre:

- Arcade Platformer