

# Hole in the Wall

Genre: Arcade

Mechanic: Movable player in center of game window. Walls approach from the side with a hole in each, player must navigate through the holes or be pushed back. Progressively speeds up.

Motivation: High Score

Win State: Survive long enough? Unlock additional levels (empty spaces inside the arena that player must avoid being pushed into)?

Lose State: Be pushed out of bounds.

Inspirations:

Hole in the Wall Game Show



Hole in the Wall Minecraft



