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## LitGame Ideas

- Levels could change seasons so that it makes it seem like time passes (maybe you leave in the summer, and then there's like a fall leaves level, then a sad snowy level, then a spring level where you find your way back home again)
- Missing Dog posters after a level or two
- Could fall asleep in different places and dream about future levels, but when you play them in reality it's lame, and you eventually dream of home and go back there
- For platforms, made the top of an otherwise background image slightly darker to indicate you can jump on it
- Characters: chocolate lab, yellow lab (I think black lab may blend in too much with the eyes, etc)
- Animations: probably just alternating frames with legs on/off the ground



**Reflection:**

One thing I found particularly interesting from Clune, especially given that I'm designing a 2D game, was the argument that 2D games are more immersive, or are the only "real" format of video games, as was suggested briefly in class. I wasn't expecting 2D to be deemed more immersive than 3D before reading, but I honestly think that I agree, especially thinking back on various games, such as Hollow Knight and Dead Cells, where I really found myself feeling like I was awakening from almost a trance-like state after playing for a while. I think, like Clune suggests, that this is due to the fact that there is more left to my imagination, so most of my subconscious is dedicated to filling in the areas of the game that I may not see or perceive visually. I hope to achieve a similar effect in my game, as the concept of playing as a dog in a world constructed by my extremely amateur pixel-art skills doesn't sound incredibly immersive on its own, but I hope with a story and (hopefully) music it can become an engaging experience.

Speaking of my game, I haven't quite had the time to begin constructing the world, but I have taken the time to think through how some of my level design may go. One of my favorite ideas for the functionality of the game is to have the player character (the dog) fall asleep after some fairly simple "transition" levels that take place in the real world, and platform through a colorful and slightly less realistic world, only to find a more monotone and sad version of the dream in a future transition level (which I hope will help drive the loneliness/homesick narrative along).