

[Minivania by Jordan Guillou, 3G\\_Ghost\\_Pro, lapspider45 \(itch.io\)](#)

The game world of Minivania, its syntax, is made up of a few simple objects. “Checkpoints”, “signposts”, “spikes”, “sawblades”, “jump pickups”, and “point pickups” are the entirety of the game’s syntax. These objects, in context, give semantic meaning to the game’s world. Checkpoints and signposts are tools that aid the player character in their journey by saving their progress and informing them of next steps.

Spikes and sawblades are obstacles that hinder the player’s movement towards their goals. Jump and point pickups are the goals that the player character is after.

Without checkpoints, the game would be frustrating and overly difficult. Without signposts, the player would have no inclination as to the game’s premise. Without spikes and sawblades, the game would be overly simple and meaningless. Without pickups, the game would have no goal. All the few objects that make up the syntax of Minivania are necessary to add meaning to the game, and each play their role in contributing to the game’s feel.