

What is Interrobang?

Interrobang is a looping 3D puzzle platformer. The player manipulates the character through the level and solves progressively harder challenges.

What inspired us?

This is the Only Level was the inspiration for the looping portion. Other platformers like *Mirror's Edge* and *Portal* drove the platforming and puzzle portion. *Antichamber* inspired our simple color scheme.



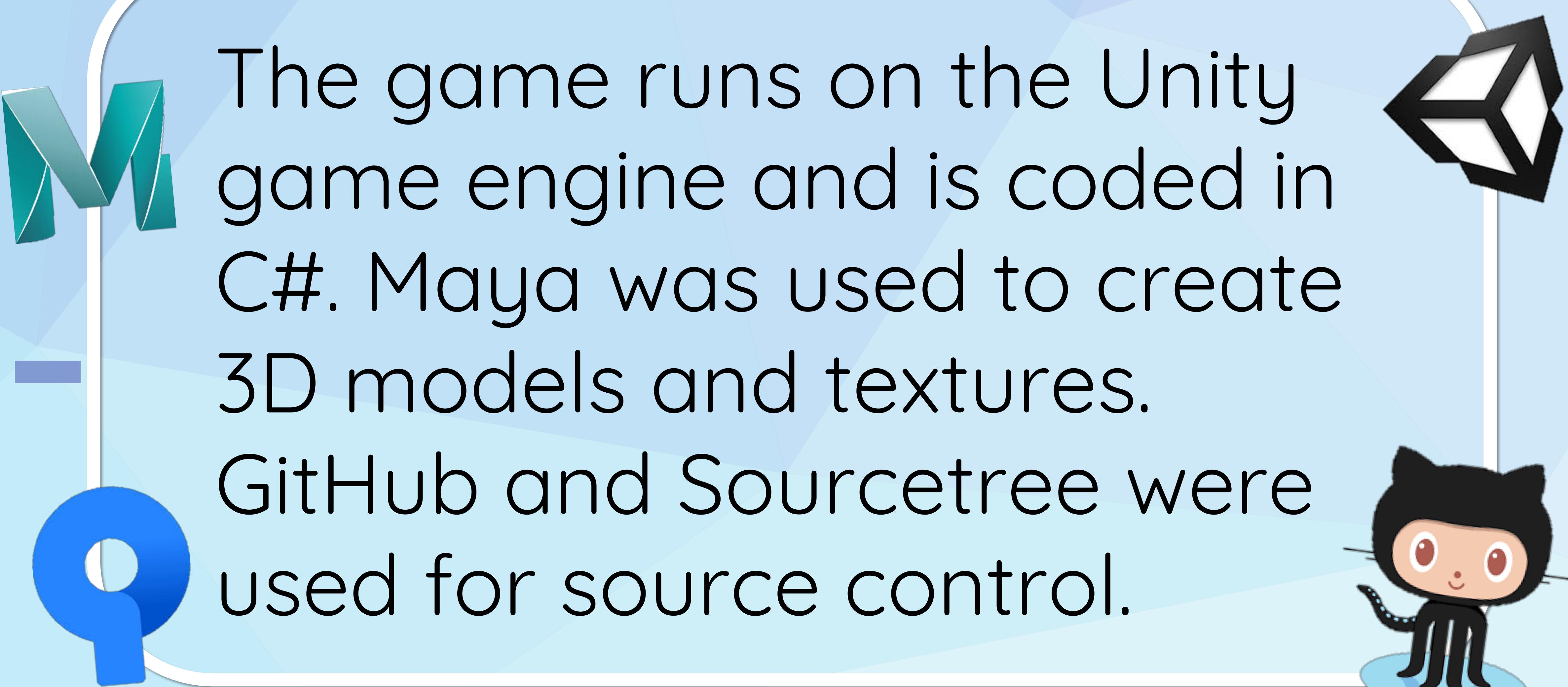
Why did we make Interrobang?

Interrobang is designed to be a simple and fun game that anyone can understand and enjoy. We created the game in the hope that it would appeal to the widest audience possible.

John Hardy
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You can run. You can jump. And you can die!

What software did we use?



The game runs on the Unity game engine and is coded in C#. Maya was used to create 3D models and textures. GitHub and Sourcetree were used for source control.