User Interface Log:

The design for my game stems from how I imagine old computers. Static, glitches, green text on a darker green background. I wanted to simulate the feeling of being a new computer and being built up. That’s why the background changes when you progress through the game and get parts added.

The cutscenes are meant to tell Albert’s story, and really get you invested in it. Playing as Albert rather than one of the scientists training Albert is also supposed to get you more involved in the story.

The level design comes from a combination of biology and computer science. The bottom level puzzles are based on how synapses fire. You’re making a bridge, connecting ideas into associations. I took liberties with this to turn it more into a puzzle, but that’s where the original design came from. The higher level puzzles are supposed to have more of an object oriented, “inheritance” feel. If they contain the same associations, they come from the same concept. Similarly, if the concepts all connect into a circuit, you have a fully formed understanding. The full understanding is sort of like a library on a topic.

By building the puzzles in this way, the puzzles wind up being very top-down by design.