Grey – Duality Game

https://github.com/Luana-21898/Grey-Duality-Game

Gray is a brain teaser game combining arrows and colours based on the duality concept and Stroop effect.

The concept of duality refers to opposing elements, such as:

Good / Bad, Success / Failure, Dark / Light, Left / Right, Mirrors and so on.

The Stroop effect is the difference in reaction time between automatic and controlled processing of information and requires more cognitive effort.

The game is based on a character named **Gray**.

According to the rules of each level, **Gray** collects falling left or/and right arrows, but he also needs to use the Stroop effect reaction to pick the wrong or/and right colours.

During this game, the arrows were generated at random so that the game would function as a game without repeating patterns.
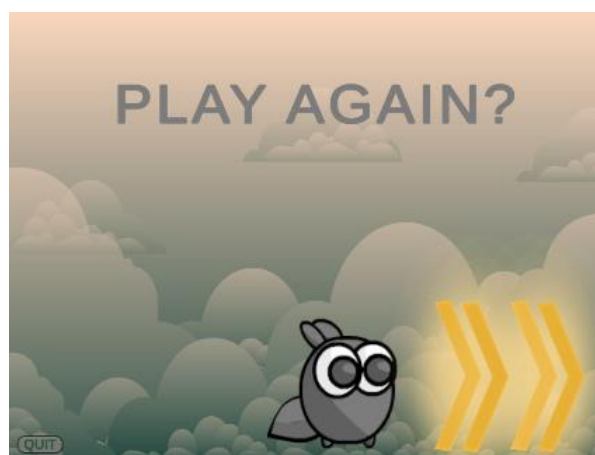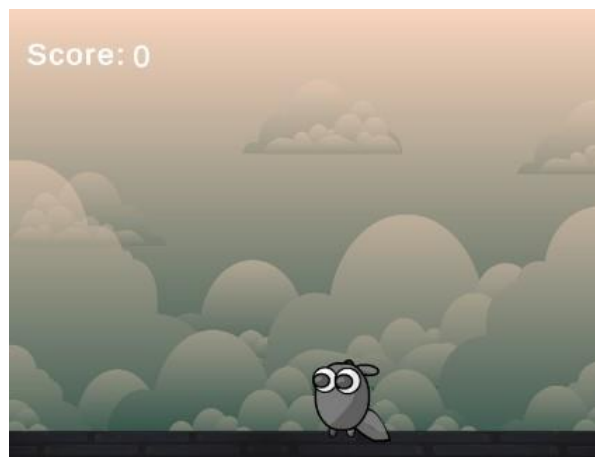
On level 1, the player needs to collect the "wrong right arrows", that is, the arrows that point to the right, and the colours that don't match the description.

How to Play

In this simple interface and gameplay-oriented game, the player only uses the arrow keys to collect items.

References

Amin, B. (n.d.). *The Scratch Stroop Effect Game*. [online] Available at: https://platform.cysf.ca/media/Grade_8_Barirah_Amin_slides-_Google_Slides_7FnJbWg.pdf [Accessed 23 Apr. 2022].

Anon, (n.d.). *What Is The Concept Of Duality? - Definitions and Examples - Lisbdnet.com*. [online] Available at: https://lisbdnet.com/what-is-the-concept-of-duality/#:~:text=Duality%20is%20the%20idea%20of.