

Changes from start to finish

The entire concept of the project changed from having puzzle boxes drop in front of you eventually forming an assembly of some type, to creating a list of input commands that lead a character to the end of the level. After changing the idea, we originally had the level set within a cube however after playtesting we discovered that it made it awkward for players to look around the level especially if they were looking upwards for an extended period. We changed the level design to be more open so rather than being forced to look up or down for extended periods players can get a more comfortable view of the level.

Postmortem

Overall, we are happy with what we have the level design is a lot more open and allows for more creative levels, the controls while initially a bit confusing once you get the hang of it, we feel that completing a level and seeing the character run through the commands is highly satisfying and enjoyable. The only thing we would like to have added if we had more time would be to have different types of blocks for the player to interact with like Springs and spikes.

Reference

Pro Builder.