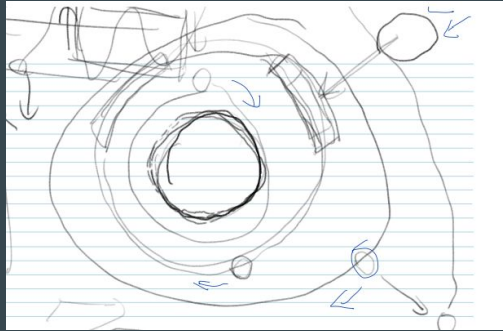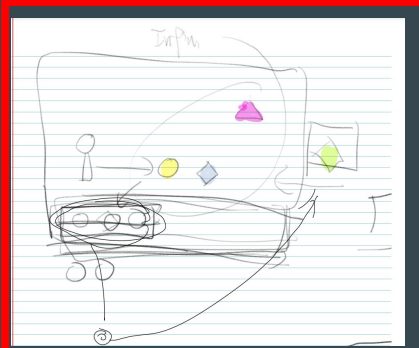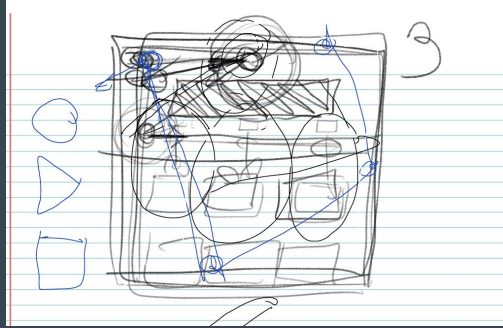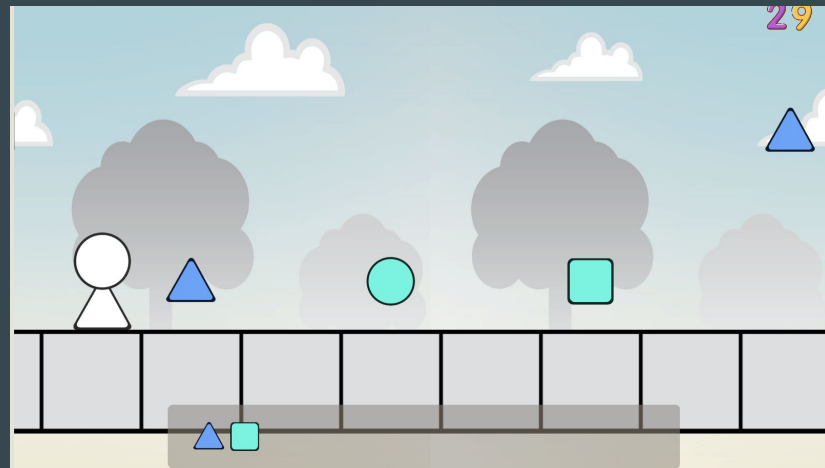# Gem Master

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Yuhe, Fengze, and Chenny

Initial Design Process
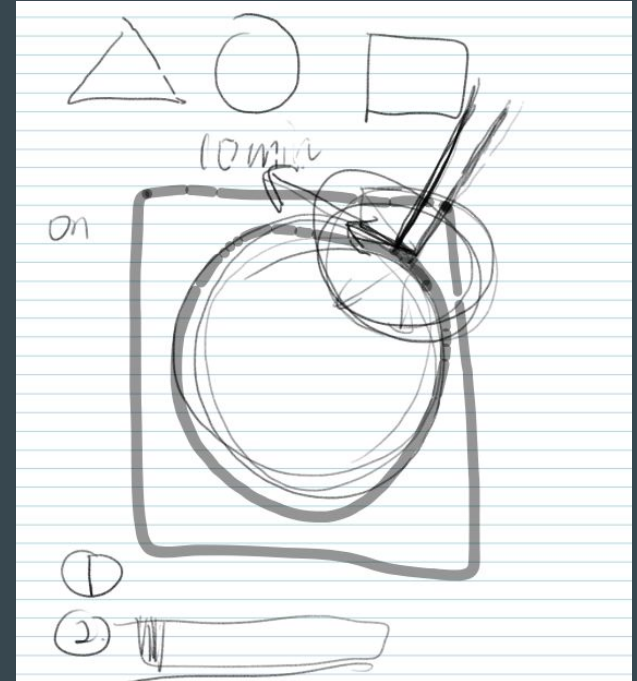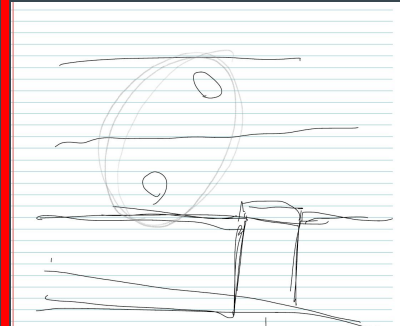
Horizontal Game + Zuma

Game Mechanics

- Player uses the spacebar to jump

- Collect gems of different shapes and size

- Try to match 3 gems of the same shape or color

- Be careful not to overfill your inventory!

Design Process

- 3 shapes and 3 colors (9 possible combinations)
    - Having too many different combinations would make the game more difficult
    - If we had more time, potentially introduce more shapes and colors to ramp difficulty
- Maximum capacity for gems
    - Played around with different numbers
    - Settled on 10 as an appropriate difficulty level
- Score
    - Increments as time goes by and when matching gems
    - Incentivizes player to collect gems instead of avoiding all of them

DEMO