



Team Apple Juice

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Section: Thursday 4:00 PM - 6:00 PM

Summary

Blocked In is a sliding block puzzle game which has some similarities with the ice cave block puzzles in Zelda games. The player gives blocks a push and they slide until they collide with some other object. There are both movable and immovable blocks, both with numeric values that determine how they will interact with other blocks. If a block with a higher number value crashes into a block with a lower value, the lower value block will be destroyed and the high value block will continue on its path. Blocks that are of the same level will stop each other. These types of varied interactions allow us to create more interesting puzzles that require the player to consider the importance of every movable block.

There are also special function blocks that alter the gameplay experience. For example, there is a teleporter block that instantly sends other blocks that collide with it to a corresponding teleporter tile. There are also phase blocks which only allow low number blocks through. There are also special floor tiles such as directional boosters, which alter a blocks direction of travel. All these objects enable the creation of some formidable puzzles.



How To Play

CONTROLS

Arrow Keys – movement

R or SPACE – restart level


OBJECTIVE

The objective of the player on each level is to have the player character  reach and collide with the exit portal . The player can freely move over tiles, but cannot walk through any blocks. The player can only fail a level by moving blocks in a way that makes the level impossible, or by being hit with a moving block, which kills the player.


MECHANICS

Each level in Blocked In is filled with various blocks and tiles that have specific properties.


Wall Blocks

Wall blocks  are immovable, indestructible, and will stop any block that collides with them

Immovable Blocks

Immovable blocks  are immovable, and have numerical values that determine how they interact with other blocks.

Moveable Blocks


Movable Blocks  can be pushed by the player if the player collides with them from behind



A Movable Block that is in motion will continue to move until a collision stops it. If a movable block collides with an immovable block or movable block with a lower value than their own,



the other block will be destroyed and the movable block will continue to move. If a movable block collides with an immovable block or movable block with an equal or greater value than

their own,  the moving block will stop. Blocks CANNOT be pushed in a direction if they are pressed up against another block, even if the other block would not normally stop the block being



Movement Tiles



Any block that passes over a movement tile will be pushed in the direction that tile is pointing.

Deletion Tiles



Any block that passes over a deletion tile will be instantly destroyed.

Teleportation Blocks



Teleportation blocks can be pushed by the player like movable blocks and have an inherent value of 0. Any block that collides into a teleportation block will move to the levels teleportation



tile. Any momentum a block has when it is teleported is preserved.

Phase Blocks



Phase blocks are immovable, indestructible, and have specific values. A phase blocks will stop any moving block that collides with it and has a value greater than or equal to its' own. Moving blocks will not collide with phase blocks whose values are strictly greater than their own. If a block stops while inside of a phase block that block will still exist, but will no longer be movable.