

Inconsistent Definition: “not staying the same throughout”; “acting at variance with one’s own principles or former conduct”

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Gameplay Setting:

- Shape moves left-to-right in similar fashion to Geometry Dash
- 5 Levels
- Simple move mechanics (e.g., WASD to move, Space Bar to jump, etc.)

Game Structure:

Text / Picture Scene: Prologue

Text / Picture Scene: Level 1

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V

Level 1

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V

Text / Picture Scene of Level 1 Complete, Level 2

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V

Level 2

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V

Text / Picture Scene of Level 2 Complete, Level 3

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V

Level 3

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V

Text / Picture Scene of Level 3 Complete, Level 4

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V

Level 4

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V

Text / Picture Scene of Level 4 Complete, Level 5

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V

Level 5

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V

Text / Picture Scene of Level 5 Complete

Text / Picture Scene Dialogues: (Goal A's Mentioned on Design Cheat Sheet Doc)

Prologue:

- This is an inconsistent game. While one might think it consistent to tell the truth like this, is it truly consistent for an inconsistent game to report that it is an inconsistent game...? Have fun!!

Level 1: (Randomly displays one of these each time start level)

- There's a tower in the distance. If I climb to the top of it I win. Go go go!
- Ever played capture the flag? First team to get the flag wins!
- Collect 50 Coins

Level 2: (Randomly displays one of these each time start level)

- Collect \$5k
- While stagefright is a thing you're not scared. You're ready to get on that stage, play that piano, and make the crowd cheer!
- Shucking corn is starting to get boring. Go over to the potato plants to see if changing the "Potato" sign to "Tomato" will make them all tomatoes.

Level 3: (Randomly displays one of these each time start level)

- Rake in \$5billiontrillionmillionzillionquadrillion or else (literally, goes to "else" in program code, although I'm not the programmer so might be incorrect lol)
- Reading books is boring. Gamers also don't read. That's why there's a text box here. Click to quit reading and be a true gamer, beat the level!
- You are a SQUARE. Square City was destroyed since you failed to defend it. Now trek onwards and make it to the end before the local 7-Eleven closes.

Level 4: (Randomly displays one of these each time start level)

- The Pizza kingdom is in despair. Before the humans eat them all run to the finish line.
- There's only 1 day left until your mid-term paper is due. Since it's worth 50% of your grade, start on it like now. Except there's this fun game....
- Quick, on the fly, think of the most philosophical thing you can! Now think about your favorite memory. Pick one mentally to draw inspiration needed to beat Level 4!

Level 5: (Randomly displays one of these each time start level)

- Only 20 more coins to collect. After that you might beat the game. Do we even have coins in this game? Get creative.
- You don't trust these messages anymore. Why? You don't know when a level objective may perfectly match it, just because the last few didn't doesn't mean this one won't. So get to the end of the level! (or did we switch it again for a double switcheroo?)
- You beat the level!...IF you beat the level...

Epilogue: (In the "C" goals of game")

Level/Dungeon Objectives: (Goal B's Mentioned on Design Cheat Sheet Doc)

Prologue:

- N/A

Level 1: Get to the end of the level. That's it. Music should sound like ending theme type music, emotional, slower than a lot of other tracks. Point A to Point B.

Level 2: Get to the end of the level, yet this time it's the hardest level. Inconsistent. Hyper casual elevator music. Point A to Point B.

Level 3: Get to the end of the level. This is just a standard-ish level. Music should sound like its own unique level music. Point A to Point B.

Level 4: Get to the end of the level. Another medium-ish level. Music should sound like its own unique level music. Point A to Point B.

Level 5: Get to the end of the level, obviously this has to be super easy. Like so Easy it offers player chance to just quit. Most intense music of course. Point A to Point B.

Level/Dungeon Objectives: (Goal C's Mentioned on Design Cheat Sheet Doc)

Prologue:

- N/A

Level 1: Get to the end of the level. That's it. Medium-ish difficulty, random music.

- Congrats! You successfully defended the Square City castle against barbarians/orcs/goblins/circles for 15 minutes. How heroic!

Level 2: Get to the end of the level, yet for absolutely no reason (other than being inconsistent) this is the most difficult level in the game. Tons of obstacles, super easy-listening music though.

- For making 70 3-point shots in a basketball game you hath gained entry unto the third level. Reason is you made them all with a square basketball.

Level 3: Get to the end of the level, yet this time

- Why, why, WHY? Why did you let such a terrible thing happen to your close friends? After mourning for a bit since you're a human being, you pick yourself up, setting out to move on from this traumatic experience showing how bad a person you are and how much you need a real hero.

Level 4: Get to the end of the level, yet this time level is

- It was tough but the case is solved! Sherlock Holmes was slower than your quick wits.

Level 5: Get to the end of the level, yet this time level is super easy. Has super intense music.

- The big bad boss was super mean and tried to hurt a lot of people. Through sheer love, willpower, and fortitude of character you conquered the 3rd level of this game and beat the boss. Congrats again! Now to cut to our Epilogue and Credits....

Epilogue:

- "While we could've gone with complete randomness, the theme for this game jam wasn't randomness, so this game isn't totally random; the theme wasn't order, so this game wasn't order; the theme wasn't a genre, so this game doesn't fit many game genres. Ultimately, this game is an inconsistent one; in other words, this is a consistent inconsistent game. But doesn't this defeat the purpose of being inconsistent? It actually doesn't, and we boldly say our game is the most consistently inconsistent!

After all, wouldn't the most inconsistent thing be submitting a game with a consistent inconsistency for a game jam having the theme Inconsistent?..."

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Credits:

Sophia Chang - Programmer (Programming, Prototyping)

Mia Chyung - Game Composer (Music, Art)

David Tan - Programmer (Programming, Level Design)

Paul Young - Game Designer (Game Design, SFX, Art)

[Each can fill out our roles above/add more later if need be. Also alphabetical order by last name, might look cooler with first name, not sure, whatev works]