

Inconsistent Dash >>

Inconsistent Dash is a fast-paced hyper-casual game made by 3 UC Berkeley students and 1 U of M student in 45 hours with no 3rd-party assets for the GDDAT Berkeley Bear Jam (Nov. 5-7, 2021). Being a 2D platformer inspired by the classic hit Geometry Dash the player controls a square using the arrow keys, along with clicking via a computer mouse(pad) to click through text scenes. However, unlike its inspiration game, Inconsistent Dash is consistently inconsistent (which is inconsistent since game jam participants shouldn't upload a consistent game for an Inconsistent themed game jam)!

To enjoy the game to its fullest make sure to pay careful attention to the level objectives and just have fun with it!

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Controls:

- Arrows = Movement
- Up-arrow = Jump
- Pause = Click the Pause icon in the corner of the game during gameplay.
- "p" key = Pause
- "r" key = Restart (when paused)
- Click = Move to next game scene and/or interact with UI/UX elements
- Esc = in the Pause Menu Click "Esc" to quit the game

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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)