GAME DESIGN AND DEVELOPMENT
MID-SEM HACKATHON

Team Members

Shreyas Gupta | 2020131

Saumik Shashwat | 2020404

Cyrus Monteiro | 2020368

Vijay Nain | 2020582

STORYLINE AND COVERED THEMES

As the protagonist, Subterranean looked around at the drab, low-poly environment; he couldn't help but wonder who in their right mind would design a game like this. The floors were a sickly shade of green, and the walls seemed to be made of confusing pixelated mud.

Subterranean had no time to ponder the aesthetic choices of its developers. He had to focus on finding a way out of this subterranean nightmare. The first puzzle box was perched on a precarious platform, and he had to jump over a bottomless pit to reach it.
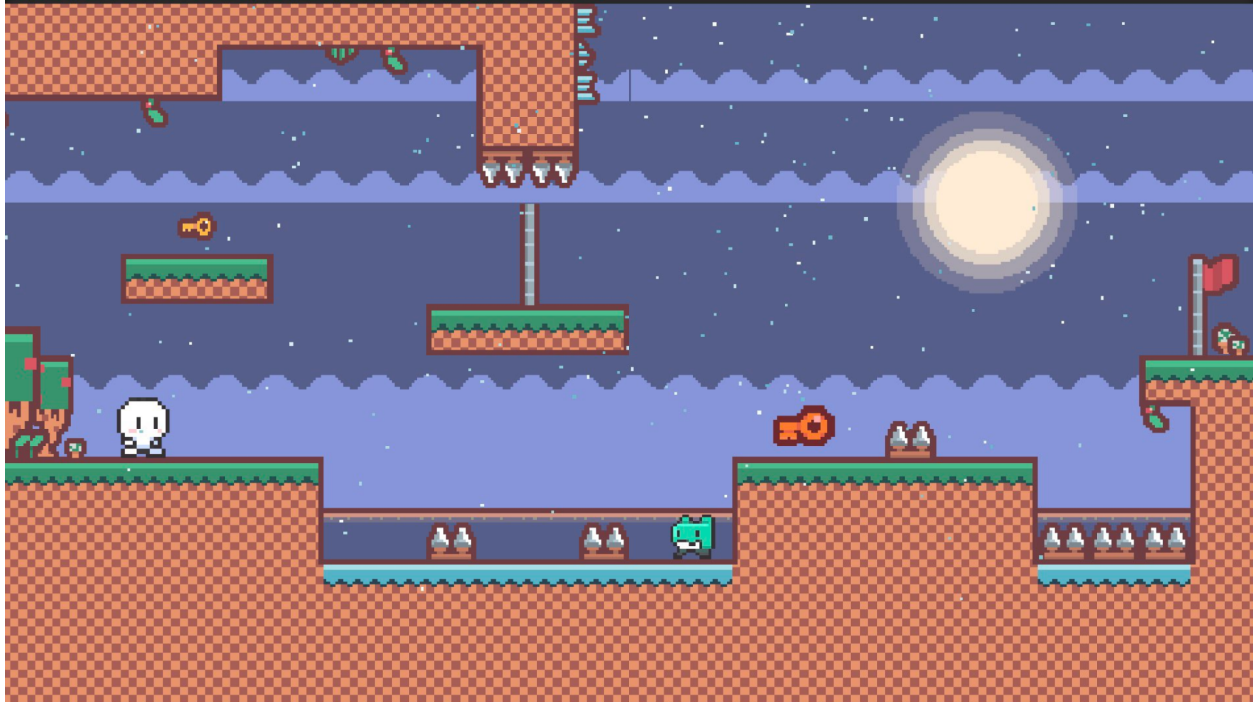
As he entered the puzzle boxes, he couldn't help but feel a sense of déjà vu. Hadn't he just collected a puzzle box a few minutes ago? Wasn't he there at the same spot as before? Subterranean shook his head, trying to clear his thoughts. This game was clearly messing with his head. He had to carefully time his jumps and navigate the ever-changing maze of corridors.

As he navigated through more puzzle boxes and *physically grew and shrunk* through each stage, he began noticing a pattern. Each box opened up a new path, leading him deeper into the labyrinthine levels within levels. It was like a game of Russian nesting dolls, each level containing another level within it.

And then there were the keys. They were scattered throughout the game, hidden behind obstacles and guarded by traps. He had to _salvage_ them in order to unlock the doors that would lead him to freedom.

But freedom seemed like a distant dream as he encountered one obstacle after another. Revenging foes, he made over his life, and deadly spikes all stood in his way. But he was determined to make it out alive.

As he _evolved_ and made his way through the game, he couldn't help but appreciate the quirky nature of it all. It was like the game developers had taken all the free assets they could find and mashed them together in a surreal, paradoxical way. But at the end of the day, he just wanted to escape this recursive hellhole and get back to the real world.
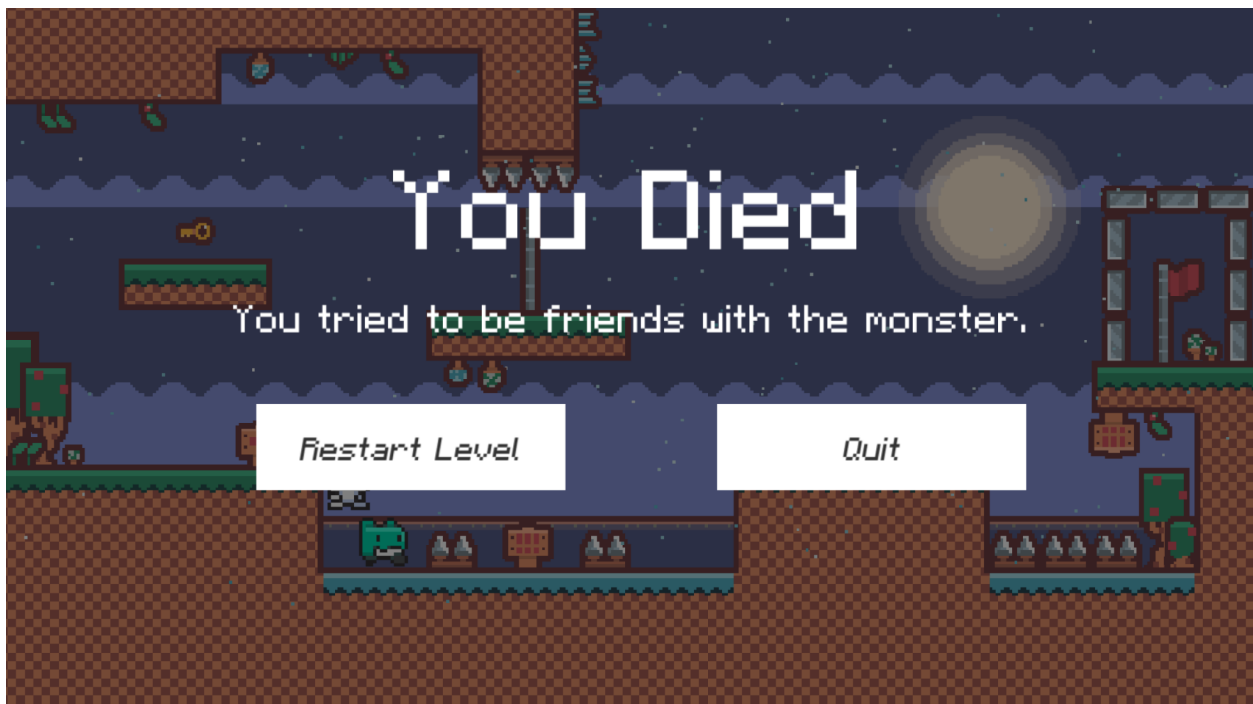
What was it all for? Who is he even solving all these puzzles for? Can you connect the dots by now?

Subterranean is an abstract portrayal of life itself, and it tries to question it. Sometimes we feel like we are running but not getting anywhere, and the superficial distractors may create an addicting feedback loop, escaping which gets difficult. The feelings are mutual for Subterranean, our protagonist and controllable character in this game.