The intent of our game was to create a platformer where an astronaut explores space around the moon of his home world. Narratively, odd wormholes have appeared in outer space above the moon, and the astronaut has been sent to investigate them. The astronaut jumps from platform to platform to make it to the strange wormholes that take him to different places in space. Mechanically, the astronaut moves left and right according to the keyboard inputs and jumps on command. If the astronaut falls to the bottom of the map, he simply respawns back at the beginning of the level. Aesthetically, we wanted to capture an older-style platformer with the technology of the new age. We chose to go with pixel art backgrounds, sprites, and a font that all captured this older feel, while incorporating techniques like parallaxing to keep it feeling of this age.

One of the joys of making our game was being able to work with more people without having much extra hinderance. Working with two other people held about the same amount of difficulty in collaboration as working with only one other person. (Insert two other joys). One of our struggles, however, was getting the menu buttons working completely. Many times, we would fix one issue, only to discover two others that pop up. (Insert one or two other struggles).

Spencer worked primarily on the UI and aesthetic portions of the game, like the background and music.

The background was created by Ansimuz at <https://opengameart.org/content/space-background-3>. The music we used was created by Goose Ninja, which we found at <https://gooseninja.itch.io/space-music-pack> . We found the buttons that we used for the menus created by Ahmadmanga at <https://opengameart.org/content/semi-transparent-buttons>, and the font we used was from Grafito Design at <https://www.fontspace.com/lcd-phone-font-f11711>.