Reiyā
-Team Tessman

Abstract

We are living beings that exist and comprehend the world in 3D. This comes as no surprise as we exist in observably 3 dimensional (spatial) universe and as a result evolved to comprehend as such. It is beyond our capability to even imagine what objects in a high dimension would look like. This is analogous to the inability of a lower dimensional being trying to understand our world. As an example a 2D being lives in a world where only 2 perpendicular spatial axis exist. A concept such as depth is foreign to them. But this inability to visually comprehend doesn't mean that we cannot study higher dimensional objects and learn their properties. If we were to explain what a human brain is to a 2D flatlander we could show it MRI images of the brain which they could then analyse and study. As such we can understand higher dimensional objects by taking 3D cross-sections of such objects and observing it.

Our game, Reiyā, revolves around this idea where the player is in control of a 2D character that lives in a 3D world. Its a puzzle adventure game where the goal is to clear levels that are made in increasing order of difficulty.

Tools :
Reiyā will be made using Godot engine, which is a free (as in libre) open source engine. 3D models, textures and other assets will be made by us or modified using Blender. These tools were carefully selected to make the licensing of the game being produced less restrictive.

About us

We are Team Tessman. Our goal with Reiyā is for anyone who plays it to have fun experience solving puzzles and learn to have an intuitive understanding on how to deal with higher dimensions given our natural restrictions.

Members :

2018BCS0069 - Siddharth (Team leader)
2018BCS0034 - Mahesh
2018BCS0074 - Tejash
2018BCS0071 - Sumadithya
2018BCS0038 - Nizar