***Triangular***

V 0.1 : The character is a triangle which rolls on its sides and tries to find a slot to fit into. It has the ability to jump in a particular direction. The mouse pointer gives the direction.

V 0.2 : Since most of the controls are from the keyboard, the mouse has been excluded as it only gives direction. That function is now taken from the keys A and D.

V 0.3 : The mouse has been included again as it is easier and quicker to get the jump direction.

Why this game: The idea of this game was to use something as simple as a triangle and make it a part of puzzle platformer. Although there isn’t much story to this concept, it could be as simple as “The triangle kept looking for a place to fit in”.

How it is different: The only thing that contributes to the HUD would be a directional arrow that shows up from behind the triangle whenever the directional force is being applied.

How it’s fun and engaging: The movement of the triangle is mostly projectile motion and the player has to be able to predict where the triangle will go when it is launched. The sounds and visuals also contribute to the overall appeal.

Replayability Factor:

Target Audience: This game is primarily targeted at casual puzzle players.

Genre: 2D Level base Puzzle Platformer

Gameplay Mechanics: -

* Movements: The triangle rolls to the right and left sides.
* Jump: The jump technically isn’t a jump. The triangle is actually launched in whichever direction the mouse is pointed relative to the triangle itself.
* Collectibles: Collecting small circular wisps acts as a side objective.

Game Features:

* The game is a 2D level based puzzle platformer and is for PC.
* The camera is static and shows the entire level at once.
* The game is played using four buttons, one of which is the left mouse button.
* The levels make the primary objective apparent as the ‘Start’ and ‘Finish’ are clearly visible in each level.
* In the 3rd level, a shaft of mist can be found. It pulls the triangle upward if it enters the mist area.
* In the 5th level, a sticky surface can be found. It keeps the triangle stuck to the surface and stays stuck even if the triangle is up-side-down.

Character:

There is only one character, the triangle. The only objective of the triangle is to find the slot so that it can fit in.

The distance covered horizontally or vertically depends on the angle at which it is launched.

The character is a sharp triangle with a thick black border and a white area in between.

The triangle is launched in any direction using the left mouse button and space bar.

Level Design:

Level 1: The level is designed in such a way that the player will have to learn the basics of jumping and movement in order to proceed.

Level 2: In this level, the player will learn how to adjust the triangle’s position before making the jump so that it lands wherever the player wants.

Level 3: In this level, the mist is introduced. If the triangle enters it, it is pulled upward slowly.

Level 4: In this level, the concept of alternate paths is introduced.

Level 5: In this level, sticky platforms are introduced. Sticky platforms allow the triangle to be stuck to the platform up-side-down without the need for holding down space bar.

Level 6: This level further explores the combination of sticky platforms and the mist.

Level 7: In this level, the launch mechanic has been explored further. The player would have to launch the triangle along the surface in order to get caught by the sticky platform.

Level 8: This level fully uses the mist, sticky platforms and the jumps.

Technical Design

The platform used to develop this game is Unity.