

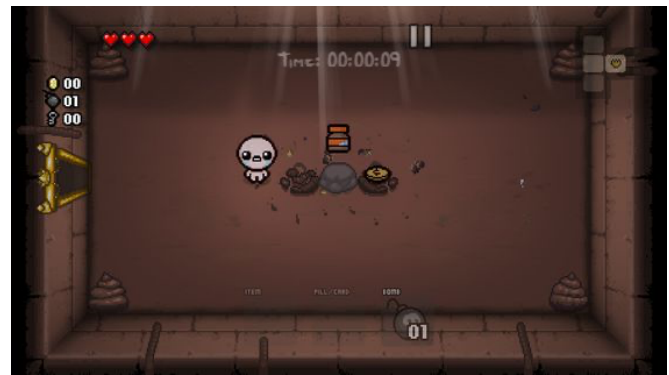
PROTOTYPE

As a child, I was always captivated by the way video games works, especially open-world ones. What truly intrigued me was the boundless freedom they provided, allowing players to explore detailed and unique worlds at their own pace, free from any time limits. My first encounter with a semi-open world game was the Lego series on the Nintendo DS, but it was "The Legend of Zelda" that truly opened my eyes to this genre. In "The Legend of Zelda," the top-down perspective offered a unique view of the character and the game world. Progress often depended on solving puzzles to unlock new areas, which sometimes teased the player by appearing just out of reach. This aspect of the game could be both captivating and frustrating. The desire to access and explore these locked areas was intense, even when they were so close. The top-down view allowed for glimpses, intensifying the urge to unlock these areas. Although it could be frustrating at times, it solidified "The Legend of Zelda" as one of my all-time favorite games. I mention this because it served as a profound source of inspiration for my desire to create a game with a similar concept. In my prototype, I placed the player in the center of the screen. Using the arrow keys, the player gains the freedom to move in any direction, at least for now. When they reach the screen's edge, they transition to a new screen, each marked by a different color to indicate entry into a different room. I want to also experiment with sounds as well as images. I drew inspiration from games like "The Binding of Isaac," a title I haven't personally played but have learned about. This game heavily revolves around the concept of rooms, further fueling my creative ideas.

Below are some of the concepts that I am drawn into.



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