

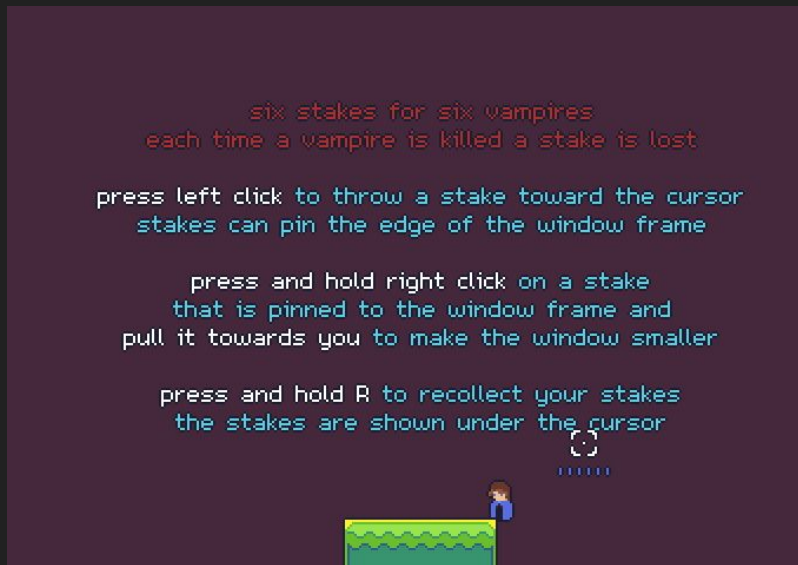
Windowframe

A game by Daniel Linssen

Presentation by Adam Gincel

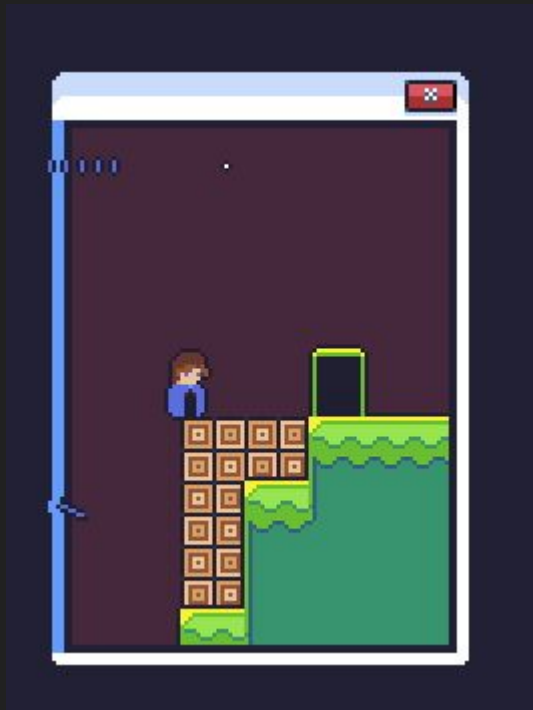
Gameplay

- Windowframe is a 2D platformer
- The game opens with basic platforming to acquaint the user with the controls, then reveals its main mechanic
 - The player is given 6 “stakes” and told each stake is meant to kill one boss, and will disappear after its intended use
 - This is the only direct worldbuilding/plot delivered to the player
 - The stakes are also used to lock and move sides of the window and pull them towards the player, blocking obstacles and creating new walls to jump off of
 - Levels then progress naturally, introducing new mechanics and abilities the player has with these stakes



Design

- Teach by experience
 - Instead of telling you “pull walls towards you to wall jump off of them”, the game teaches you about pulling walls, and then brings you to a place where you feel like you should wall jump, but are missing one wall
 - This method of teaching is much better in gameplay; the lessons learned by the player will stick
 - As given at the end of the 3rd level, your goal is to kill all 6 vampires
 - You are never given a very definitive reason for this aside from, upon finding them, they try to kill you



Aesthetic, Sound, & Literature

- The game features no music, only simple sound effects for running, jumping, death, level end, stakes, enemies, obstacles, etc
- The aesthetic is simple -- pixel art combined with a unique looking window that moves around your screen, which is what is unique about the game
- Overall this lets the player fill in the gaps, and puts the focus on the gameplay
- As stated earlier, the small bit about vampires is the only literature of the game
 - This seems to lend itself to focusing on gameplay as well, meaning the art, sound, and literature all work in tandem for the same goal



Affect

- The game gets hard
 - Really, frustratingly hard
- The platforming challenges get harder as they introduce new obstacles and slowly take away the number of walls you can affect as your stakes dwindle down to 1
 - The game comes with a level skip button, which I was forced to utilize only once
- The final boss is much more frustrating than all of the other bosses
 - All attacks kill in one hit -- the final boss evokes a sort of bullet hell feel
 - You only have a single stake to hit the boss with, but you must hit him 3-4 times
 - After a hit the only way to recall a stake is to hold R *while standing still* for 2 seconds.
 - Combining forced stillness with bullet hell mechanics was frustrating



Affect Pt 2

- Upon defeating the final boss, the window undergoes a dramatic distortion effect, glitches all around your screen, and closes
 - Reopening the game puts you at the beginning of the game
 - This left me feeling very unfulfilled, though curious
 - Other games have done the “forced glitch game shutdown” effect but worked it into a game’s story or gameplay
 - This feels like a rushed ending, which it probably is
 - No context is given to the player’s actions -- it seems killing these 6 vampires destroyed reality. Are we the villain?

