

## Executive Summary

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Wormhole is a throwback to the early days of the app store. Rather than build around a monetization scheme meant to exploit the user's lack of patience, Wormhole's focus is on affording the player a self-contained, but worthwhile experience. With even an average amount of skill, it's possible to enter the proverbial "zone" and achieve a kind of satisfaction that only a well-tuned game can provide.

Wormhole's gameplay borrows heavily from inspirations like the Helicopter game and other early flash predecessors. In fact, the same games that inspired Flappy Bird. But unlike Flappy Bird's low score potential and deliberately ineffectual controls, Wormhole gives the user the ability to achieve near perfect flight by way of cadenced tapping.

Wormhole can be enjoyed in snippets or for longer bouts. For the quick pickup game, the user can focus solely on raising their high score. Since each game only lasts a matter of minutes at most, it's perfect for bite-sized consumption (a high scores table is easily accessed from the title screen). And for those interested in making a more concerted effort, there is an ending for anyone who makes it that far.

From a design perspective, I opted for a minimal UI with a retro-wave color palette. The title screen features an easy listening techno track. During the game, the title song pauses while the main melody is playing. If the player dies and restarts, the main song will start over. Returning to the title screen will continue the title song from wherever it left off.

Likewise, the controls follow the same design philosophy. Tapping on the left side of the screen boosts the ship up, keeping the player a loft. Tapping on the right side of the screen boosts the player forward, affording the player more control to fit through tight spaces.

Future versions will include random anomalies to avoid.