In this report our game, Infinity, made during the minor “Software Ontwerpen en Toepassen” and the process during the making is discussed. In the first weeks a theme was chosen to define the game’s content and gameplay. The chosen theme was “You only have one tool”. The initial idea was to build a game with procedurally generated levels in which the player has one tool to move him through the level and tackle problems along the way. If the end is reached the player is teleported to a boss level. If he succeeds, the player loses his tool and gains a new one.

We managed to build two different procedurally generated environments, quite an arsenal of tools and three boss levels. The next pages will guide you through the process and it’s final product.