

# The Fall

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Artist's statement

**Final Prototype**

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*The Fall* is a game where the user control a small character moving in what we can call a naïve, colourful and ordinary platformer environment. Everything seems normal and nothing is extraordinary about it. However, after a little time into this environment, the personage falls into a glitch and becomes stuck into the computer itself. Now the whole system is corrupted and the small figure needs to access to the machine's core so he can shut down the device.

The game is not really a game (for now). It's more as an experience without penalties. I want the first level in the casual platformer environment to be ugly and without interest, like a lot of games that we can find on the market. Inside the machine will be more elegant, minimalist and dark.

The whole idea is to figure out what happens in a device and how it is viewed by a segment of the code (the character of the fictional platformer in this case). A lot of people used computer, console or cellphone without really knowing what is going on behind the interface. I wanted to reflect the figure's emotions as well. I also desired to show his fears of shutting down the machine, in his case, ending his lines of code, dying. The game will restart after the fake reboot of the device, but the character will have no memory of what happened.

The final prototype displays a glance of this concept. The experience has a runtime of 5 to 10 minutes depending on the user interactions. I focused on giving the game some identity by adding detail to level instead of creating many empty stages. I passed a lot of time on sound design and graphics, but it's nothing compared to all the optimizing and logic in the code. The program is not perfect, although for a final prototype made in Processing, I'm happy with the result.

The next step will be to bring this concept into another platform like Unity. I want to see this software turning more into a game than an experience as it is now. Adding different abilities to the character that can change depending on his corruption, for example. At the end, my knowledge in coding took a large step with this project. I feel more comfortable with computational language. I never thought it would have been possible for me to create a video game 7 months ago.