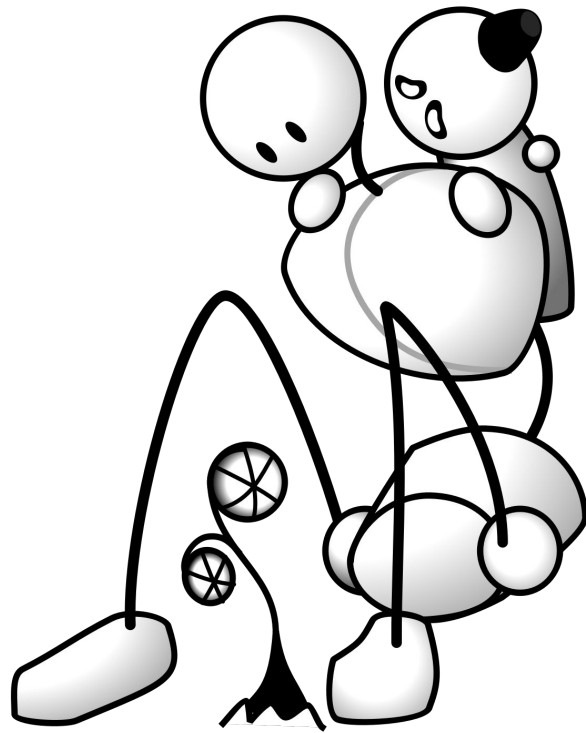


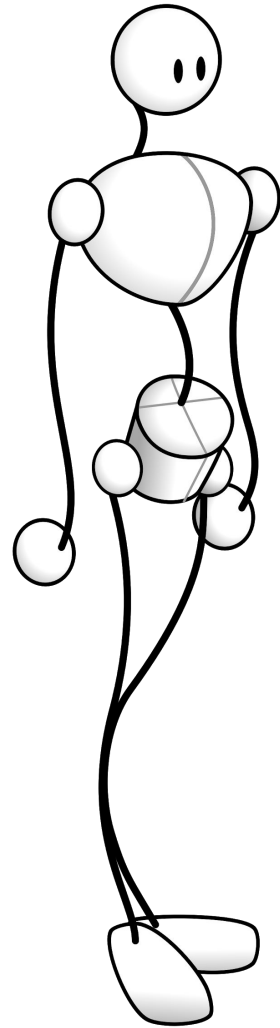
Unraveled

Team Detached



The Game

The main bridge between two towns is broken! It's your job to find all the pieces of the bridge as quickly as you can by solving puzzles with your detachable body parts.



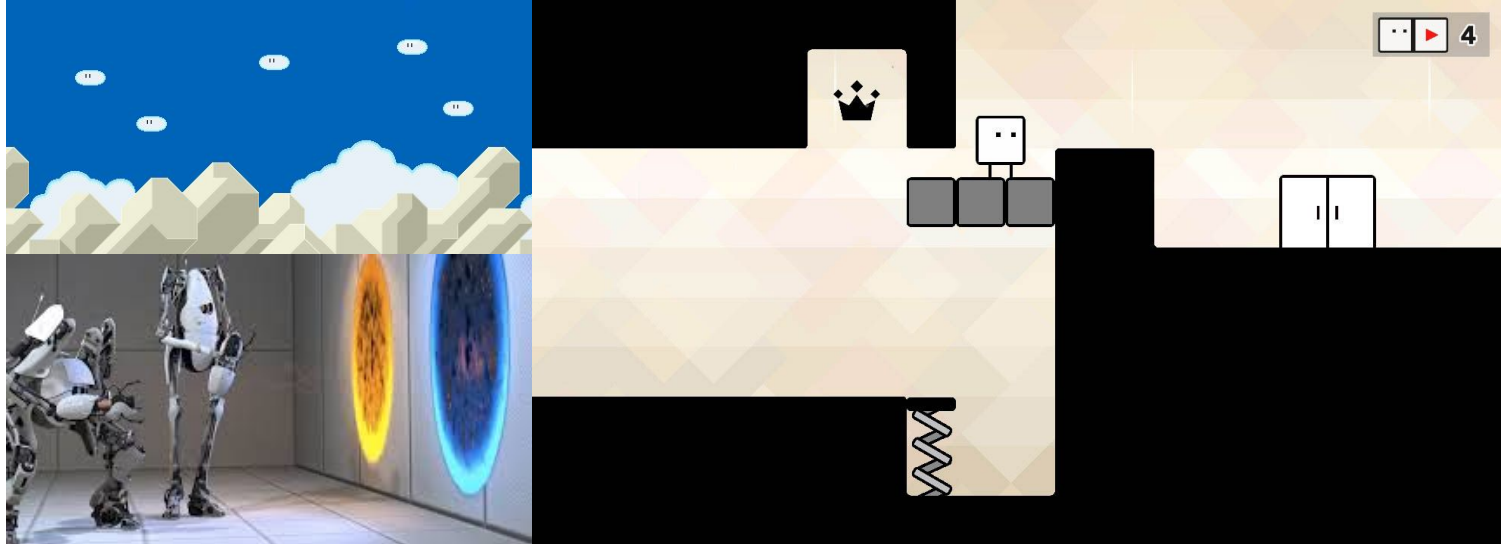
Description

Unraveled is a puzzle platformer in which there are various objects that the player needs to retrieve. The main objective of the game is to repair the bridge as fast as possible by retrieving all the pieces and bringing them to the river. There are different achievements for completing the bridge within a certain time frames, as well as bringing a bystander across the bridge.



Setting

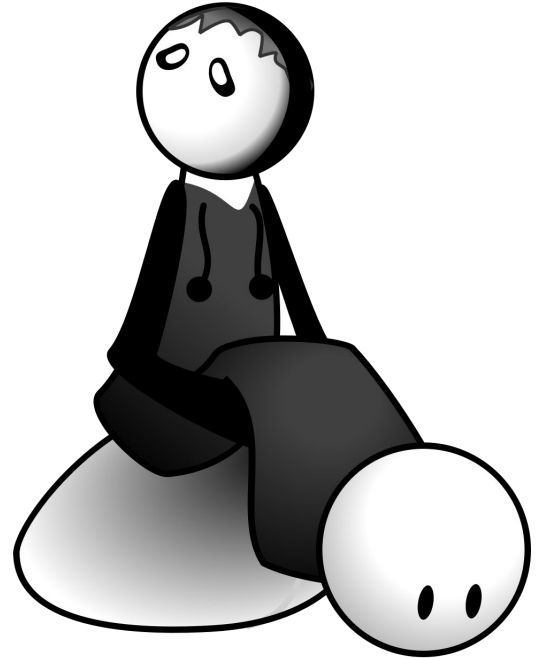
Simple geometric setting where the coloring is mostly in grayscale with some hints of monochromatic colors to accent certain visual details. The level is made up of a sewer, sky, and grassland section where each of the bridge components are hidden.



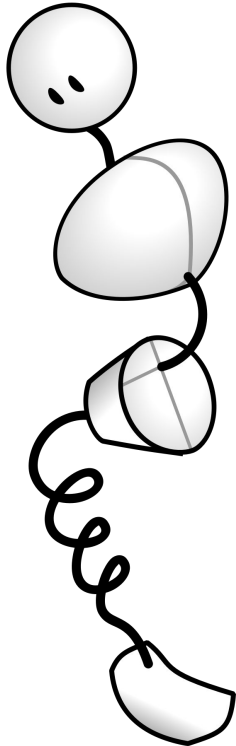
Gameplay

Mechanics: Ishmael can disassemble himself to various states. Disassembly allows him to use his body parts in different ways to solve puzzles needed to get the components to fix the bridge. Players interact with the game using WASD/arrow keys and the mouse to click on-screen buttons.

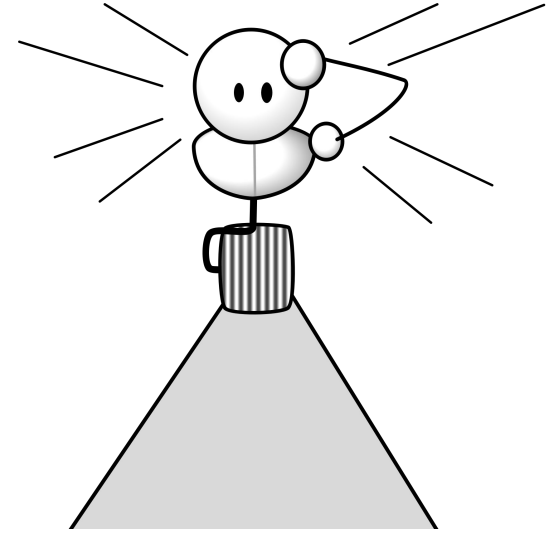
Time: From when you start to when you finish there will be a timer in the corner that keeps track of your total time. At the end of the level a list of your best times will be displayed. Different lists based on whether or not you had a bystander with you.



Ishmael



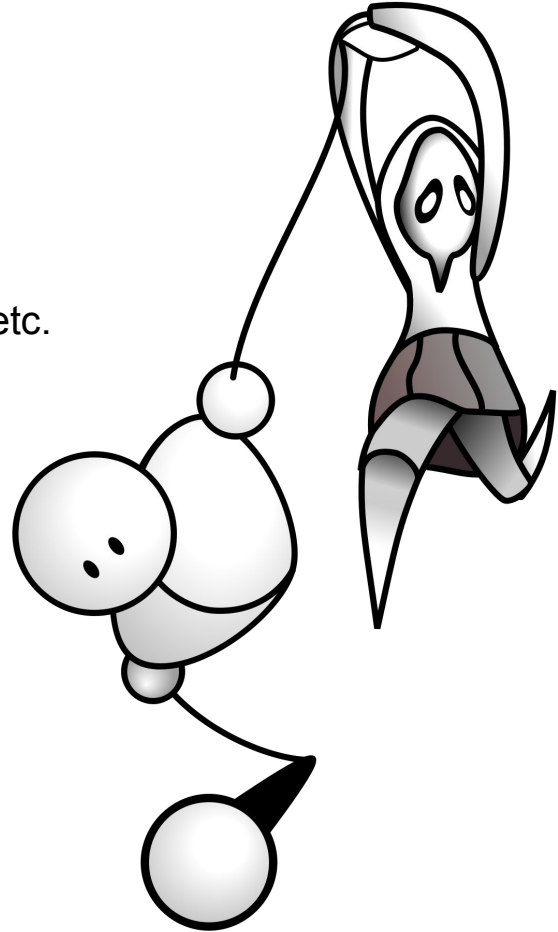
- Feet
 - Need at least one foot to jump
 - Heavy and cannot be moved



- Pelvis
 - If lacking both feet then the pelvis will become a wheel Ishmael rolls on.
 - When detached pelvis is a heavy weight that can be rolled

Ishmael

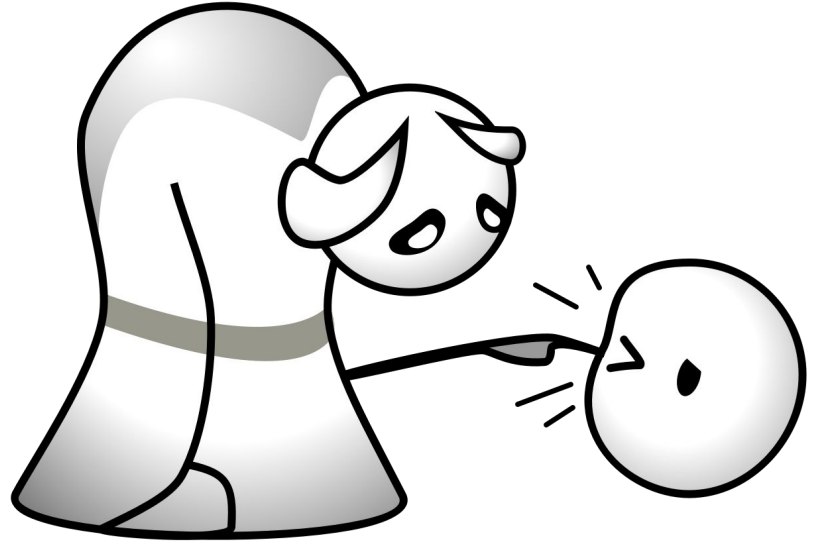
- Hands
 - Need at least one hand to grab
 - Can be thrown to hit switches, knock things over, etc.
- Torso
 - Very light
 - If detached
 - Will float in water
 - Can be carried up by updraft
[extra]
- Head
 - Cannot be detached
 - Will sink



Bystanders

The bridge's disrepair has caused some families to be separated on opposite sides. Help bystanders get across the bridge and back to their families.

For added difficulty, Ishmael can choose to help a bystander get home. The bystander will hold on to one of Ishmael's body parts, making it unable to detach from his body while he find the pieces of the bridge. He must stay with the bystander at all times during the game. Completion times with the bystander will be listed in a separate section.



Game Aspects

- Detachable body parts
- Three different settings
- Innovative gameplay mechanics
- Feeling of helping others

Team Members

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