



# Metamorphosis – The Game

(Concept)

Save Gregor Samsa by deflecting the deadly  
apples thrown at him – or it..?

*by Elisabeth Sykorova*

# Don't blink, you'll miss it.

In an empty room, Gregor Samsa, now in the form of a cockroach, resides.

His father, not acknowledging his own son's presence within this insect's body, wishes nothing but for Gregor to vanish.

So, he throws an apple at Gregor. And another one. And another one.

It is your goal to not let the apples hit and harm panicked Gregor.



# Background:

The game inspired by Franz Kafka's world from his novel "The Metamorphosis".

*"Gregor Samsa wakes up one morning to find himself transformed into a "monstrous vermin". He initially considers the transformation to be temporary and slowly ponders the consequences of this metamorphosis. With Gregor's unexpected transformation, his family is deprived of financial stability. They keep Gregor locked in his room, and he begins to accept his new identity and adapt to his new body."*

Source: [https://en.wikipedia.org/wiki/The\\_Metamorphosis](https://en.wikipedia.org/wiki/The_Metamorphosis)

(Spoiler alert)

Towards the end of the story, the father throws an apple at Gregor that gets stuck in his elytron, which eventually kills him.

The game is controlled by mouse only.

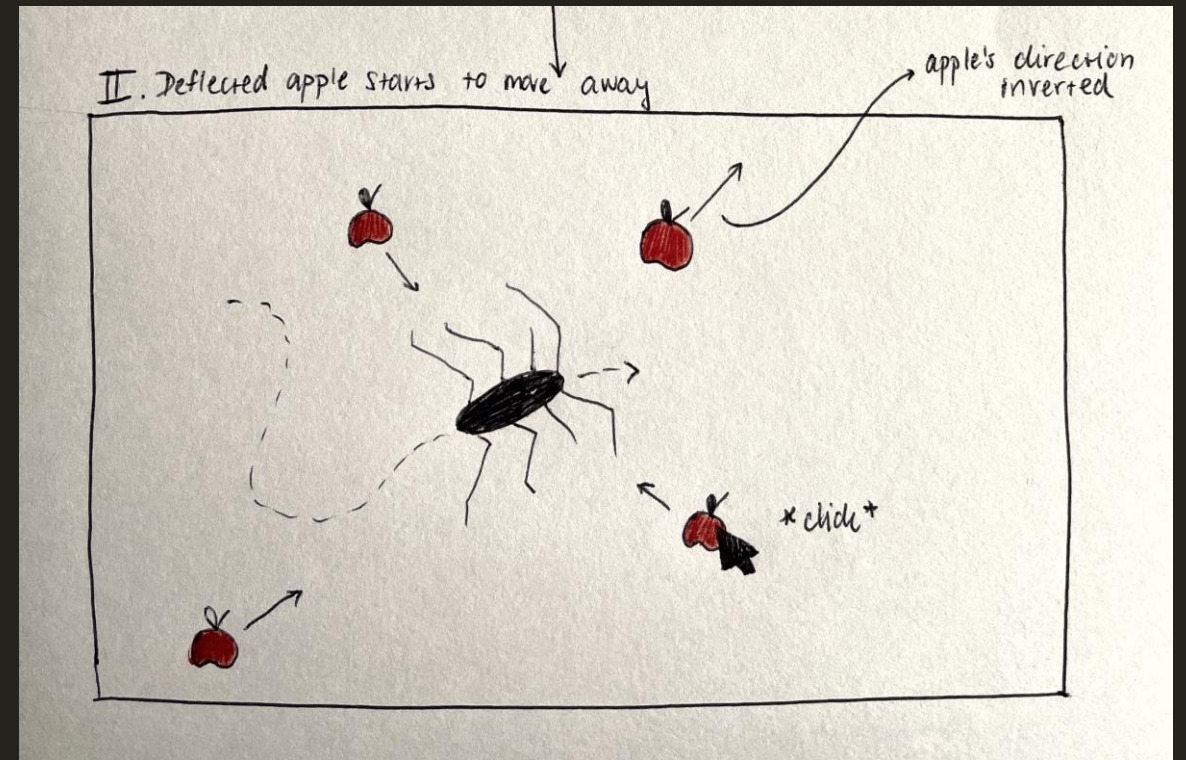
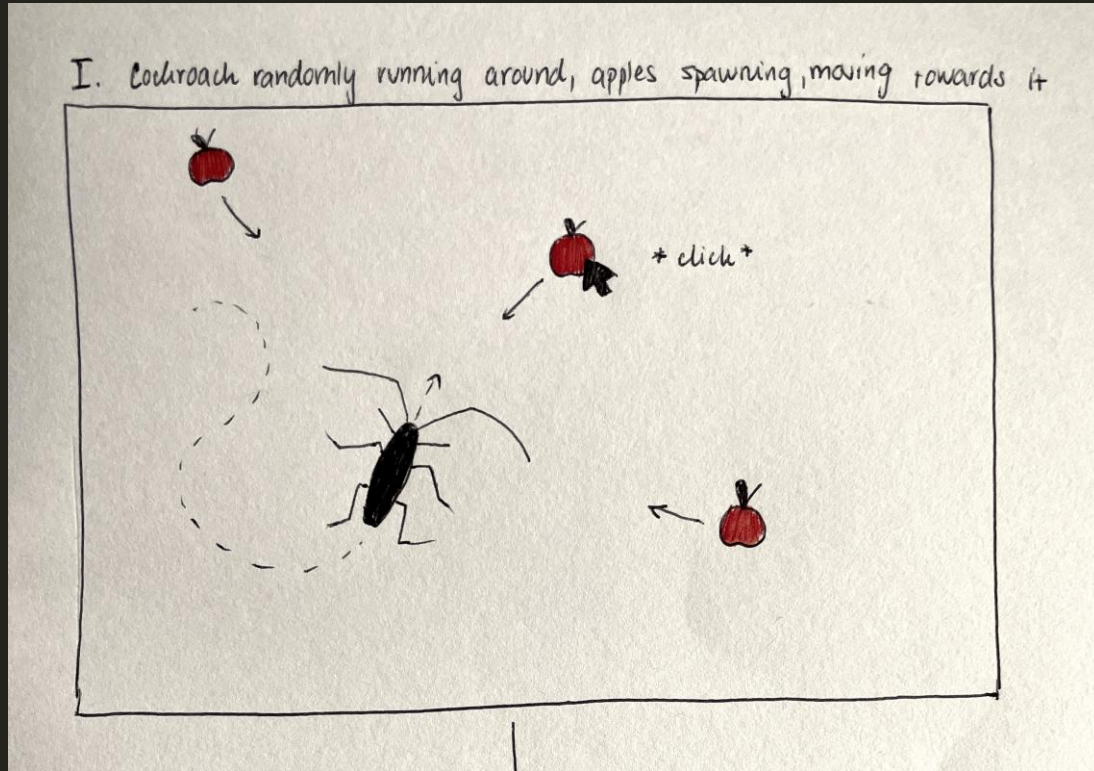
The player needs to look out for and click flying apples to deflect them, so they don't hit the randomly running (uncontrollable) cockroach.

The difficulty increases with time (more/faster apples). There is not multiple levels, the objective is to set a new high score.

*Additionally, the player could obtain currency by playing that could be used to purchase upgrades (slowing down the cockroach, extra life,..)*



## Storyboards of gameplay screen



- - - : cockroach's (randomized) trail
- : direction of an object's movement