Will Zuniga

Richard Grable

Alex Kentfield

Cubilism

5/11/2013 - Concept is a simple cube game done in unity where the player must send blocks from the left hand side of the screen to travel through the exit on the right hand side of the screen. The levels will progressively get harder by moving blocks, multiple blocks with multiple exits, obstacles, and eventually moving exits.

5/16/2013 – Basic gameplay and menu was built. We started creating levels since we wanted the gameplay to be very simple but have the levels get progressively harder. At first we added the stationary obstacles, then the moving obstacles which made the game a little more difficult. This was good for the first few levels, then we added moving exits. The moving exits combined with the obstacles started getting the gameplay where we wanted. We then took it a step further and added teleporters and homing enemies which will chase you through the level.

5/17-18/2012 – After playing the game multiple times we added minor tweaks and adjustments to make it easier or harder for the player to complete all twenty levels.