

# Deceptive Dimensions

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# Inspiration



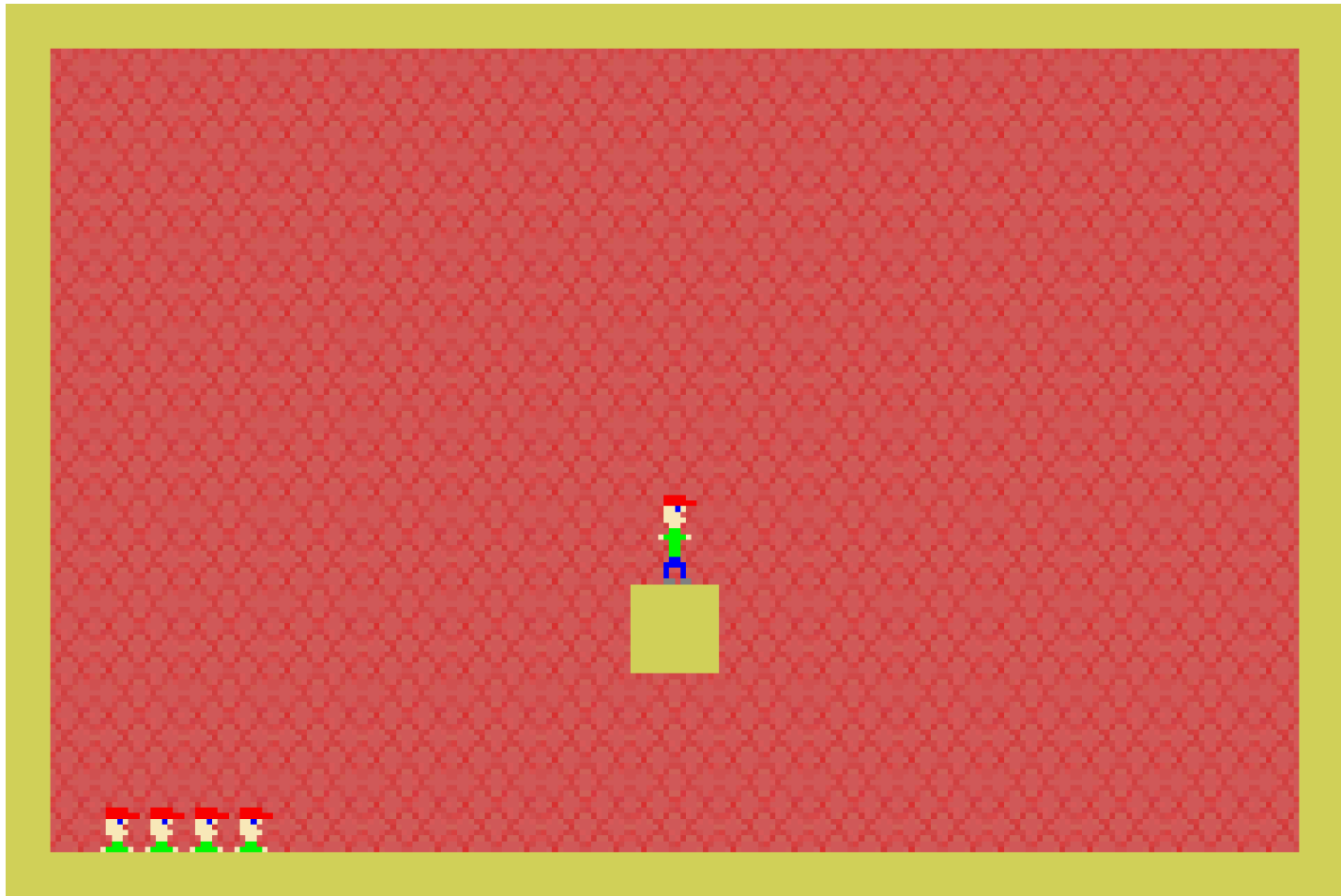
# Elevator Pitch

Deceptive Dimensions is a 2D demake of the puzzle platformer Quantum Conundrum, in which the player must navigate the rooms of a strange house by picking up and moving objects to activate switches that open doors. The player also has the ability to switch “dimensions” to solve puzzles. The dimensions I would like to implement are:

# Elevator Pitch (cont)

- Normal dimension – a regular environment with no special effects.
- Fluffy dimension – everything now looks like it's made out of pink cushions, and objects that would normally be too heavy to be picked can be moved with ease.
- Heavy dimension – everything turns into metal, and objects too light to activate switches become heavier.
- Slow-motion dimension – a sepia filter is applied to the graphics and all moving objects except the player move much slower than normal
- Reverse-gravity dimension – a green filter is applied to the graphics and gravity is reversed for all objects other than the player

# Current look



# With a little more work...



# Use of GBA Features

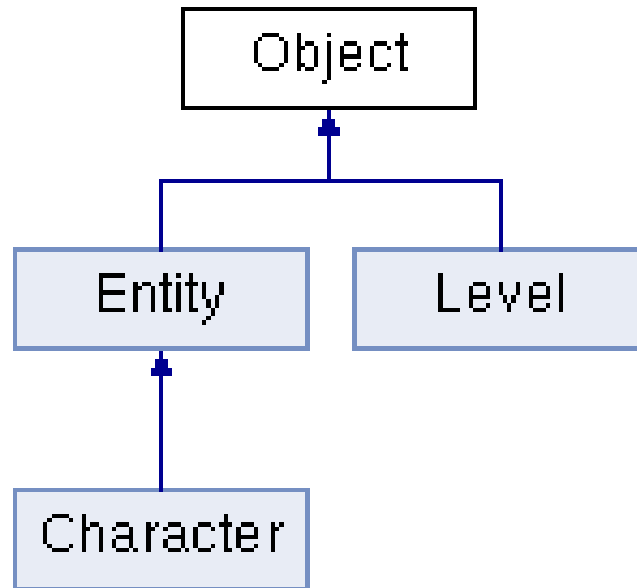
## Backgrounds

- Differing graphics between each dimension
- Static objects
  - Platforms
  - Switches
  - Doors

## Objects

- Player
- All other moving entities
  - Crates
  - Safes

# Code Structure (so far)





# Current features

- Smooth movement of player
- Collision detection which I haven't managed to find a bug in yet
- Entities which can be picked up and thrown

# To be added:

- Bigger player and entities
- Switches and doors
- Scrolling levels
- Physics which allows moving platforms
- Dimensions
  - Dimensions Menu
- Title Screen
- Graphics without decapitated heads

# Questions?