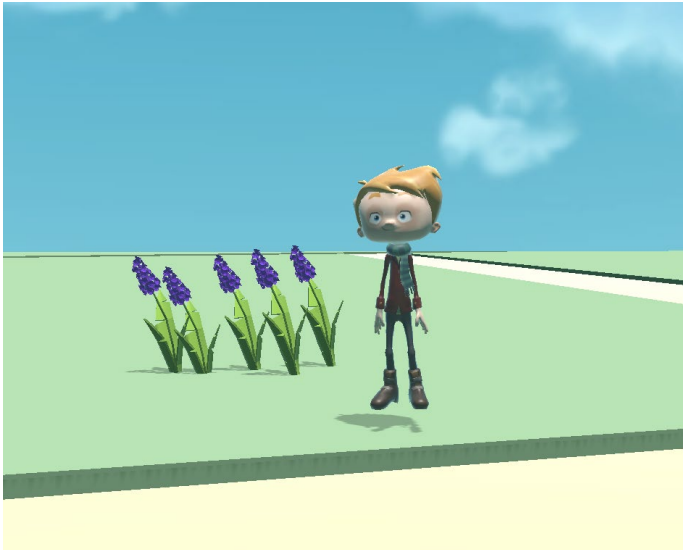




THE CENTRE AND THE EDGE

PROJECT NARRATIVE

Our character Mason is a professional traveler who has been to many countries. His favorite two cities are Osaka and Barcelona. He keeps thinking about the colorful memories and experiences he had of these cities and the mysterious church that he used to pass by on the trip but never had a chance to enter. Therefore, Mason decides to recreate them by building a virtual world where he can make the iconic sceneries reappear. Come explore and join his adventure!



THE CITIES

Come explore the urban intersection between Osaka and Barcelona! Discover elements such as narrow/wide streets, food, and building characteristics that show their culture and highlight how these cities are recognized by the world.



HOW TO PLAY

Find the odd one out from every element generated after you interact with it to generate more urban elements. Keep doing this until you build the full city and reach the center that is the church. Remember, no odd elements are repeated and you have to find the odd one out only from what you generate. There are multiple possibilities and the score varies based on how many elements you can generate. Happy Building!

