

Non-instructional Game

Description

A non-instructional game, with visual cues for navigation, and visual puzzles.

Navigation

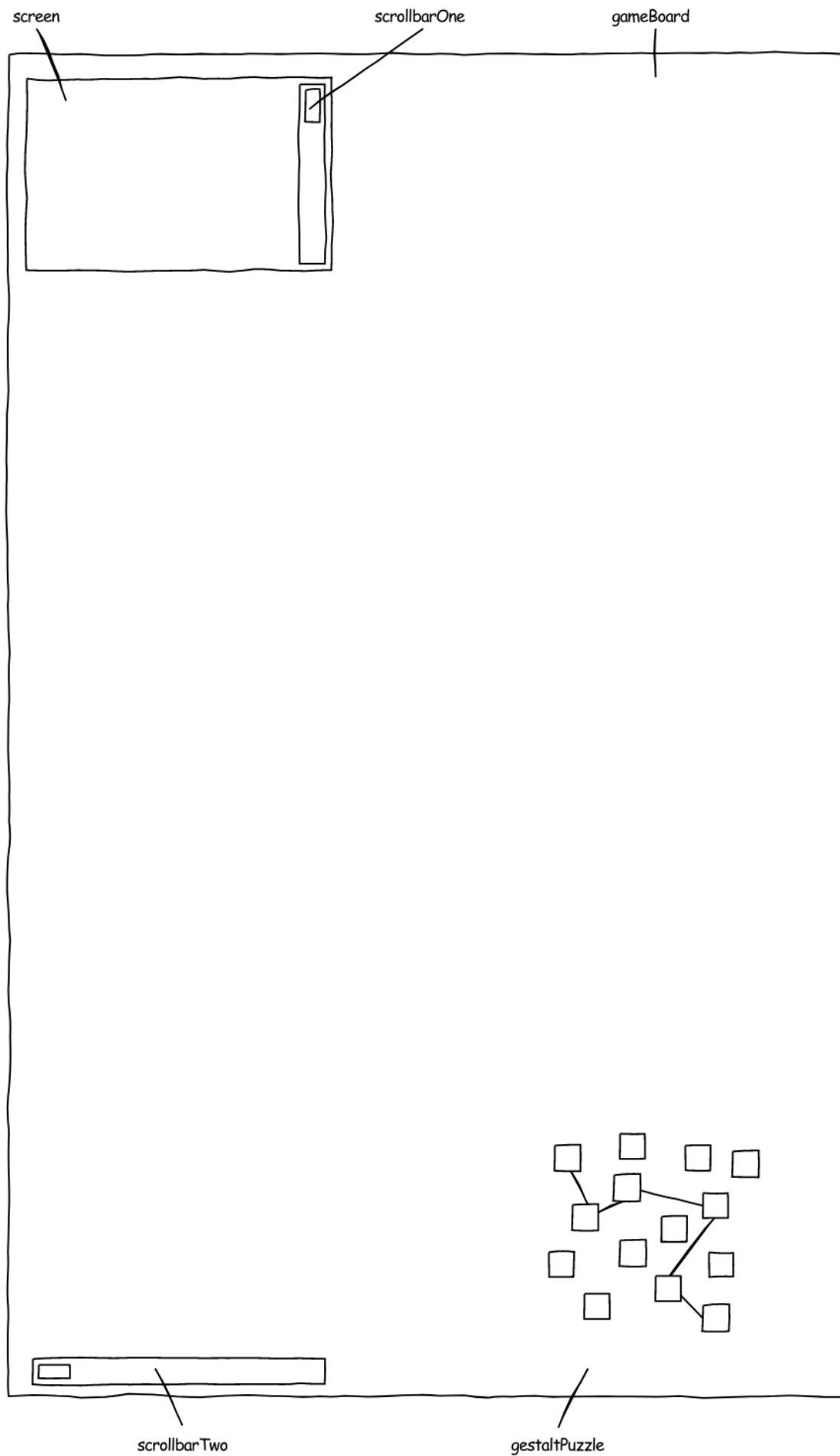
Pointer, by scrolling and clicking.

Objective

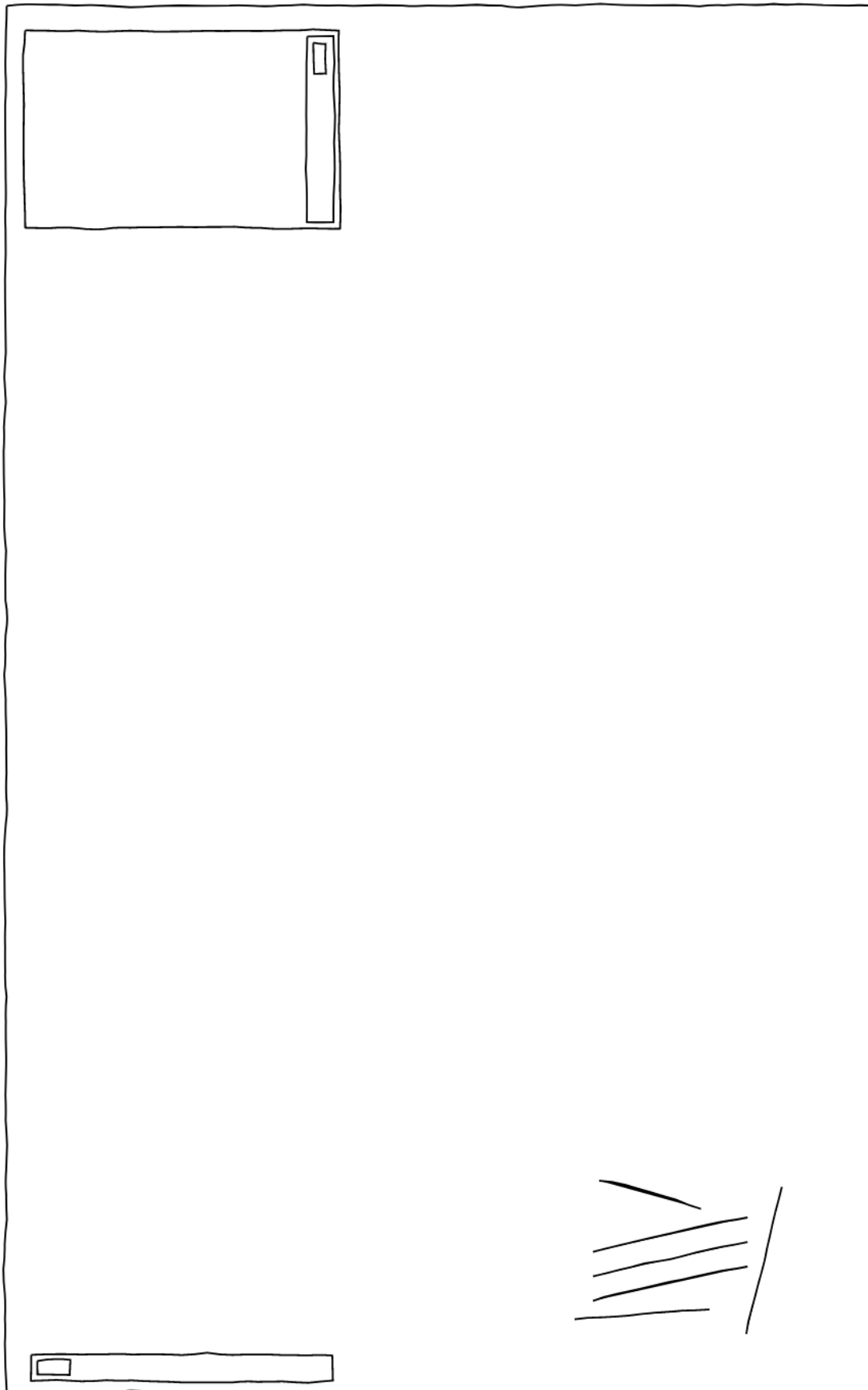
Navigate through the space of abstract shapes (resembling widgets) and solve puzzles based on the Gestalt Theory to get to the next level. Scrollbars, on/off switches, buttons, sliders, etc. are dispersed throughout out the game board.

Rule

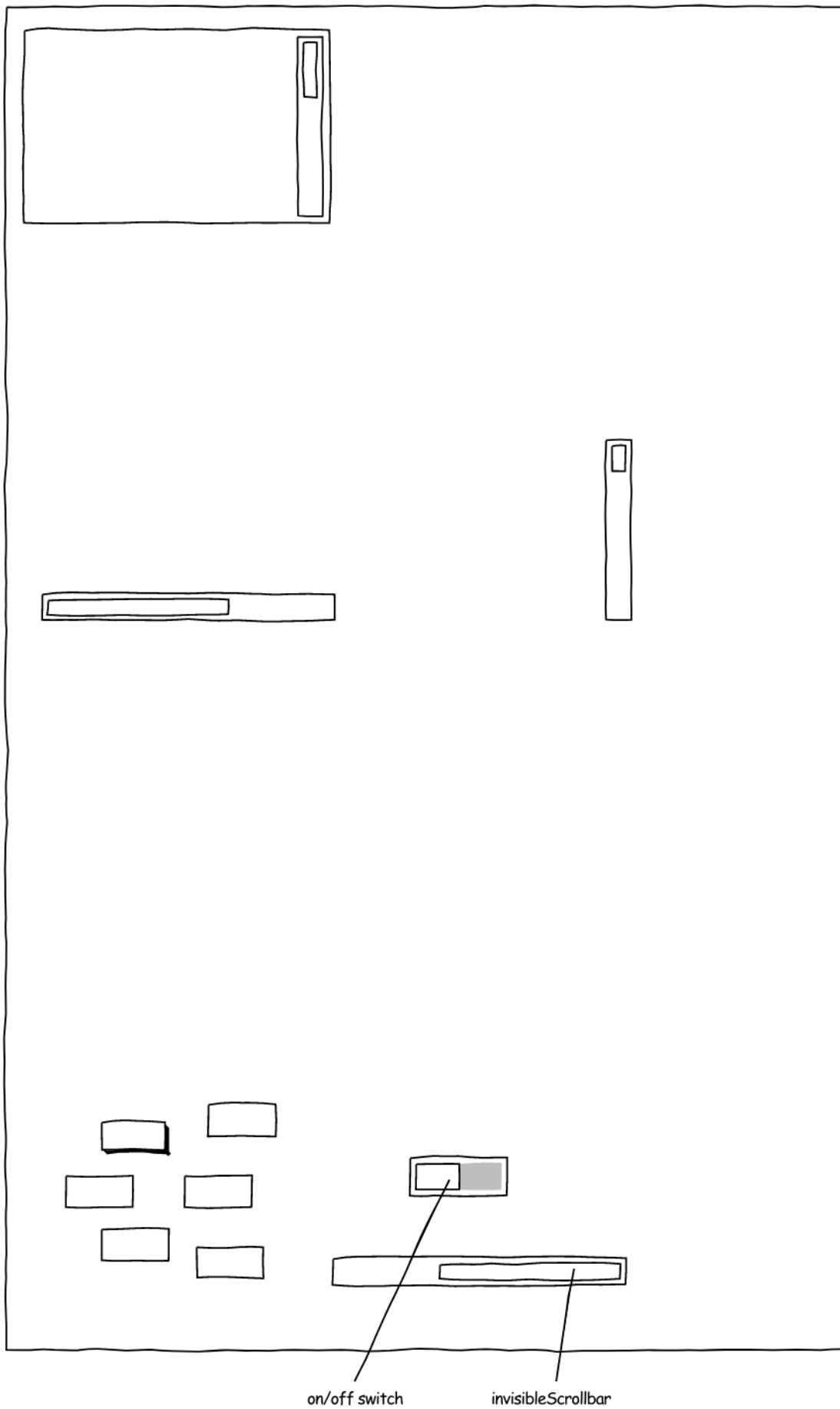
If Player clicks on unintended parts of the game board, the game restarts.



The first step in the game is to scroll to the bottom. When arriving at the bottom, scrollbarTwo comes into view. Player can then scroll right, and will stumble upon a Gestalt puzzle. In this case, to solve the puzzle, Player must click on all connected rectangles.



This puzzle is based on the Gestalt principle called Parallelism, which states that lines with the same or very similar slopes are visually associated as being part of the same group. To get to the next level, Player must click on the lines that seemingly belong together.



A more elaborate scrollbar path. In this sketch, when arriving to the on/off switch, Player must click it to invert the colors and reveal the invisibleScrollbar. Player can then scroll to the puzzle.