# 08969 Group 13 game report

## High concept

The high concept of our game is a minimalistic, gravity swapping, reaction game that uses the idea of inverting gravity to challenge players more and more as they progress.

## Emotional aesthetic

We force the player to make progress by having their character always moving right, but we also use the text at the bottom of each level to make the player *want* to get to the next level so they can see how the conversation pans out. The game itself appears very simple in its colours/art, this is because of the invert mechanic, which gives each part of the game 2 colours. Using this idea of “inverting” everything on the screen is our answer to very simple art.

We have a blank state character which isn’t even human in its appearance; so when we have the text at the bottom of the screen come up, the player feels as though it’s being directed at them.

## Mechanics and Dynamics Implemented

The player is constantly moving to the right, and has to use the space bar to move over/under obstacles to get to the end of the level. After a few levels more obstacles are introduced:

The blue gate: this slows the player’s movement for a few seconds, if the player doesn't expect it then it can throw off their timing, increasing the difficulty. Decreasing the speed momentarily also means that we could squeeze difficult bits in a compact area increasing the difficulty still. This changes the flow of the game meaning that it keeps the users attention.

The green gate: This gate speeds the player up for a few seconds, as with the blue gate, this can throw the player off, again adding another difficulty increase and keeping the player attention

Moving platforms: at around the halfway point of the game, moving platforms will appear, the challenge with these is that you have to predict where they will be when you reach them to see whether you must try and avoid them. This addition makes sure that players are even more alert as they will have to hope they get it on the first try but after it forces them to watch out for this sort of thing and remember when and where they will appear and need to be.

Red tiles: The last obstacle that appears is the red tile (really just a sideways gate). The player must avoid these like any of the other structures they have encountered.

## Reflective summary

We are quite happy with how the game turned out. we feel that the “invert” mechanic works well to offset the simple art. If we were to take this game on again, we would definitely add voice acting along with the on screen text. This is because realistically the text on screen should be a visual cue to the sound of someone speaking the lines; it is too much to expect the player to pay full attention to both the game and the text. Though playing the game ourselves the idea of checkpoints came up and we agreed that this would be something that could be implemented as we found that we would sometimes get stuck on a part of a level and then die straight after we had got past it, we would have to do it all over again and again and again meaning that if someone got stuck for a long time they may “rage quit” the game.

## Assets

## Creative commons used

Main theme song: Herr Doktor - Revenge

(<http://freemusicarchive.org/music/Herr_Doktor/199X/06_herr_doktor_-_revenge>)



