

Analysis

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The controls available to the player are the right and left directional key to move, the up directional and the spacebar to jump, and the “E” key to interact with game objects. The player controls a character moving on a 2-sided- 2-dimensional playing field. The player can put holes in the surface of the world and play on the other side. However, both sides of the playing field aren’t the same, platforms only exist at certain places on each side. The only way players Because of this player is often faced with the challenge of having to use the other side to continue onward. Coins are also introduced to the player as collectibles. They have no importance in getting to the end of the game but they give you a score at the end.

At this point the player isn’t really faced with a conflict to begin the game. When the player begins they see a hole that says “Press E to enter” to spark the their interest. From then on the player learns the extent of the clicking mechanic and how they can use it to beat the game. Since we didn’t use enemies we needed to spark the player’s curiosity as opposed to provoke them with conflict.

We ended up using a heart based life system that returns you to level 1 if you lose all your hearts. In hindsight we think we should have just had a one life system that returned you to the beginning of the level and could let you access any level. Also ideally the game would have artwork, a theme, and story to engage the player while the explore through the two sided world.