

= And Yet It Moves =

And Yet It Moves is a platform video game developed by independent developer Broken Rules . The game was released for Microsoft Windows , Mac OS X , and Linux on April 2 , 2009 , and a Wii port was released on the Wii Shop Channel in August 2010 . And Yet It Moves was originally designed as a computer science project at the Vienna University of Technology in 2007 . When the original prototype won or was nominated for awards at various independent game festivals , the team decided to create a full version of the game .

And Yet It Moves focuses on moving the player character through a series of hazardous environments . The player possesses the ability to freely rotate the entire game world , transforming walls into floors and vice versa . The game 's levels and puzzles are designed around this concept . The game features paper collage styled visuals designed by Jan Hackl and a beatboxing soundtrack performed by Christoph Binder .

Both the PC and WiiWare versions of the game received positive reviews , with many critics applauding the gameplay mechanics and the visuals . And Yet It Moves was also released as part of the third Humble Indie Bundle .

= = Gameplay = =

And Yet It Moves is a single @-@ player puzzle platform game set in a world stylized to resemble a paper collage , where background elements and characters consist of ripped paper . The nameless player character , who appears as a cutout pencil line @-@ drawing on white paper , is moved through a series of levels by running and jumping across the obstacles and avoiding hazards . The player possesses the ability to " spin " the entire game world in 90 or 180 degree increments at any time . Because the rotation is instantaneous and gravity will always point " downward " relative to the game screen , spinning the world has physical consequences on the player character and on the environment : walls that are too steep to climb become flat , walkable surfaces , and objects may move or react to the change in gravity . All objects retain their momentum relative to their frame of reference .

The levels in And Yet It Moves are designed such that spinning the world at certain moments is required to progress . Because the character will tear into pieces if he falls from too high a distance , the player must often spin the world such that the character can safely surmount or descend from large obstacles . Other hazards such as wild beasts , fire and boulders , or falling into the black void that borders the playing field will tear the character . However , the player has unlimited lives and will reappear at the last checkpoint he passed prior to being torn .

The main campaign mode offers 17 levels that span three different environments . There are other gameplay features available , such as online leaderboards , various time attack modes , and optional achievements that are awarded for performing specific objectives .

In the Wii version , players control the game using the Wii Remote held sideways , and the game world is rotated by twisting the controller in various directions . The Nunchuk and Classic Controller are also compatible for alternate control schemes . This version also removes the restriction to only rotate in 90 degree intervals and offers three additional levels compared to the PC versions .

= = Development = =

And Yet It Moves is the first video game developed by Broken Rules , an independent game developer based in Vienna . The game began as a bachelor project held by the Department for Design and Assessment of Technology at the Vienna University of Technology . The four computer science students involved wanted to design a game that gave the player more freedom than possible in normal 2D games ; a side @-@ scrolling platform game with the ability to rotate the entire game world was chosen . A prototype of the game took half a year to develop using the Torque game engine , and the name And Yet It Moves was chosen for its ambiguity and " it hints at world rotation , " an allusion to Galileo Galilei 's famous (but apocryphal) remark " Eppur si muove " .

. The prototype was showcased at various independent game development festivals and garnered positive feedback ; it was a winner in the Student Showcase category of the 2007 Independent Games Festival and a nominee for the 2007 Europrix Top Talent Award . The interest in the title inspired the students to develop a full game , which took approximately two years . Broken Rules was founded when it was realized that " it was a necessity [in order] to better deal with all the organizational , financial and juridical hassles that are involved when making business . "

Broken Rules did not have a dedicated artist , so the designers chose a graphical style they believed was both aesthetically pleasing and easy to create . A pencil @-@ on @-@ paper look was first attempted , but it appeared " empty and boring " until photographs , collected from public sources such as morgueFile , were added . The style evolved into the game 's final ripped paper collage look , intended to appear " rough and analog . " Designer Christoph Binder created the game 's background music and sound effects by beatboxing , echoing this motif . Felix Bohatsch , the project lead , stated in an interview that adding a narrative or backstory was avoided in favor of prioritizing the gameplay . He added however that the level design follows a leitmotif that conveys " a journey from being confined to becoming free " as the game progresses , first beginning in dark caves and ending in a wide blank space .

In October 2008 , Nintendo contacted Broken Rules and asked if a downloadable WiiWare version of And Yet It Moves could be developed for its Wii console after seeing a demonstration of the game at the 2008 IndieCade Festival in Los Angeles . Bohatsch stated that " we didn 't think long about this decision because we always wanted to bring And Yet It Moves to a console and I have a sweet spot for the Wii . " However , the PC game 's projected release date was April 2 , 2009 ; it was too late in development to begin co @-@ developing for Wii and launch simultaneously on both platforms . PC version development was completed first and then Wii development started in June .

Because And Yet It Moves was originally designed to be played with digital controls , the Wii Remote 's analog motion controls needed to be implemented such that they felt natural and not intrusive . Broken Rules determined , following a number of tests , that allowing the player to freely rotate to any degree best suited motion controls ; originally the player could only rotate in 90 degree intervals . Four different control schemes were implemented to satisfy a wide number of players , three of which either use motion control or the Wii Remote pointer . While the file size limit imposed on WiiWare games was not an issue , the visuals needed to be downsampled to cohere with the Wii hardware . A standard @-@ definition television was used in development ; Bohatsch felt the visuals looked nicer on the SDTV than on a PC or Mac with higher display resolution , but warned that some HDTVs might not upsample the Wii resolution properly , recommending that a component cable be used while playing the game . The online leaderboards were omitted from the Wii version because the PC version 's leaderboards were not frequently used . Three new levels , unlocked when the player completes the main campaign mode , were added . The near final version of the game was submitted to Nintendo 's Quality Assurance team in May 2010 to inspect and find bugs . And Yet It Moves was released on the Wii Shop Channel in North America on August 23 , 2010 and then in Europe on August 27 .

Broken Rules currently has no plans to develop a sequel to And Yet It Moves , due to the time spent on the game . Bohatsch commented that he is unopposed to the idea and is amenable to proposals to develop such a game .

= = Reception = =

And Yet It Moves received generally favorable reviews . The PC version gained aggregate scores of 71 @.@ 50 % and 75 on GameRankings and Metacritic , respectively , while the WiiWare version gained aggregate scores of 85 @.@ 30 % and 83 . Critics applauded the game 's unique take on the platforming genre and the game 's paper collage visual style , but felt the game was too short . Some critics noted the absence of any narrative or backstory , but felt that the game ultimately didn 't need one , though GameSpot noted it as one of the game 's weaknesses .

In his review of the PC version , IGN 's Daemon Hatfield stated that And Yet It Moves " manages to make this quarter @-@ century old genre [2D platformer] feel new again . " Hatfield praised the

gameplay , which was " challenging but avoids being frustrating " , but felt there wasn 't enough content to warrant the \$ 15 price , despite the additional game modes available . Hatfield scored the game 8 @. @ 4 out of 10 . GameFocus scored the PC version 8 @. @ 0 out of 10 , praising the gameplay , sound , controls , and use of physics . The review also stated that players are unlikely to experience motion sickness despite the frequent rotating of the game screen . GameSpot scored the PC version 7 @. @ 5 out of 10 , stating that while the rotation mechanic " wears thin toward the end of the game , " " the increasingly exotic level design manages to keep the good times rolling until the end . "

Justin Haywald of 1UP.com stated that " even when I felt I had to guess which direction I was supposed to go , the levels are set up well enough that the way forward is always easy to figure out " . Haywald praised the visuals as well , but stated that " as the scenery grows more cluttered , it also sometimes becomes difficult to find a safe place to land after sending the world spinning " . Haywald rated And Yet It Moves a B + . NintendoLife rated the WiiWare version 9 out of 10 , stating that the new additions and updated controls made it the " definitive version of the game " despite the omission of online features seen in the PC version .

= = = Sales = = =

Felix Bohatsch of Broken Rules reported in May 2009 that sales of the PC version were " not at a level we were expecting " . No digital rights management (DRM) protection was placed on the game because " we ... believe that any game will be cracked , no matter how we try to protect it , so our philosophy is that adding DRM or anything similar only annoys the people who actually pay for it . " The bootlegging rate was approximately 95 @. @ 5 % , meaning " for every game [sold] there are 22 cracked version [sic] being played " . Bohatsch speculated that the poor sales were partly caused by the levels demonstrated in the free game demo , which did not focus enough on the game 's puzzles . More than 370 @, @ 000 units of the game were sold as part of the third Humble Indie Bundle .