Windosill

Windosill is a 2009 puzzle video game by Vectorpark for Microsoft Windows , OS X , Linux , web browsers , and iOS . The player advances through eleven rooms through interacting with each level 's environmental objects . It was developed by artist Patrick Smith , who taught himself to animate and program the game in Adobe Flash . He was inspired by a variety of painters and artists . The game was first released for Windows , OS X , and web browsers in 2009 , and was later ported to the iPad in 2011 with several added features .

The game received " universal acclaim " , according to video game review score aggregator Metacritic . Reviewers noted the game 's especially short duration , memorability , art style , and emphasis on exploration over problem solving . Windosill has influenced games including Alto 's Adventure , Blek , Donut County , and Monument Valley .

Gameplay

In Windosill , the player solves logic puzzles to progress through eleven successive rooms . Everything on @-@ screen is interactive . The player experiments with the environmental objects in each room to find a hidden cube , which unlocks the door to the next level , through which the player guides a toy car . Responsive objects in each room include light switches , piles of leaves , clocks , " a squishy thing with an eye on top " , a building that grows legs when spun , a box that grows hair when touched , and a smokestack that can be squeezed to make clouds . Interactions with these objects reveal subsequent objects and possible interactions .

Development

Patrick Smith , a Brooklyn @-@ based artist , drew , animated , and programmed Windosill by himself for Microsoft Windows , OS X , Linux , web browser , and iPad (iOS) platforms . His collection of interactive animations and games , which he began around 2001 , are released under the name " Vectorpark " . Although Edge previously covered and praised Smith 's prior work , they wrote that he " is notable for never having made the jump to the mainstream " .

Smith first sketched Windosill level ideas in pencil , and transferred his favorites into Adobe Illustrator , where he added detail , " shapes and colors " . He then animated and programmed the scenes in Adobe Flash , and incorporated sounds from Freesound . While Smith studied painting at Washington University , he learned to animate and program on his own . He developed his own 3D and physics code instead of using existing software libraries , as he prefers to use code he fully understands . When Smith built the game , he considered the " aesthetic and functional aspects holistically " . Smith 's main inspirations when creating Windosill were mainly artists and not games : surrealists René Magritte and Joan Miró , metaphysical painter Giorgio de Chirico , animators Max and Dave Fleischer of Fleischer Studios , cartoonists Chris Ware and Jim Woodring , sculptor Alexander Calder , and Italian Renaissance painters Paolo Uccello and Piero della Francesca . Smith credits the latter painters for his use of flat shapes as 3D forms . Windosill was not designed for a specific audience ? in fact , Smith designed them for his own enjoyment ? but he noted that its " toy @-@ like " qualities and emphasis on discovery were intentional .

Windosill was originally released in 2009 as a downloadable Flash game for Microsoft Windows and OS X. In this version , the first half of Windosill 's was free @-@ to @-@ play and its second half could be unlocked with payment . Smith was satisfied with its sales , but said " it will take a long time to fund itself " . An iOS (iPad @-@ only) port was released on December 15 , 2011 , and added two features : Complex Gravity (which adds " tilt controls ") and See @-@ Thru (which makes the room 's elements transparent) . It also includes a 20 @-@ piece collection of concept art . The game was included in the April 2012 Amanita Design Humble Bundle .

Reception

The game received " universal acclaim " , according to video game review score aggregator Metacritic . Reviewers noted the game 's especially short duration , memorability , and emphasis on exploration over problem solving . Multiple reviewers praised the game 's art style . Nissa Campbell of TouchArcade described the style as " surreal " , and Tim Rattray of Slide to Play wrote that Windosill is " serious " in its attempt to " be ' art ' " . Critics described Windosill as not just a game but " a toy " in itself . GameSetWatch selected the game for their " Best of Indie Games " the week of May 2 , 2009 .

Campbell of TouchArcade wrote that the iOS port was " always meant to be " due to the tactility of the game 's puzzles . Campbell added that iOS multitouch changed how players could interact with the puzzles , though it did not change any of the solutions . The reviewer wrote that the controls were intuitive and designed for experimenting , as there is no tutorial . Kirk Hamilton of Kotaku similarly wrote that the game helped him remember " how wonderfully tactile the iPad can be " .

Rattray of Slide to Play described Windosill as " an interactive abstract mosaic " and " absolute thrill ride " . He described the puzzle design and production value as " brilliant " , and praised the " fitting " sound effects , " smooth " controls , and " perfect " frame rate . 148Apps 's Dan Lee also called the puzzles " brilliant " , and described them as " so abstract " as to require unconventional thinking . Anthony Burch of Destructoid added that the puzzles were designed such that players would not become " frustrated or bored " . Lee and Rattray said there was little reason to return to the game after playing through , apart from a few minutes to experiment with the added iOS features . While Lee considered this a " niggle " , Rattray praised its brevity .

Windosill has influenced games including Alto 's Adventure , Blek , Donut County , and Monument Valley . Smith later made the 2015 interactive alphabet game Metamorphabet .