Alto 's Adventure

Alto 's Adventure is a 2015 endless runner snowboarding video game by Snowman . The player @-@ character automatically moves to the right of the screen through procedurally generated landscapes . The player taps the screen to jump and perform tricks , and works towards goals , competitive high scores , and upgrades . Snowman , a Toronto @-@ based , three @-@ person indie development team , previously worked on productivity apps before Alto 's Adventure . The game was made to emulate the ethereal atmosphere of snowboarding , and was inspired by Journey (2012) , Monument Valley (2014) , Tony Hawk 's Pro Skater 2 (2000) , and Windosill (2009) .

The game was released in February 19 , 2015 initially in iOS devices . In September that year , Snowman announced that Alto 's Adventure will be launched in Android and Kindle Fire . The game was finally released in Android on February 11 , 2016 . On July 8 , 2016 the game was also released for the Windows platform .

The game received what was described on review score aggregator Metacritic as universal acclaim . Reviewers praised its art style and sense of atmosphere , but criticized its gameplay as unoriginal . Pocket Gamer awarded the game their Gold Award .

Gameplay

Alto 's Adventure is a side @-@ scrolling endless runner snowboarding game . The player character moves automatically through procedurally generated landscapes towards the right side of the screen and the player can only control when to jump . The player taps the screen once to jump and holds the screen midair to perform tricks . While the character moves across the landscape , the player can complete some of the game 's 180 goals , though they are given only three at a time . Goals include such things as traveling a set distance , rescuing runaway llamas , crossing dangerous gaps , grinding across the rooftops of villages , and outsmarting the mountain elders . The player receives awards from completing goals , and can also collect coins , which can be used to purchase upgrades . Players perform tricks in quick succession , or combos , to earn points towards a competitive high score . The game also tracks distance traveled and trick combos . Later in the game , players can use a wingsuit , which changes some elements of the game . The environments of Alto 's Adventure change in lighting as time passes through the cycle of the day , and also incorporate weather effects . Player progress syncs between iPads and iPhones over iCloud , and the game uses Game Center leaderboards .

Development

Alto 's Adventure was built in collaboration between Snowman , an indie development studio based in Toronto , and lead artist and programmer Harry Nesbitt , based in Devon , England . The developers intended the game to " capture the flow and feeling of snowboarding " and the way " everything else sort of just disappears " when " in rhythm with the mountain " , unlike other snowboarding games . Snowman also sought to address how other mobile games emphasize video game console @-@ type elements with on @-@ screen controls , which co @-@ founder Ryan Cash felt were largely not designed with the mobile platform in mind .

Alto 's Adventure was inspired by Journey (2012) , Tony Hawk 's Pro Skater 2 (2000) , and Windosill (2009) . Snowman 's co @-@ founders , Ryan Cash and Jordan Rosenberg , wanted to bring the essence of the Tony Hawk games of their youth into Alto 's Adventure , including " fun , positive goals " and an " easy to learn , hard to master " trick system . They avoided goals from other endless runners that they considered negative , uninteresting , or repetitive . As inspired by Monument Valley (2014) , the developers chose to charge above average for the game as a trade @-@ off for not including offsets like in @-@ game advertisements or in @-@ app purchases . Snowman has said any new content would be as an expansion along the lines of Monument Valley 's " Forgotten Shores " . The game was released for iOS on February 19 , 2015 .

A port for Android and Kindle Fire was announced on September later that year . However , it was not until February the following year that a definite release date was announced , and the app was finally released for those platforms on February 11 . Snowman collaborated with Noodlecake Studios to make an Android port . Additionally , unlike the iOS version , which is launched as a " premium app " (which requires user to pay $ 2 @.@ 99 to download) , the Android version will be free to download . In an exclusive interview with The Verge , Ryan Cash of Snowman explained that their decision to make the Android Alto 's is due to iOS and Android being on a " completely different ecosystem " , and mainly because of the bigger piracy issues on Android apps . Additionally , he said that those using the Android port will have the same experience as those playing Alto 's in the iOS .

= = Reception = =

The game received " universal acclaim " , according to video game review score aggregator Metacritic . Reviewers had high praise for its art style and aesthetics but criticized its gameplay as unoriginal . Pocket Gamer awarded the game their Gold Award .
The Verge 's Andrew Webster wrote that the game was a " supremely laid back " and " incredibly relaxing experience " . He wrote that this " next great iPad game " was already one of his mobile favorites , and is set apart from others by its " style " and " achingly beautiful " mountain landscape . Webster found Alto 's Adventure to be part art game and part " fun little time waster " , and compared it to a combination of Sword & Sworcery and Tiny Wings . TouchArcade 's Jared Nelson likened its art style to Journey and its gameplay to Ski Safari . While he didn 't find the game challenging , he enjoyed the " incredible " visuals : " tons of tiny details " , like the character animations and changes in lighting and weather , contributed . Nelson also characterized TouchArcade readers ' impressions as " highly positive " .
Eric Ford , also of TouchArcade , found the gameplay " basic " as well ? " not much here that truly innovates within the genre " ? but felt that the game was worth experiencing for its " excellent visual style and soundtrack " . He also compared the gameplay to Ski Safari and additionally wrote that while the game 's power @-@ ups , quest objectives , currency , and score were " pretty standard " , the trick system was praiseworthy and gave even easy tricks a sense of " accomplishment " . Ford was not enticed by the available upgrades and wrote that he played not for the upgrades but for the game 's " whole look and feel " that was made to feel like more than a game with its " awesome " , " mellow " , and " soothing " soundtrack . Ford added that the game earned " its hype " from its " amazing art style and visual effects " rather than from its gameplay . He was impressed with how much the dynamic weather changed the feel of the game even while the gameplay went unchanged . Ford predicted that players would respond to Alto 's Adventure either in appreciation of its " sheer amount of artistic integrity and nuanced visuals " , or in disappointment by its similarity to previous endless runners .
Harry Slater of Pocket Gamer thought the game was " pretty special " and " among the best on the App Store " . He thought its " stunningly simple " gameplay to be a " compulsive and engaging experience " and " bloody good fun " , though he found its core mechanics unoriginal . Eli Cymet of GameZebo said he wanted to live in the game 's world and praised its " total , uncompromising dedication to atmosphere " and how every choice felt " made to preserve experiential authenticity " .