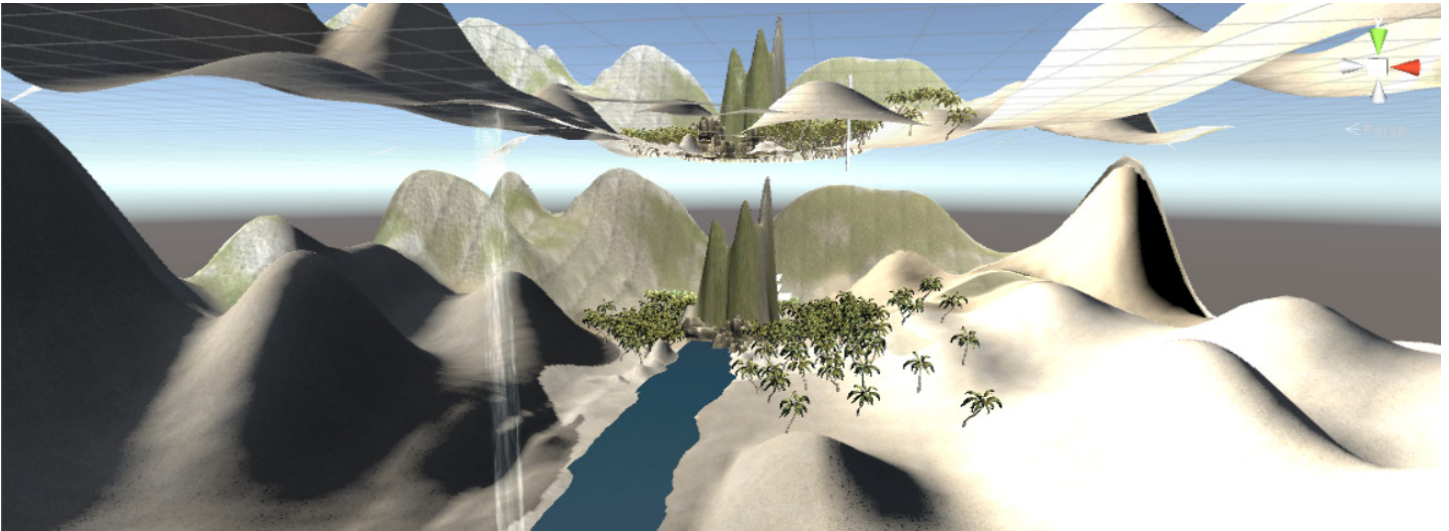




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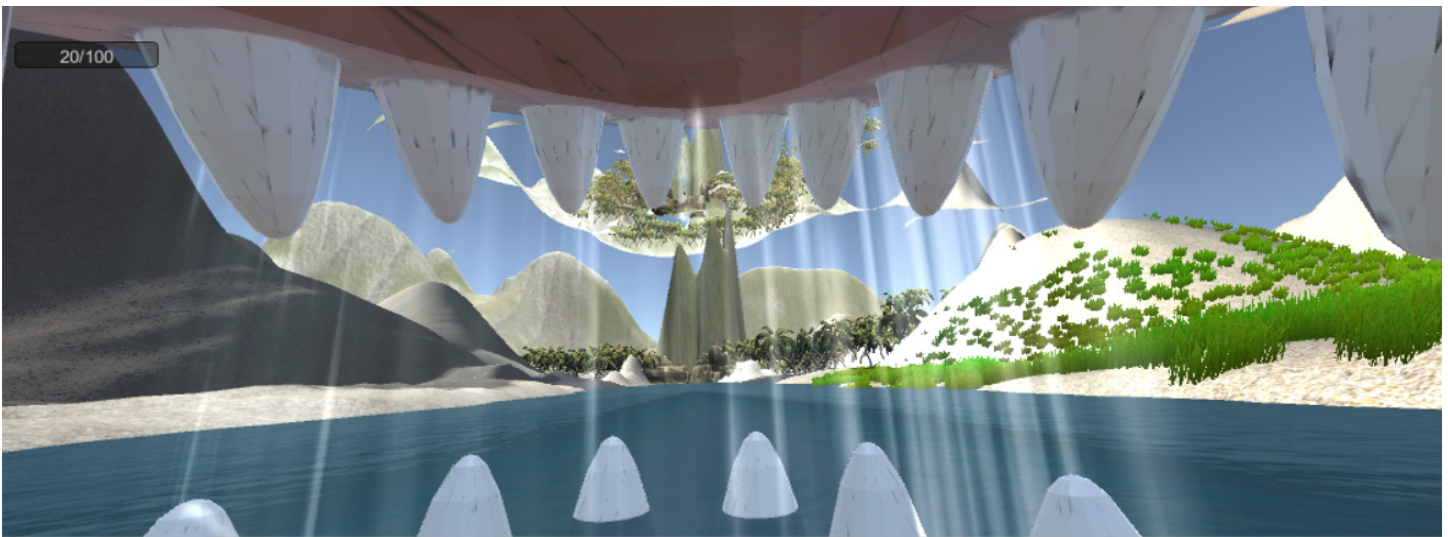
“One must describe the spaces situated between things that are already marked out -
spaces of interference...” -Michel Serres in *Conversations on Science, Culture, and Time*

Space & Exploration



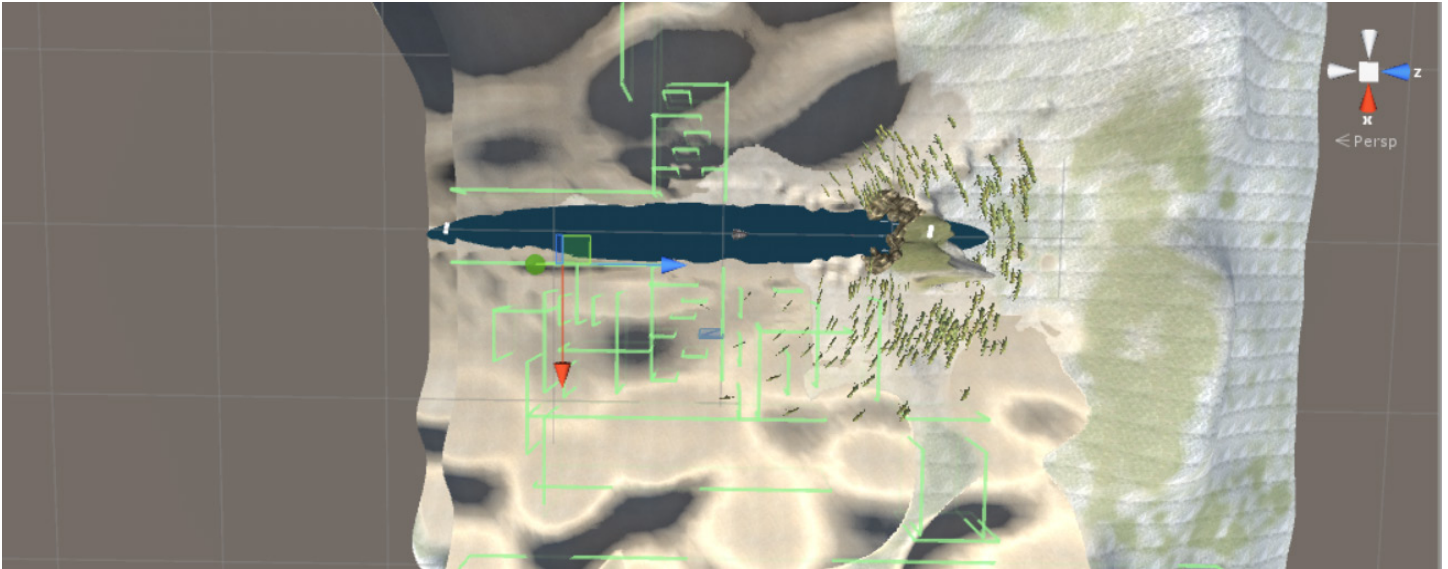
The Island and the Island deals with concepts regarding space and exploring a space that is not usually explored. Within the island are hidden triggers that teleport the player somewhere else on the island. The player must figure out where they are and maneuver their way out of obstacles and hindrances. The game centers mainly on problem solving and strategic navigation in order to discover hidden Easter eggs and components on the island. It is about uncovering and exposing the island so that the player becomes more familiar with the landscape. The exploration process includes trekking on places that are usually restricted in video games, like the backside of mountains or through rocks. Landscapes are usually made as barriers that the player must avoid in order to achieve a goal; it is their passageway to something else they must attain. This game, however, incorporates the landscape as the game and challenges the limitations of the player's movement and assessment of the land. The space is a time fold in which overlapping identical areas are changed by a factor that changes the entire space in whole.

The main objective of the game was to have a player experiment with their surroundings. It is a type of exploration of traveling and not knowing where they are going; the player must have faith in the game that it will guide them to the endgame. From the perspective of the alligator's mouth, the game is much harder to navigate. The angle of sight is narrower and harder to see the environment, thus making it more challenging to overcome obstacles.



Questions I pondered:

How does space interact with us and us with it? What kind of space is a space we cannot see? How do we travel through or occupy space? Why do we feel Deja Vu? Do you trust the environment you are in? Why do people go through certain spaces rather than others? What is space?



Hidden in the game are small components that are obstacles for the player. There are hidden teleportation ports and an invisible maze. Small triggers can be activated upon collision that takes the player to the other island and in different areas of the landscape. Each different area of teleportation has an obstacle or activity the player must go through. There is hidden spot where the player must overcome an obstacle and then only after accomplishing the obstacle will they be able to take an instagram worthy Nikon Picture Spot.

The ideas and inspirations of space came from China Mieville's novel, *The City and the City*, where there were two cities that did not know of each other's existence. There was also a speculation of a third city in between these two cities. I played around with these concepts in order to challenge the idea of space and what it embodies in today's culture.

