

Da'ata

Presentation

Control gravity to shape shift your surroundings

You are the gravity weaver. You stand in a blank space as discs emerge from clouds. Activate gravity to pull everything toward you discs and clouds alike.

By attracting and combining discs, unique landscapes spawn around you. Be carefull though, maintaining or releasing gravity for too long may destroy your whole environment or even yourself!

Balance is essential to shape the space around you. Inspired by Kabbalah's Tree of Life, the game explores world building from nothingness. Da'ata is an experience where your curiosity becomes the catalyst for cyclical growth in a universe of your own making.



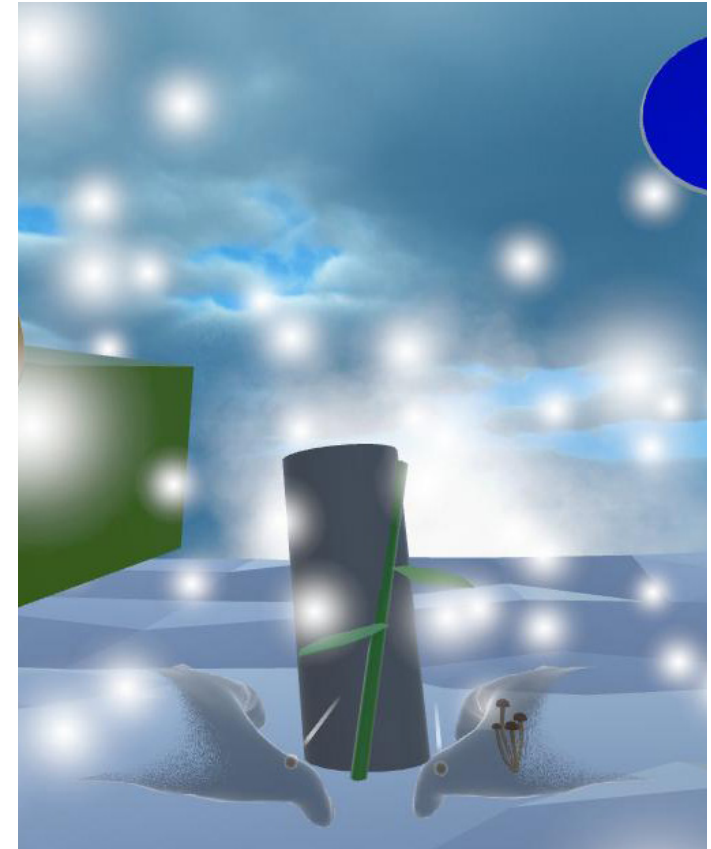


Experience

Your hand is the only controller. Rotate it to affect gravity.

Turning your palm UP attract the elements while turning your palm DOWN repels them.

Balance carefully, pull in what you need to progress, but avoid getting overwhelmed by the deadly clouds.

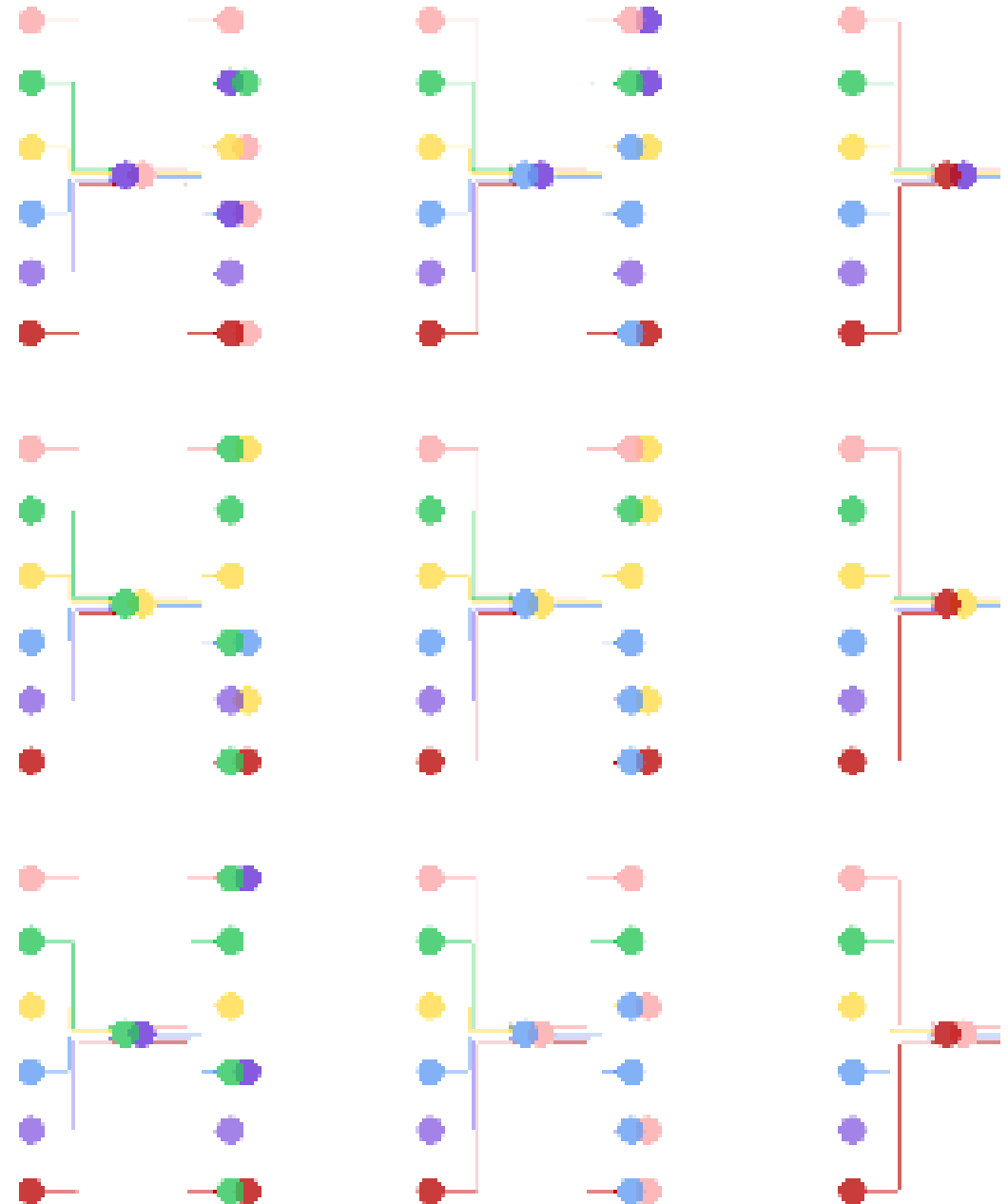


Future Development

With more time we would improve 3 main aspects:
Perfecting the main interactions for game to feel more intuitive and balanced, performing extensive user testing could also help adjust physics and correct bugs.

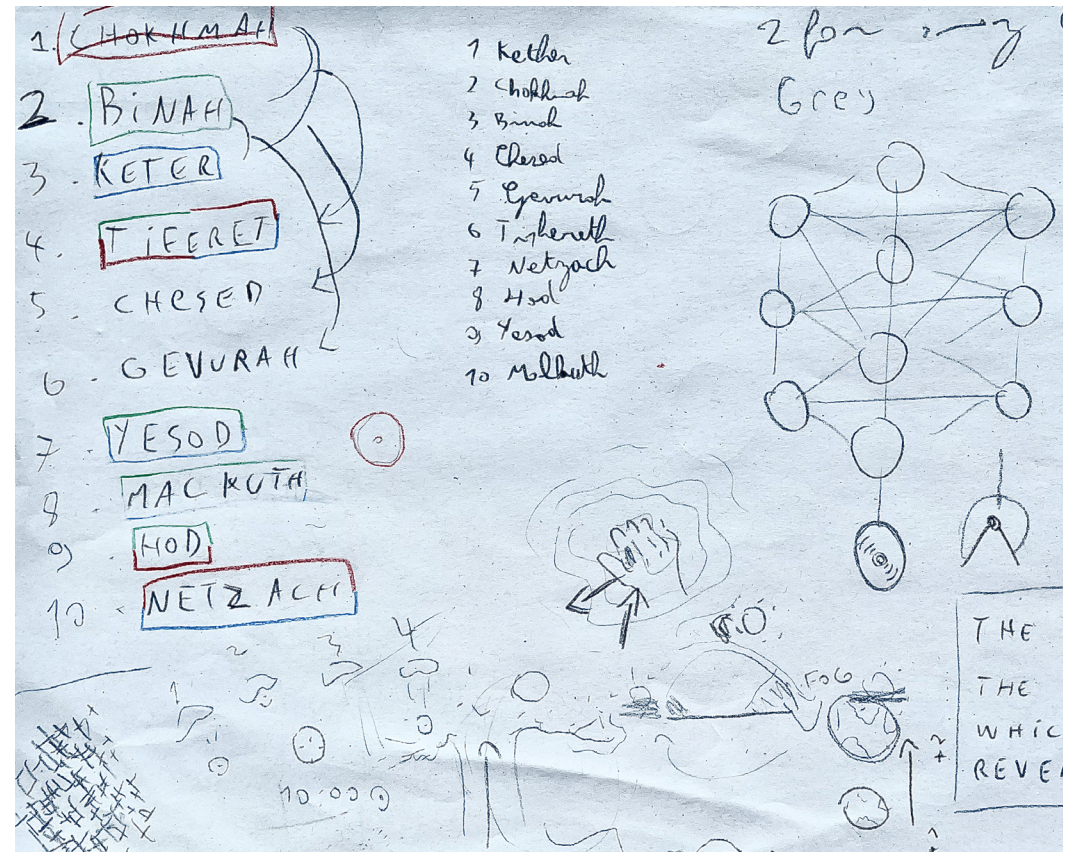
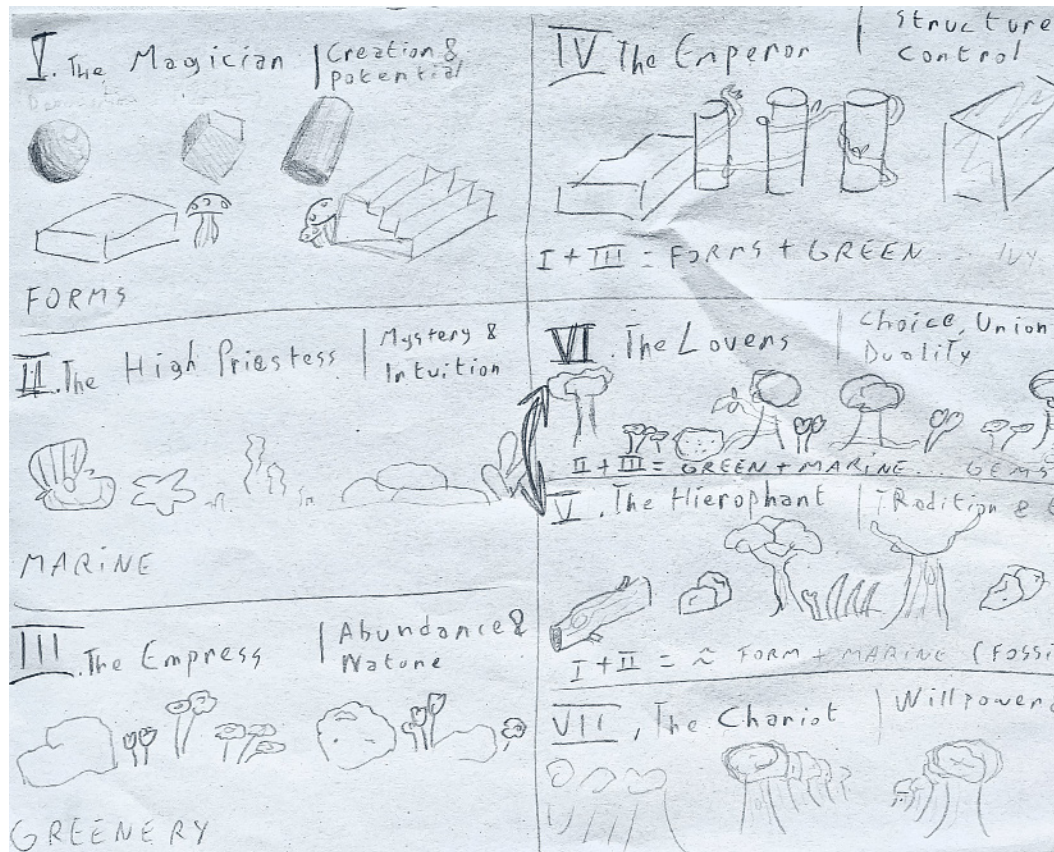
Adding a more imersive soundscape on top of the current sound effects and with evolutive music to feel the environment change arround you.

Finnaly we would include more discs with their own environments, allowing for more complex combinations and choices enriching the overall experience.



Additional Materials

Here are a few pictures and screenshots that illustrate the thinking process, design explorations, and inspirations behind Da'ata.

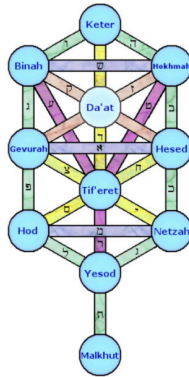
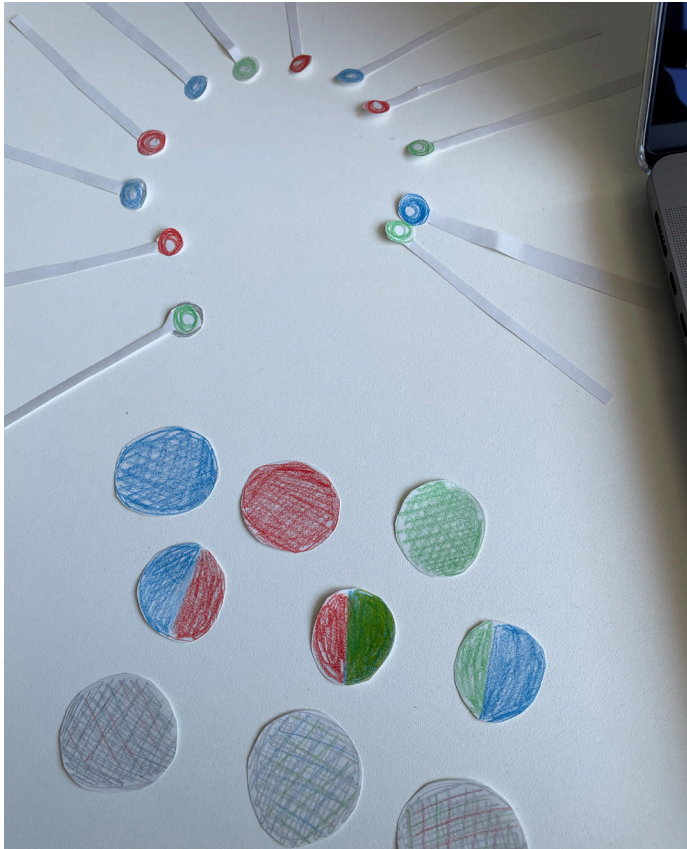


Additional Materials

The first image is a paper prototype that helped us test the game logic.

Then the Kabbalah was an inspiration for building the connections between the discs and the environments.

Finally, our moodboard for the visual influences of the game.



Column 1	Column 2	Column 3	Column 4
Base Disk	Qualitative Sphere	Essence	Environment Themes
Blue	Kether	Origin / Potential	Ethereal clouds, echo/sound effects, reflective sky
Green	Binah	Structure / Memory	Tower-like data libraries, geometric patterns
Red	Chokmah	Energy / Force	Stormy aether, electrical static, chaotic rivers

Column 1	Column 2	Column 3	Column 4	
Fusion	Ranking SigsRank	Leontine	SigsRank Sigs	
Network (Networked) (Zhang)	Network (SigsRank)	Relative feature: increased entry, system rights	Modality of opponents	
	Cloud (SigsRank)	Unsupervised: feature, feature SigsRank	Flowing, absorption	
	Network (SigsRank)	Unsupervised: features, clustering SigsRank	Disruption, dissemination	
Feature (SigsRank) (SigsRank)	Neural (SigsRank)	Unsupervised: SigsRank, memory SigsRank	Interferer to subordinates	
Feature (SigsRank) (SigsRank)	Network (SigsRank)	Ranking: SigsRank, SigsRank SigsRank	Link, absorption	
Rank (SigsRank) (SigsRank)	Neural (SigsRank)	Top-down, reactive patterns, child SigsRank	Logic, analysis	

When a **third disk is added**, initiate a **crisis of over-saturation**, a mini Da'ath event:

1. One essence is **overwritten**, another is **amplified**.
2. You are choosing **what to forget** in order to evolve (this matches the **Path of Knowledge** through Da'ath).
3. Visually, this could be represented as one disk "**fading**" into you and fracturing the world before reconstituting into a new hybrid.

□ Columns 1	□ Columns 2	□ Columns 3	□ Columns 4
Path from - To	Follow Letter	Start Card	Moving / Role
Kathar → Chakras	Alph (1)	**The Foot (0)**	Divine balance, potential, origin
Kathar → Brahm	Brah (1)	**The Magnet (0)**	Will, focused intention, manifestation
Chakras → Brahm	Daish (1)	**The High Priestess (0)**	Intuition, inner knowledge, gateway
Kathar → Tiphareth	Dinah (1)	**The Empress (0)**	Creativity, nurturing bridge
Chakras → Tiphareth	Hah (0)	**The Empress (0)**	Structure, Sun, divine authority
Brahm → Tiphareth	Yeh (0)	**The Hierophant (0)**	Teaching, transmission, tradition
Chesed → Geburah	Zayn (1)	**The Lovers (0)**	Polarities, choice, balance
Chesed → Tiphareth	Cheth (1)	**The Chariot (0/2*)	Victory through control and focus
Tiphareth → Tiphareth	Tav (1)	**Strength (0/2*) or Kether**	Courage, balance between force and compassion
Chesed → Netzach	Yod (1)	**The Warrior (0)**	Inner warrior, merit, force
Geburah → Yesod	Kaph (3)	**Method of Refining (0/2*)	Cycles, fate, the turning of events
Tiphareth → Netzach	Lamed (5)	**Justice (0*) or Kether**	Balance, truth, moral equilibrium
Tiphareth → Yesod	Mem (1)	**The Hanged Man (0/2*)	Surrender, inversion, new perspective
Netzach → Yesod	Nun (10)	**Death (0/2*)	Transformation, rebirth, inevitable change
Netzach → Yesod	Samekh (5)	**Temperance (0/2*)	Alchemy, Sun, harmonizing extremes
Hod → Yesod	Peh (5)	**The Devil (0/2*)	Shadow, bondage, the last of desire
Tiphareth → Yesod	Qoph (1)	**The Tower (0/2*)	Collapse of false structures, transformation
Chakras → Chesed	Tzaddi (1)	**The Star (0/2*)	Hope, spiritual vision, inspiration
Brahm → Chakras	Ukch (0)	**The Moon (0/2*)	Illusion, dreams, emotions

