

Sea of Glass

REDUX

GAME 696 PAULINE FERRARO



Time line



02



WEEK 1

Draft, plan, write all additional text

WEEK 2

Features & map implementation

WEEK 3

Thanksgiving break

WEEK 4

Final Play tests, PR packages

WEEK 5

Presentation & clean up Gitrepo.

A series of approximately 10-12 wavy, horizontal lines in a light blue/cyan color, starting from the left edge and extending across the top half of the slide. The lines vary in amplitude and frequency, creating a fluid, organic shape.

Goals

READABILITY

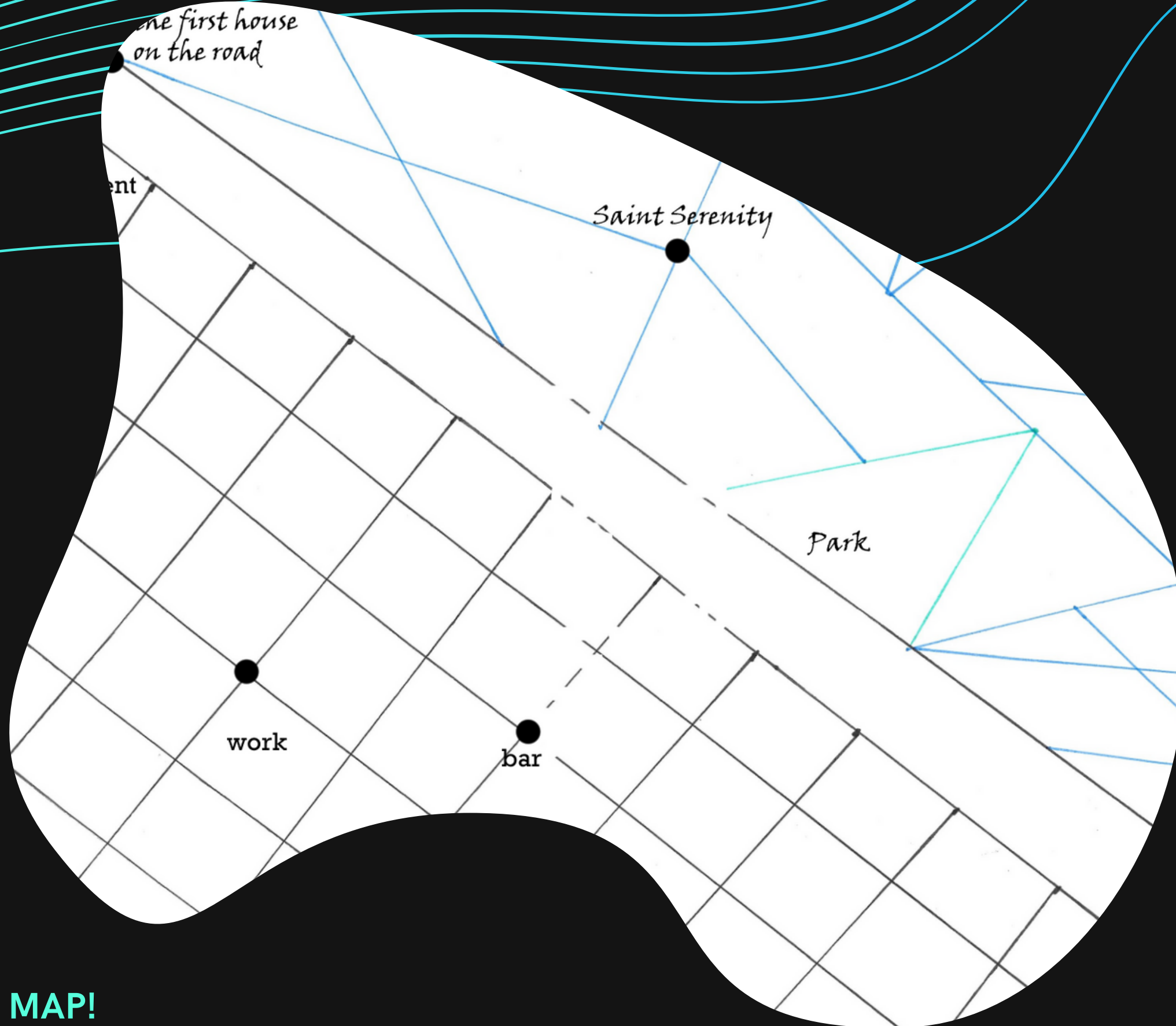
Clean up "tutorial" beginning sequences
Add map
Other QoL changes

THEME

Expand upon existing framework and make sure new additions match the existing theme

PUSHING LIMITS

Create something that is in my style but also appeals to a wider audience



Thank you so much
professor Andy for assisting
with the map creation!

Play testing!

Conducted 2 first read through playtests
with friends of friends who have had no
contact with my pervious work

1 with map

1 without map