

# Fibers Greenlight Preso

CatBread Collective

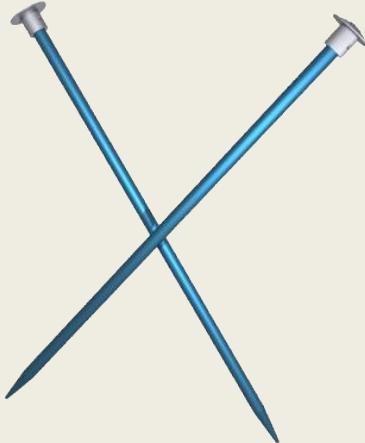
# Gameplay

- 2d sidescroller
- puzzle game
- manipulate yarn to change your environment

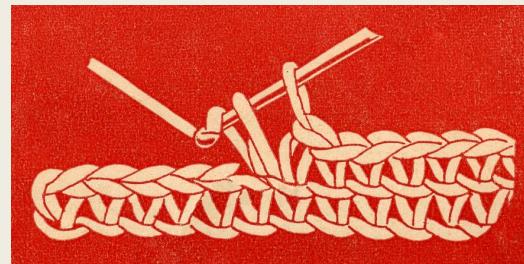
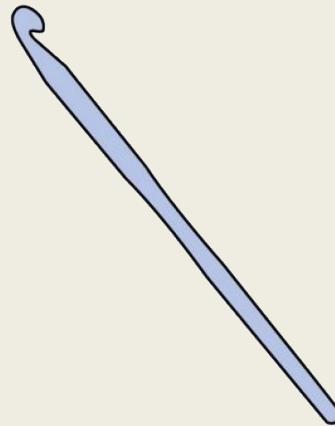
# Story



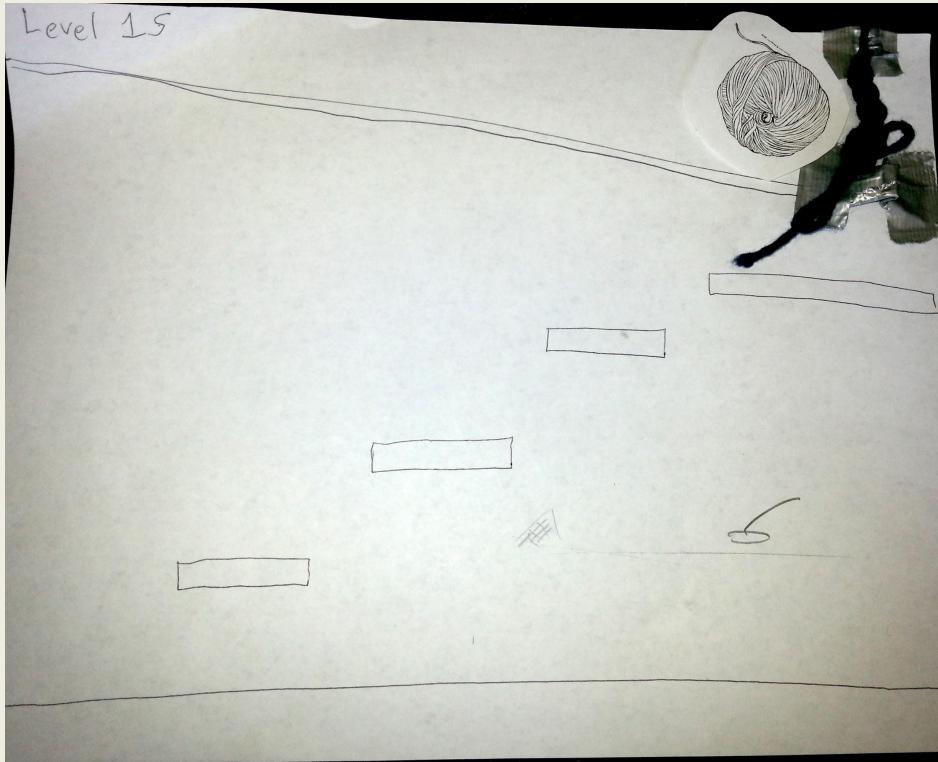
# Story



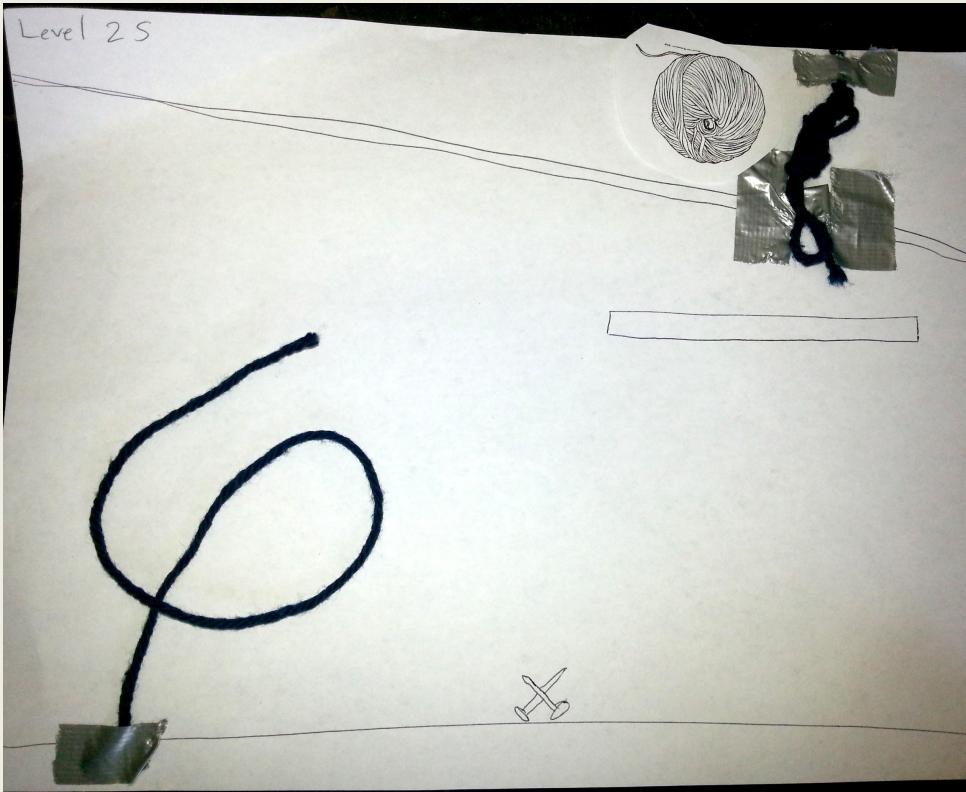
VS.



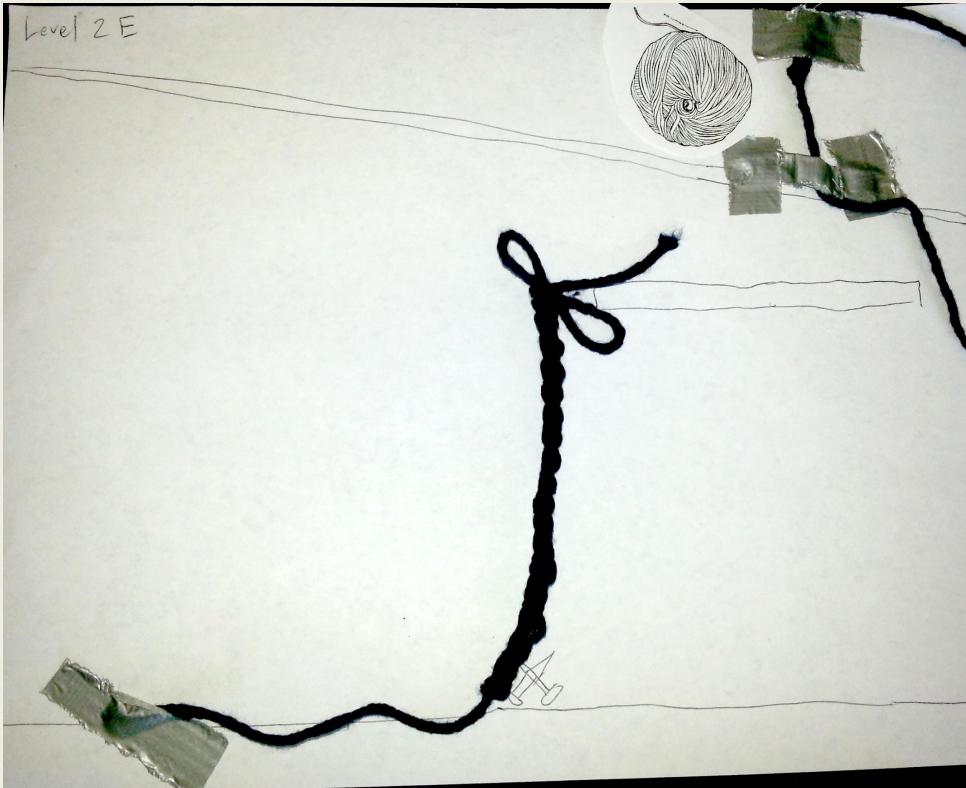
# Prototype



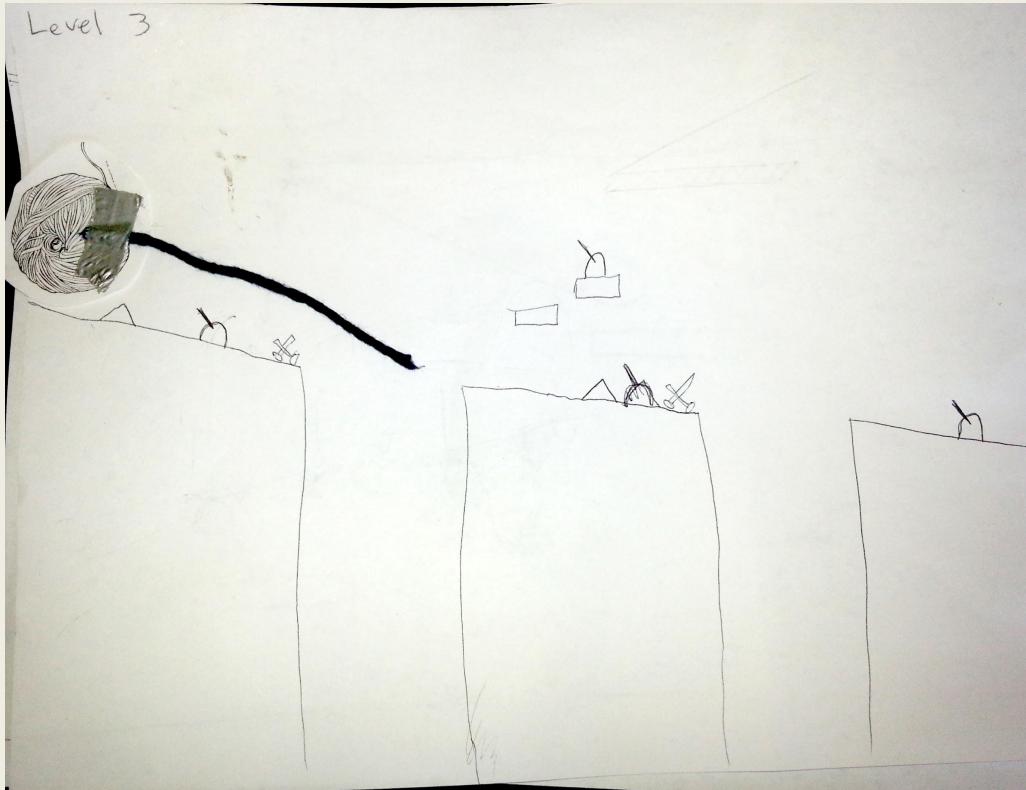
# Prototype



# Prototype



# Prorotype



# Prototype

## Testing Notes:

- unclear goal
- potential mechanics, fuzzy details
  - player doesn't care about details
- fun puzzle (macro)
- curious about world and story

# Risks

- modeling string
  - look at critical points
  - approximate as lines
- developing mechanics: difficult to find cohesive & engaging
  - pick at least 1 mechanic and go with it (for now)
- level design: no experience, difficulty level
  - play a lot of puzzle games
  - keep making more levels
- scope: difficult to make story seem epic without lots of levels
  - aim for 10