Revision 11: Introversion

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Directions:
Use arrow keys to move left and right, and use spacebar to jump
Interact with NPCs by jumping to build your social ladders

Changes:
For this revision, we tried to contextualize the scene to make it clear that the game was about introversion, rather than just platforming. We added a short scene at the beginning of the game that informs the player that they are going to a party to give the player a sense of setting, and that there won't be any close friends there. We also implemented pop-up text for whenever the player encounters an NPC, most of which are greetings and excited sound words to give off a party vibe. Later, we include another scene with a "follower" who starts out as a stranger who tires you out, and then becomes a friend who helps you jump higher than ever before, and prevents you from losing energy as quickly, ultimately making it easier to engage with the party.