# Rensselaer GameFest 2015 Game Team Judging Information

This form previews your game to the judges and helps them differentiate it from the other entries. Make your descriptions concise and your screen shots representative of the tone of the game. Please fit your information in the boxes provided to keep the completed length to 2 pages.

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| ****School:**** | RPI |
| ****Game Title:**** | Cartesian |
| ****Team academic level:**** | Undergraduate level |
| ****All team members w/ role:**** | Mark Radocy – Programmer, artist, level designer, story, sound effects |
| ****One team contact person (Name, Address, email, Phone):**** | Mark Radocy – mradocy@gmail.com, 860-977-2367 |
| ****Approx. total development effort in person months:**** | 5 Months |
| Target market for game: | PC platform, ages 10+ |
| Describe game in one sentence: | Shoot and reflect lasers in particular ways to solve a variety of puzzles. |
| ****Describe game in more detail and identify the major highlights the judges should consider:**** | The player is a robot named Sibro, who plunged into the depths of an alien planetoid to rescue three trapped human crew members. Sibro is equipped with a laser that can reflect off certain walls, among other things. To open the doors leading to the next room, the player usually has to find the correct position to fire the laser so that it illuminates all the orbs in the room simultaneously.  New mechanics are gradually introduced over the game’s 40+ levels, such as movable reflectors, breakable tiles, different colored lasers and surfaces, portals and more. Sibro can also be damaged by lasers within the level, homing lasers, and even Sibro’s own laser reflected back on itself. To help on the last point, you can fire a “preview laser” that won’t deal damage if reflected back, but won’t illuminate any orbs.  The player will occasionally be tasked with completing more unique challenges, such as using the laser to make certain shapes, identify fake tiles, and even defeat bosses. |
| ****Describe the game engine and other tech used to develop this game:**** | Cartesian was written in JS/HTML5, using the Phaser game framework for asset management. Node-Webkit used to make the game a standalone application. Everything else, including the laser mechanic, was written from scratch.  Art was done with a combination of Paint.NET, FireAlpaca, and Flash. Levels were made with Tiled level editor. Sound was edited with Audacity. I am commissioning Will Kommor to make the music. |

Screen Shots – Include up to 8 small screen shots that will fit on this single page.

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