Title: SlideBy

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Creative Process:

My initial concept was blocks that you moved around, similar to tangrams, but in 3d. The game would have used tricks of perspective to create 3D shapes. Monument Valley was a major inspiration for that idea. I was inspired perspective puzzles in that game, but wanted to use them in a novel way. Making shapes was one way to do that.

Development and Playtesting:

Pretty soon after starting to work on my game I realized that it was relatively slow (both to develop and to play). There just wasn't enough energy in my original idea to constitute a full game. Before the Gold Spike deadline, I shifted gears and, still keeping to the same basic idea of perspective puzzles, I decided to create a sort of maze, in which the player is trying to navigate a pinball to a goal by moving blocks and rotating a cube that consists of the level.

Quickly after having a few members of my family play the game (namely my Mother and Grandfather) I realized that the shift of perspective was rather abrupt. Because of this, I decided to allow you to peak at what the next side of the cube would show you. It allows you to drag back the mouse back before you fully commit to rotating the cube. This is why I finally chose to use mouse dragging to rotate the cube even though I originally planned on using arrow keys. I also received feedback from my peers that both the aesthetics could use some work as well as some kind of failure state / obstacles for the player. I didn't focus too much on the aesthetics for this project, but I did take this advice in making the goal look better, and creating the ramps out of triangles, so it looks like they slide into place when the perspective shifts. I also added failure states in the fact that the game provides dead ends, and

necessitates the player to align the moving blocks perfectly before shifting perspective. In general, I received mostly positive feedback in the development of the game, besides some people who suggested that it might be close to other games, and I should try to set it apart. I believe that I achieved a different experience than those games, for better or for worse.

My game changed dramatically from when I started it until today, while still keeping the same basic concept, it shifted from a tangram game in 3D space, to a sort of maze in which the user is presented 2D faces of a cube in order to traverse the cube and reach a goal. The game changed in all the aforementioned ways including in appearance, usability, and keeping the game more interesting for the player by providing a fail state that encourages thought before continuing in the puzzle.