

Q: What are you making

This time around we wanted to make a new size the player could grow too, that being a bigger size. We believed that this new dimension could add a new layer to the puzzle and platforming aspect by giving the player a new mechanic.

Q: What question are you trying to answer with your prototype? Why?

This time around the question is about if we can improve upon our original design, the why being the feedback we received last time when the other groups got to play test out.

Q: What do you envision? How is it innovative or experimental?

We envision a new level where now the difficulty has increased due to this new mechanic the player has been given, we'd also like for it to be bugless. What makes it experimental is how many issues growing as compared to shrinking can cause, there are many things we need to set up as to prevent bugs. Since when you shrink you take up less space then before there aren't many issues this can create but growing we have to set up a way to prevent you from growing in places with no space.

Q: Cite all resources used in planning and development including the basis project, assets, guides, tutorials, and use of generative AI.

<https://www.youtube.com/watch?v=HBESd96UzI>

<https://www.youtube.com/watch?v=Q90cUrm4LYo>