Will Harris

Sammy Gaskin

Evaluation Document

With this game, our intent was to create a game that would encapsulate some of the difficulties involved with being as slow as a snail. The defined narrative of the game is that the snail must mail some letters, but he doesn’t have any stamps and he doesn’t know where the post-office is. So, the challenge is to steal as many stamps as possible while avoiding guards and finding the location of the post office.

The main mechanic of the game is the movement of the snail.