

Game Concept:

Embark on a journey as a self-aware video game character, tasked with saving the world through the collection of mysterious code fragments. In "Fragments," the theme revolves around the idea of a fantasy-digital world in crisis. The player character, a self-aware video game character, must explore an incomplete and unstable "open world" map, seeking fragments to empower himself, as well as restore portions of the broken game world. The game explores concepts of self-discovery, determination, and the player's role within the digital universe.

Game Input:

- A, D to move around
- Spacebar jump / double jump (after collecting first fragment)
- W for wall climb (after collecting second fragment)
- LSHIFT Press once to dash after a delay, aim with inverted mouse cursor (after collecting third fragment)
- Mouse clicks To access UI and pause buttons

Game Usage:

- Objective: Find the NPC to complete the game
- Activate lampposts to save your checkpoint
- A radiating glow, glitchy effects and audio cue signifies a fragment nearby, find and collect it to gain a movement ability!
 - o 1st Fragment: Double jump
 - o 2nd Fragment: Ability to climb vines
 - o 3rd Fragment: Dash
- Beware of glitching platforms, they're not the most stable
- Avoid the thorns

Team Roster leadership and championing

| No | Module | LAST NAME First Name | Primary Role | Secondary Role | Champion |
|----|--------|----------------------|-----------------|----------------|--|
| 1 | RTIS | GUO Yiming | Programmer | | Debugging tools champion |
| 2 | RTIS | KOH Yan Khang | Product Manager | Programmer | Graphics Champion, Engine Champion, |
| 3 | IMGD | NG Matthew De En | Programmer | Designer | Design Champion, Mechanics Champion, |
| 4 | IMGD | TAN Zheng Xun | Technical Lead | Programmer | Input Champion, Level Editor Champion, |
| 5 | IMGD | WU Zekai | Programmer | | Physics Champion, Collision Champion |
| 6 | UXGD | EE Tze Rong Cheryl | Design Lead | Designer | Design champion, Narrative/story |
| 7 | BFA | LIM Wan Jin | Art Lead | Artist | Art Champion |
| 8 | BFA | ANG Qin Tian Rachel | Artist | | Art Champion |