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:

- W, A, S, D – to move around
- Spacebar – jump / double jump (after collecting first 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!
    - 1st Fragment: Double jump
    - 2nd Fragment: Ability to climb vines
    - 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, Production Champion
3	IMGD	NG Matthew De En	Programmer	Designer	Design Champion, Mechanics Champion, Engine Champion
4	IMGD	TAN Zheng Xun	Technical Lead	Programmer	Input Champion, Level Editor Champion, Engine Champion,
5	IMGD	WU Zekai	Programmer		Physics Champion, Collision Champion
6	UXGD	EE Tze Rong Cheryl	Design Lead	Designer	Design champion, Narrative/story champion, Level Design Champion
7	BFA	LIM Wan Jin	Art Lead	Artist	Art Champion