

Analysis of Mechanics

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Title: RITE

Released: 2020

Author: Pond Games PTY LTD

Primary Genre: Platformer

Secondary Genre: Action

Style: Pixel Art

Analysis

RITE is a classic action platformer focused on precision, speed, and mastery of movement. The game follows a simple platformer premise - move from one point to another. But layers it with mechanics that demand skill, repetition, and player improvement.

Mechanics

Movement in RITE is swift and smooth. The player character accelerates quickly, allowing for high-speed traversal, while still maintaining precise control. Timer encourages for fast and optimized play. The player can jump off walls, and air movement allows for advanced maneuvers such as jumping around edges or climbing vertical surfaces through repeated wall jumps. These mechanics enable creative movement solutions and give players freedom to optimize their routes as their skill improves. The game promotes experimentation and repetition, pushing players to refine their movement until it becomes instinctive.

Levels in RITE are confined to a single screen, with no camera movement or scrolling. To complete a level, the player must collect a key and reach the exit. In addition, 20 coins are distributed throughout every level. While collecting the key alone is enough to progress, the level layouts encourage players to gather all coins. Coin placement is often forcing players to fully understand and exploit the movement mechanics. As a result, the “intended” way to play is not merely completion, but optimization.

Timer introduces two distinct competitive disciplines: completing a level as fast as possible, and completing it while collecting all coins. This dual system support of both speedrunning and completionist playstyles, increasing replay value, as each level can be approached with multiple goals in mind.

The game features a small set of lethal but well-designed obstacles, including stationary poison plants, circular saw blades, swinging scythes, and rotating maces. These hazards are simple in behavior but demanding in execution, reinforcing the game’s focus on precision and timing.

The game is divided into five temples, each with a distinct visual theme. Every temple contains 32 levels, gradually increasing in complexity. The final temple is locked behind a completionist requirement: collecting all coins in all previous levels. This design rewards dedication and reinforces the game’s emphasis on mastery over casual completion.

Visual Style

Visually, RITE features lush pixel art that feels alive and fluid. Environmental details are animated subtly, giving the world a sense of motion even when the player is stationary. Combined with a strong sound design, the game creates an atmosphere that remains pleasant and engaging even during long play sessions. The visual and audio presentation supports the fast-paced gameplay without overwhelming the player.

Conclusion

RITE focuses on refinement rather than scale. Through tight controls, compact level design, and a strong visual identity, it delivers a platformer experience built around patience, skill, dedication, and mastery.