

Alpha Release

Overview

We made good progress and are quite happy with what we have so far. During our development we adjusted our targets, but we can say that we have achieved our desired target and that we already have some things from the high target, such as particles, a scripting system and other WANDs. The particles were implemented using the 2D particle engine Mercury.

We have 5 levels and a master level where you have to defeat Victor the Tiny, everything is textured and the particles add the matching ambience. We divided the story into two chapters, one chapter with 3 level in the underground and another 3 levels in Victor the Tiny's tree, which happen to stand right on the exit from the underground.

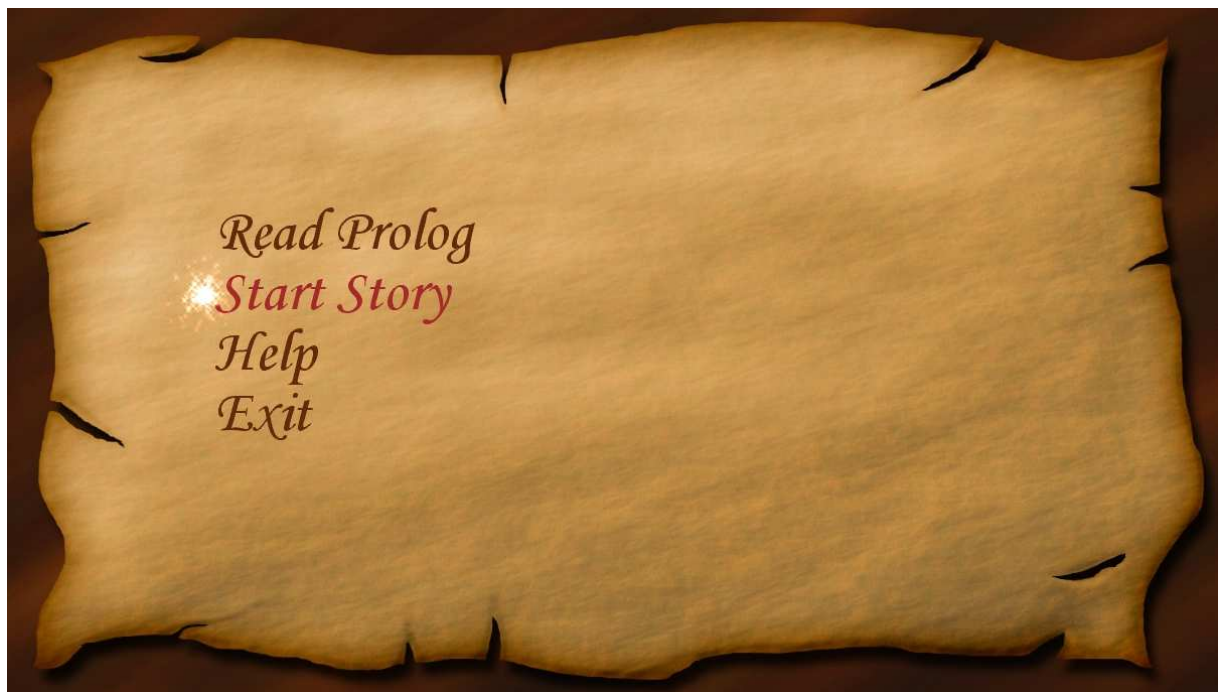
Our story is nicely included in our game, we took great care that the story screens are not too long. In order to achieve that, we added WANDs and textsigns in the levels that will additionally reveal part of the story and that also give some hints. The story that we feel is necessary is displayed as a video, with that we think it is less cumbersome to read it.

We have music and sound effects for the menus, for the resizing of the boxes and for displaying the text signs.

What are still not fully working are our shadows.

After some discussing, we decided to discard the implementation of additional abilities such as levitation because we felt, that this is not necessary for the puzzles we're having so far. Also the ideas of picking up brainfood and time constrained abilities were discarded. We believe that like that the game idea and gameplay is clearer.

Images and Impressions



Menu that is displayed when the game is started.



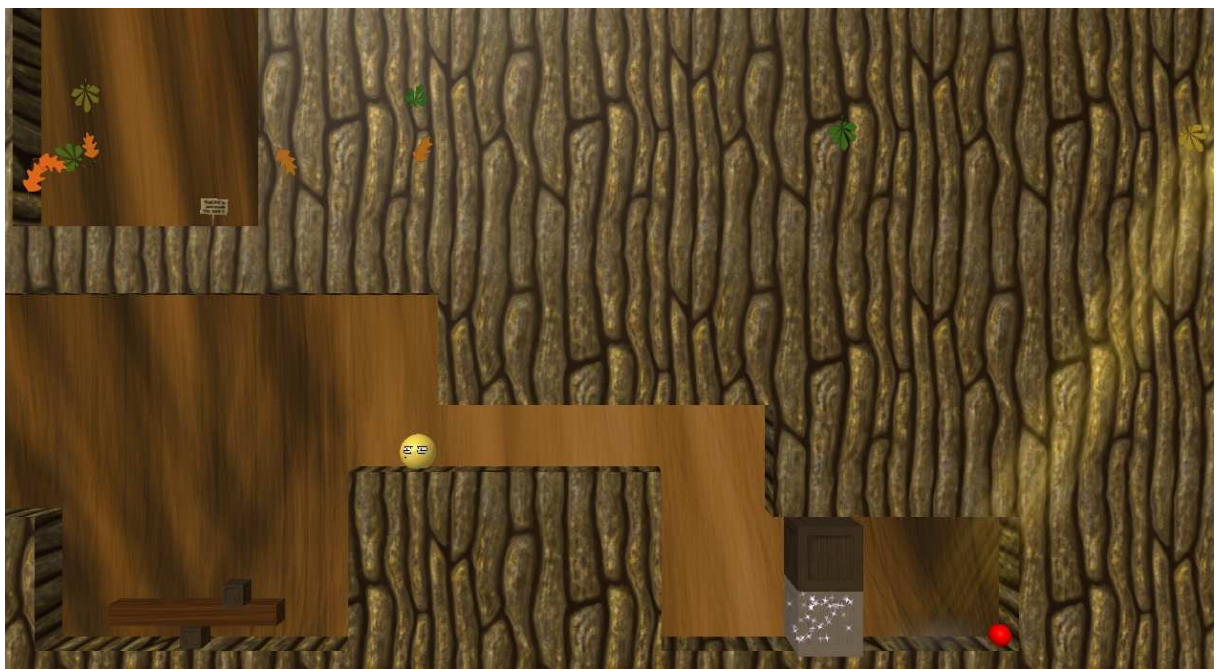
Level 1 in the underground with yellow WANDs and text signs that explain the story and give hints.



Level 2 showing the time reverse particle effect as pinkish sparkles.



Level 2 showing a text sign. This text sign is written by Victor the Tiny and should frighten the WANDs (and you?) so that they don't escape.



Level 4 in the tree with sunbeams, falling leaves and box highlighting.

As a conclusion, we are quite pleased with what we have and are looking forward to our playtesting sessions and the feedback we will get then.