

Github:

Title: Time Prison

Elevator Pitch:

Time prison is a 2D mystical platformer game where we, as Dr. Strange, the player tries to escape from the labyrinth Dormammu trapped us in. Welcome to a world where everything is deceptive and what seems true, probably isn't, let's try and find our way out!

Inspiration:

The Idea of this game was inspired from a particular scene from the 'DOCTOR STRANGE' Movie, near the end, wherein Dr. Strange traps Dormammu in a loop of Time and Death such that unless Dr. Strange gets the bargain he wants, they will be forever trapped.

Story/Plot:

In our game, Dormammu has trapped Dr. Strange in a deceptive labyrinth. The protagonist, Dr. Strange tries to escape from a world with very deceptive physics as Dormammu is controlling the dimensions. The idea is that the player will keep failing as they understand the gameworld's twisted physics and use it to finish the level.

Level Design:

The theme for the prototype is failure, so the level design was made in a way to try to teach the players something they can use in the next try, with a pinch of frustration. We have decided to make a 2D platformer with obstacles that look common but act uniquely just to surprise and possibly frustrate the player. So for the prototype, we decided to go with three obstacles. The three obstacles have been designed and placed in a way that the player is deceived by looking at the obstacle even though the player has surpassed a few obstacles. The player gets to the first obstacle with a basic prior knowledge of 2D platformers, so we have to deceive the player based on that knowledge. For the second obstacle the player comes in with an added knowledge of the first obstacle, so now we have to deceive the player based on this knowledge and so on. Hence, it was a tricky task to create the obstacles. And also the obstacles were made in such a way that the player can feel the difficulty level increasing and is challenged throughout the course of the game.

Hypothesis before playtest:

The most linear way to approach this game is through trial and error, but we imagine it might be fun if the players can actually try to predict the weird and deceptive physics of the game in later levels.

Playtest reviews:

- It was a common reaction to see our playtesters get frustrated with the sudden changes with the traps in the game.
- It was surprising to discover that some of our play testers could figure out the mechanics for the 3rd checkpoint in the game at first try after the first 2 checkpoints.

References, Links and Assets used:

- https://www.youtube.com/watch?v=LrHTR22plhw&ab_channel=JoBloMovieClips
- <https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>