

Loopy Levels:

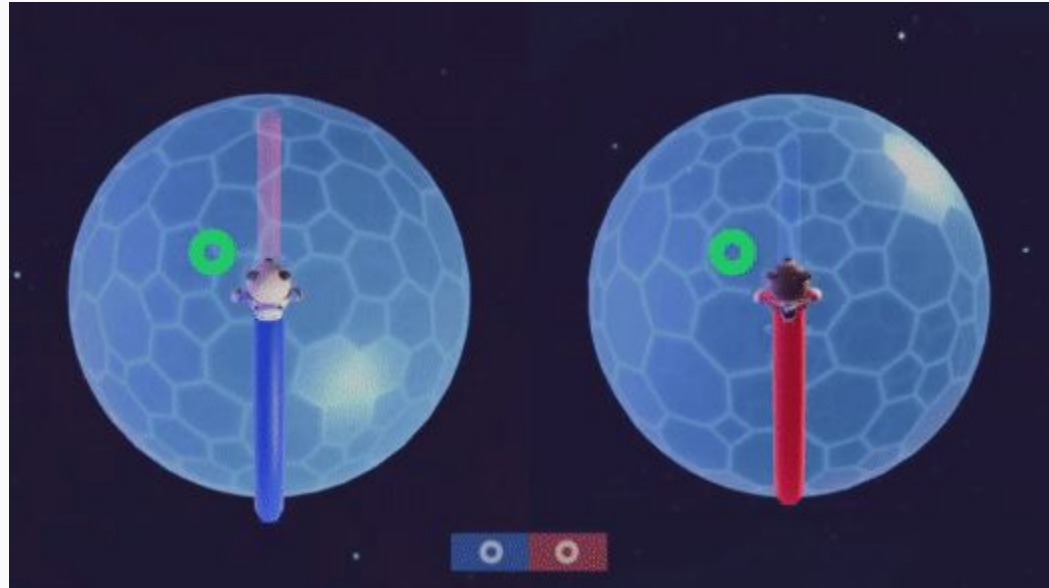
Weird ways games use wraparound-esque systems

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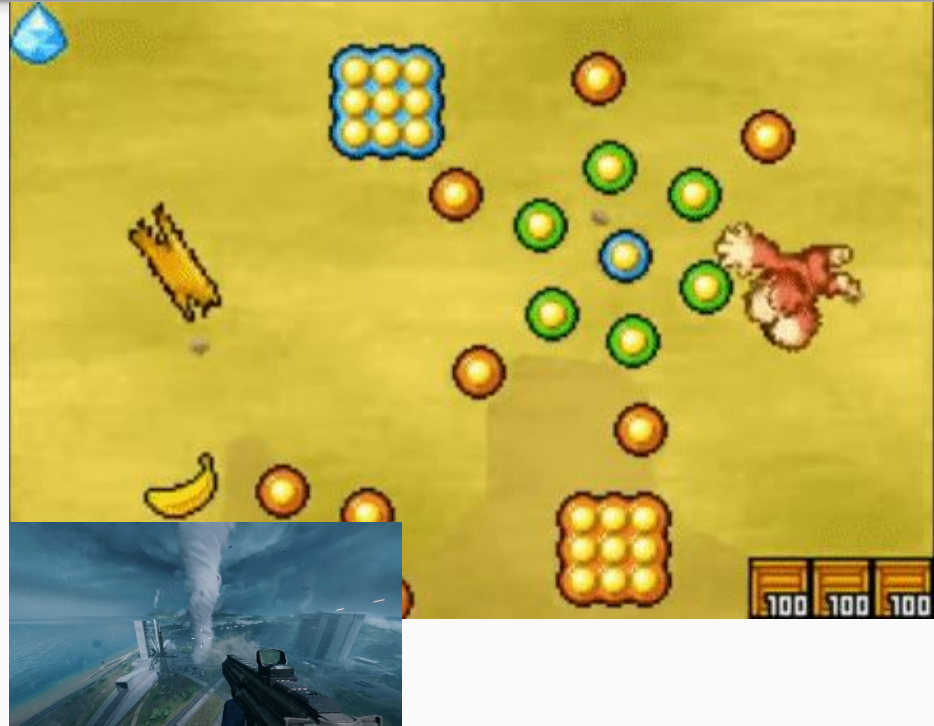
ASTRO BEARS

- Basically Tron on a sphere
- Players create deadly trails
- Sky camera follows the player
- Allows for a lot of freedom
- Level is ever-changing
- Run into your own obstacles
- Sphere is transparent
 - Predict opponent on other side



DK: KING OF SWING – Treacherous Twister

- Player is trying to escape tornado
- Camera follows player from side
- Lose hold of objects, go airborne
- Hitting side of screen wraps DK around the tornado to other side, lose progress
- Could be done in 3D with actual tornado like in Battlefront 2042



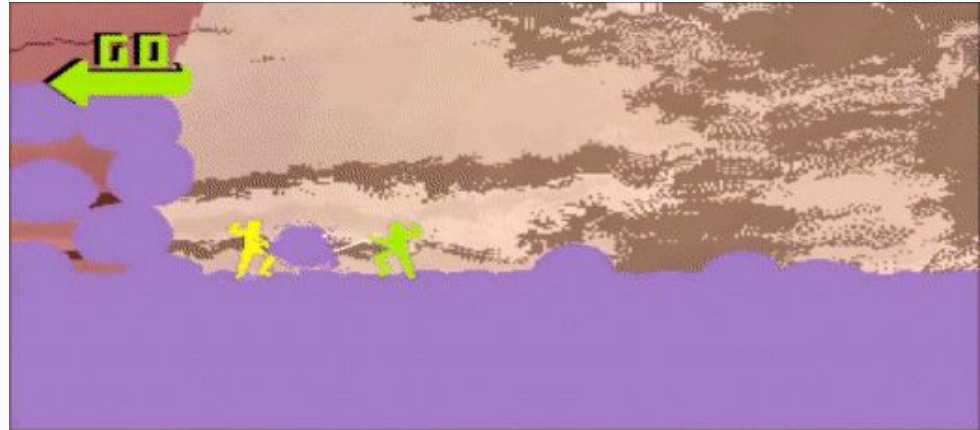
SPLITGATE

- Takes Portal mechanics into FPS
- Player can place two portals on walls that allow it
- Players can attack from one angle and wrap around to another
- Momentum carries through portals
- Players can place portals in order to be propelled into the air



NIDHOGG

- Fencing tug-of-war battle
- Camera follows winning player
- Whoever wins duel moves forward
- Whoever loses spawns on other side
- 3D could be forward and backward version, with loser dying and respawning further down the path
- Maybe path could be circular loop



FOUR SIDED FANTASY

- Players can freeze the screen and use wraparound to solve puzzles
- Camera follows player when unfrozen
- Not easy to do in 3D, since the screen itself is a main element
- Perhaps some kind of mirroring ability in 3D can clone your character on the opposite side of the space

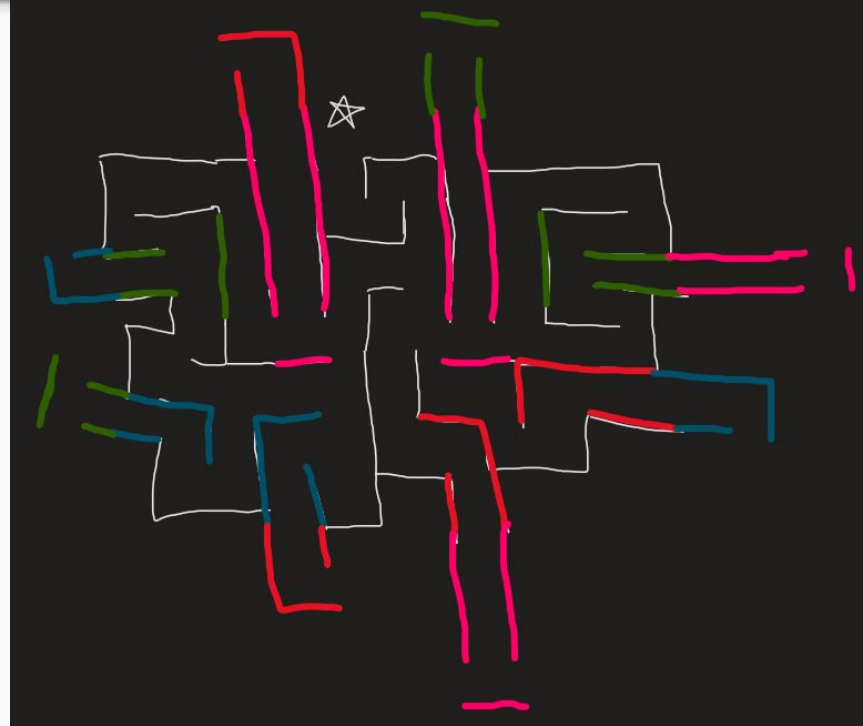


Prototype Idea #1: Maze

- The player is inside of a square maze with multiple exits on every border
- There is only one exit that is the correct one and allows you to win
- Going through any exit other than the true one puts you back at another
- Without wraparound, the maze would just be a standard “find the path to the end” with dead ends and whatnot
- By placing decoy paths past every exit, we can spawn the player back at an entrance with an identical path structure without them noticing

Prototype Idea #1: Maze

- Very simple sketch of concept ->
- Could spice it up with a monster chasing you
- The more you wraparound, the faster the monster gets?
- Basically nightmare material
- Would have to make the real exit pretty deep within the maze, and mostly spawn player near beginning to ensure difficulty



Prototype Idea #2: Avalanche

- The player is sliding down a mountain and must try to escape off the sides
- If the player reaches the “bottom,” they will seamlessly respawn at the top
- Without wraparound, a giant stretch of mountain would need to be created
- The player might act like in DK: King of Swing in that they must catch and swing themselves from tree trunks to try to reach the sides of the hill
- Placing a decoy extension of the mountain at the bottom will trick the player into thinking they are just moving further along

Prototype Idea #2: Avalanche

Maybe there could be animals or other obstacles crossing the mountain to hinder the player trying to grab and swing from trees. There might also be coins to try to extract from the mountain. Adding a penalty for ramming into trees might add risk to such a task. Yes, my sketches are beautiful.

