



UPFromTheSea

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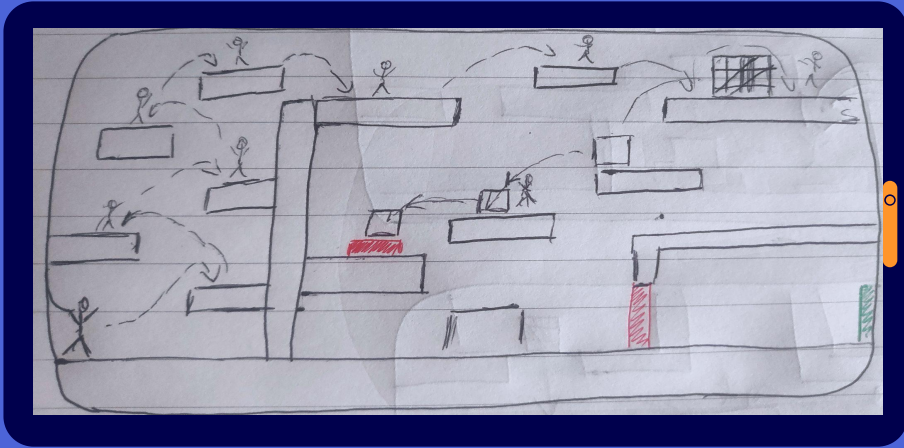
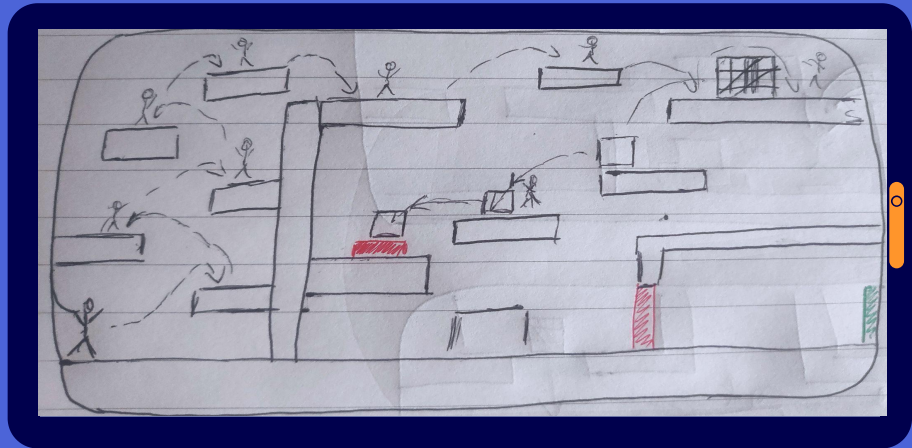
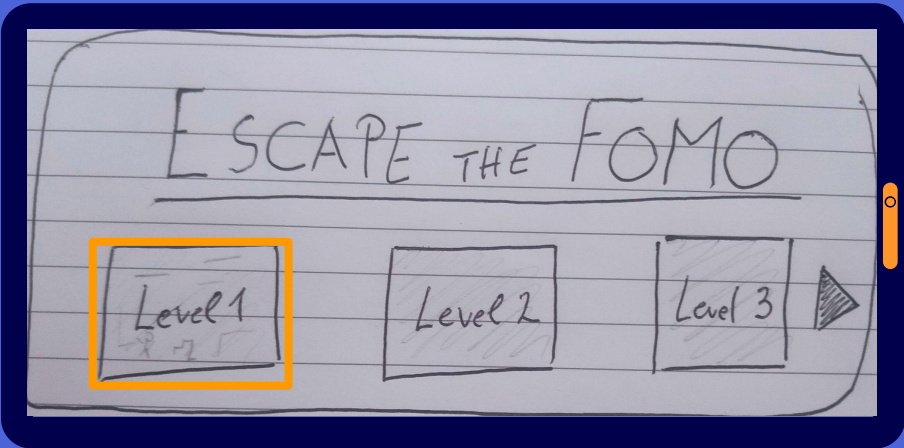


Overview

„Offline is the new luxury“

Scoring tables	✘	Competition	✘
Multiplayer	✘	Time limit	✘
Chill backgrounds	✔	Enjoyable	✔



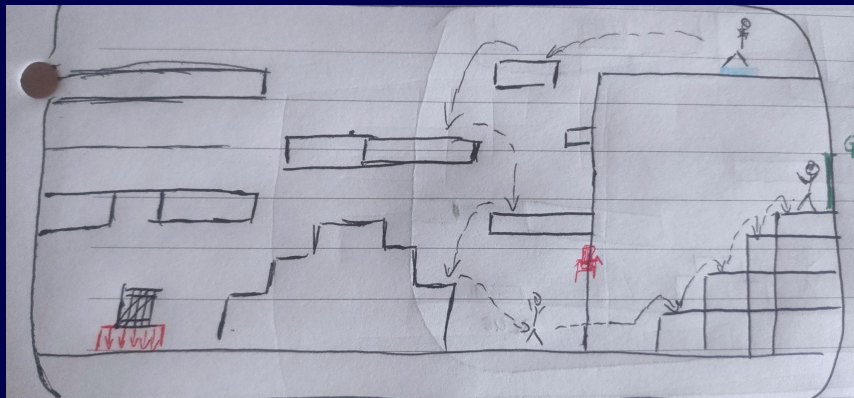
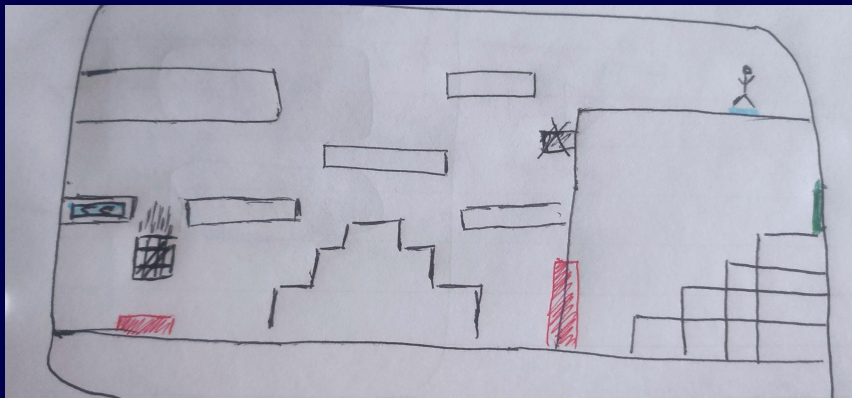
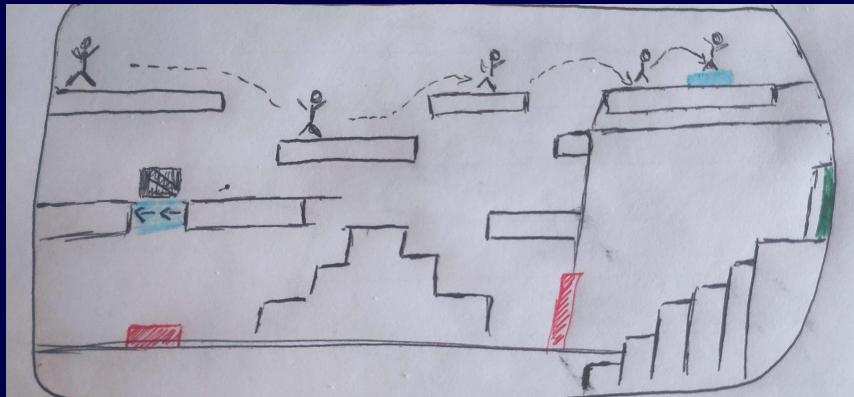


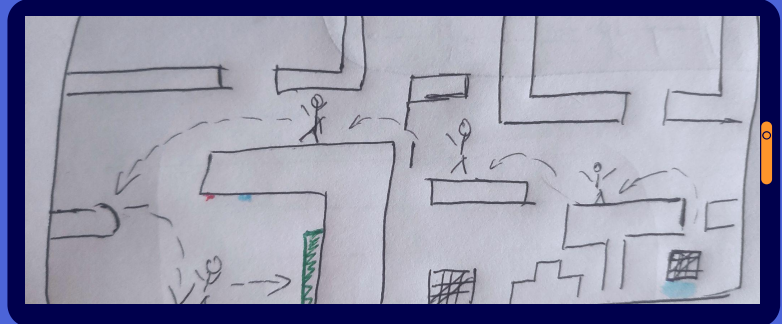
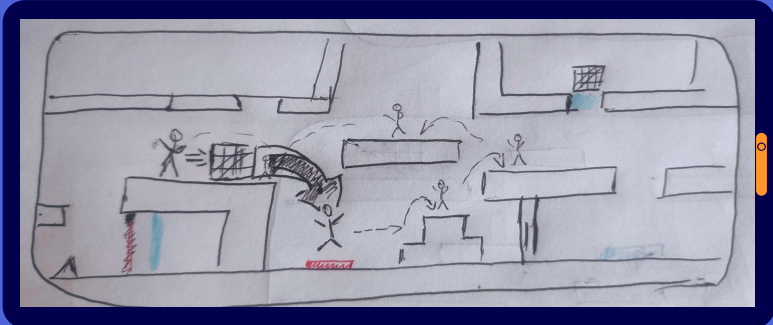
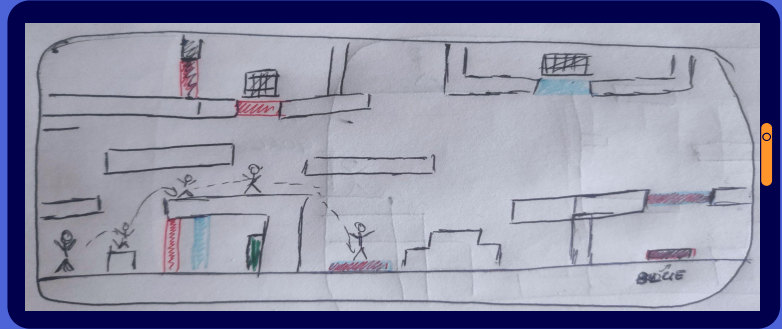
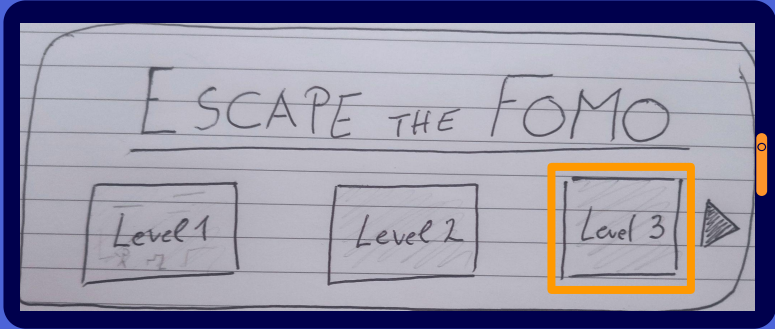
ESCAPE THE FOMO

Level 1

Level 2

Level 3







ESCAPE THE FOMO

LEVEL 1

LEVEL 2

LEVEL 3



Just pick up the key to unlock

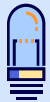


No obstacles, learning basic controls





Introduce
enemies/obstacles



Teleport



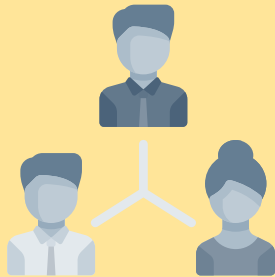


More obstacles



Boxes

GAME TESTING



- We tested our siblings and friends 15-20 years old
- We asked them to play each level and give feedback



PROBLEM

- Doors are not obvious
- Weird mechanics
- Spikes hitbox too sensitive
- Too childish
- Level 2 platforms not visible enough
- Level 3 not beginner friendly



SOLUTION

- The doors are bigger
- Hitbox for the character is smaller
- Level 2 platforms are more visible, but could be better
- Should add “hint” button



PROTOTYPE OVERVIEW

Limitations / tradeoffs

Wizard of Oz

Hard-coded features



Not enough time



Changing levels



Used code free platform



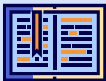
Did not have pro version



Changing movements



Buildbox crashes



Level completed screen



No "hint" button

CLICK <https://www.youtube.com/watch?v=9oeDhldi8TA> to watch the full video of the game

THANKS!

Do you have any questions?

