

Dear ISA Judges,

Thank you for taking the time to view my project. I would like to share with you the design process and explain the functionality of the game.

My inspiration for this game came from Just shapes and beats. Just shapes and beats is a game I found that the game was very fun and addicting so I decided to make my own version by making it my own way. I added text, music, storyline, new characters and sprites that I coded by myself.

My starting point was copying a old character from a game I made for an ISA competition. I spent a good portion of my time on the obstacles and timing of the game, ensuring that the sprites had the perfect timing so that it wouldn't be choppy, and it would sync smoothly. I address the obstacles, music and levels because it took many of hours and several tries at both but eventually, we got there. I would also like to address all music was made by me using Soundtraps (website) free sample packs.

Let me give you a summary of the storyline of the game. Squarey (the main character) continues his journey from last game to this game where he finds himself trying to dodge the pink. On his journey, he finds a boss that is trying to get him.

The controls of the game:

W – Up

A – Left

S – Down

D – Right

Space – Dash

I chose these simple controls to open the game up to a wider audience. I chose w, a, s, and d rather than arrow keys as I found it was a more comfortable playing experience. Fingers are meant to go on keys space, w, a, s and d.

Some of the key mechanics of the game include music, movement, timing, collisions, story line and cool characters. What I had the most problems with was the dash mechanic. I overcame this by finding a good system that worked.

Overall, I was pleased with the outcome of the game. However, if I had more time, I would like to further develop subsequent features and more levels for the character to go around.

Thank you again for allowing me to compete in the challenge. I found it extremely enjoyable and a valuable learning experience.

GAME (Squares n' Vibes): <https://scratch.mit.edu/projects/1183171522/>

Yours sincerely,

Oliver