

GAME REPORT

A game by Ivan Ng & William Fung

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1. Introduction

U-B is a greyscale 2D-platform puzzle game. It tells the story of a little boy who lost all his memory and falls into an unknown mystery world. In order to seek for his identity, he starts a journey to retrieve his memory. On the way, there are puzzles, traps, dangers and other uncertainties. He has to overcome all the difficulties and discovers the truth.



2. How did we get the idea?

The main character - a little boy is able to change his shape (Human, Circle and Square) to solve some puzzles. This idea was originally raised by Ivan, and we suggest that we can take a reference from Limbo, a black and white 2D platformer puzzle solving game. After that, we have reviewed some other 2D-platformers such as Super Mario and Sonic series to gain some idea of stage design. Finally we have designed and implemented 5 stages.

3. How to play the game?

3.1 Before playing

To enhance your game experience, it is recommended to display the game under 1280x720 or higher resolution, while enjoying the music and stereo sound effects by wearing headphone. Besides, we suggest you to choose the suitable graphic quality and review the input key settings.

3.2 Goal

There are many stages in this game. To complete a stage, you need to reach the exit. However, you may need to solve several puzzles before the exit is revealed. The logo of stage completion is as follow:



3.3 Controls

The control method is very simple: press **Z** to jump; press **X** to change from one shape into another (the order is Human → Square → Circle and loops over again); press **arrow keys** to move around; press **Esc** or **Pause** to pause the game and view the controls.

3.4 Shapes

Human



It can jump very high. It can also move easily and climb on ropes. You can climb on ropes. Grab a rope by pressing up or down.

Square



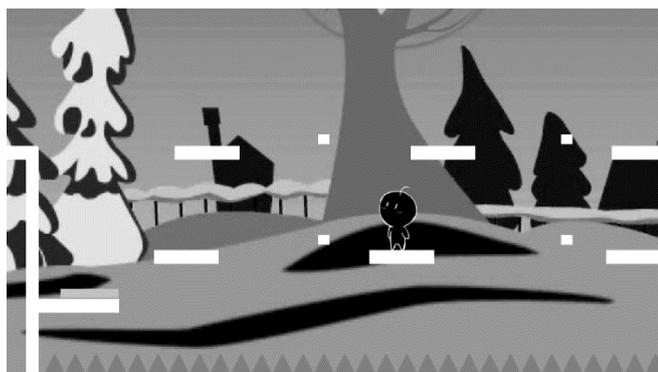
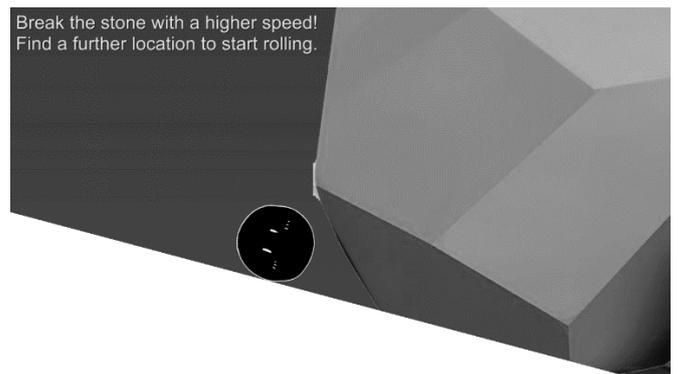
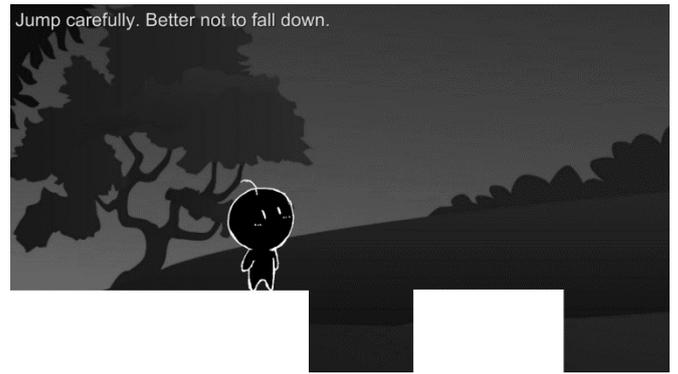
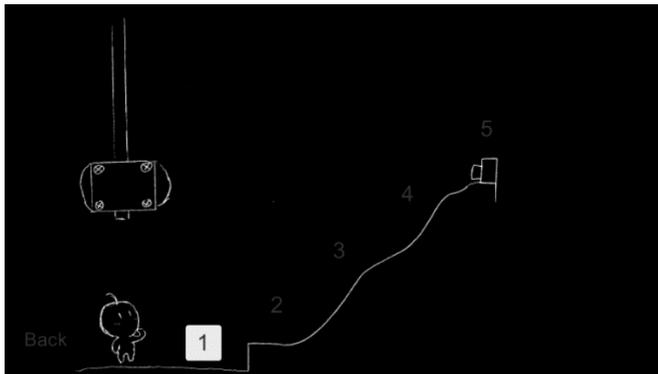
Square is like a heavy rock. You can break some objects when falling down. You can roll in a slow speed. However you cannot jump.

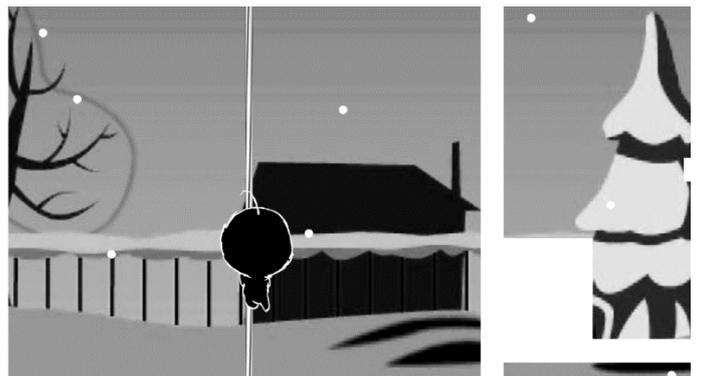
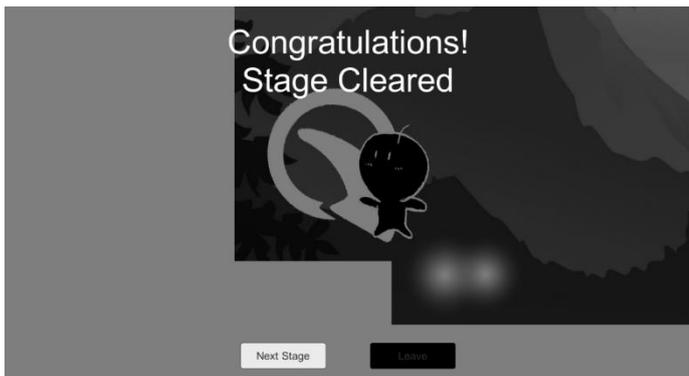
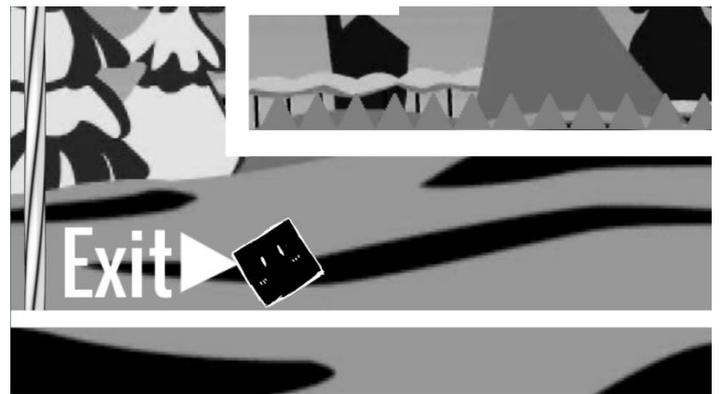
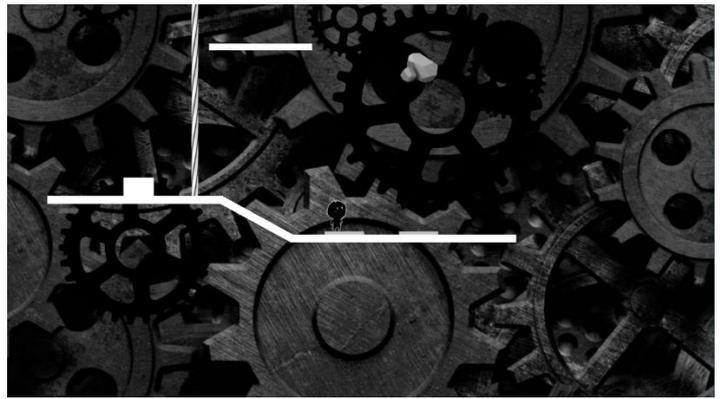
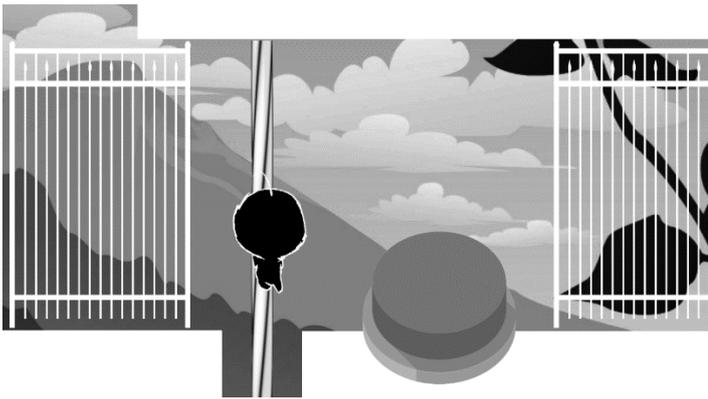
Circle



You can roll in a fast speed. You are not be able to move as easy as Human but you can move easier than Square. You can also jump but not as high as Human.

4. Key Screens

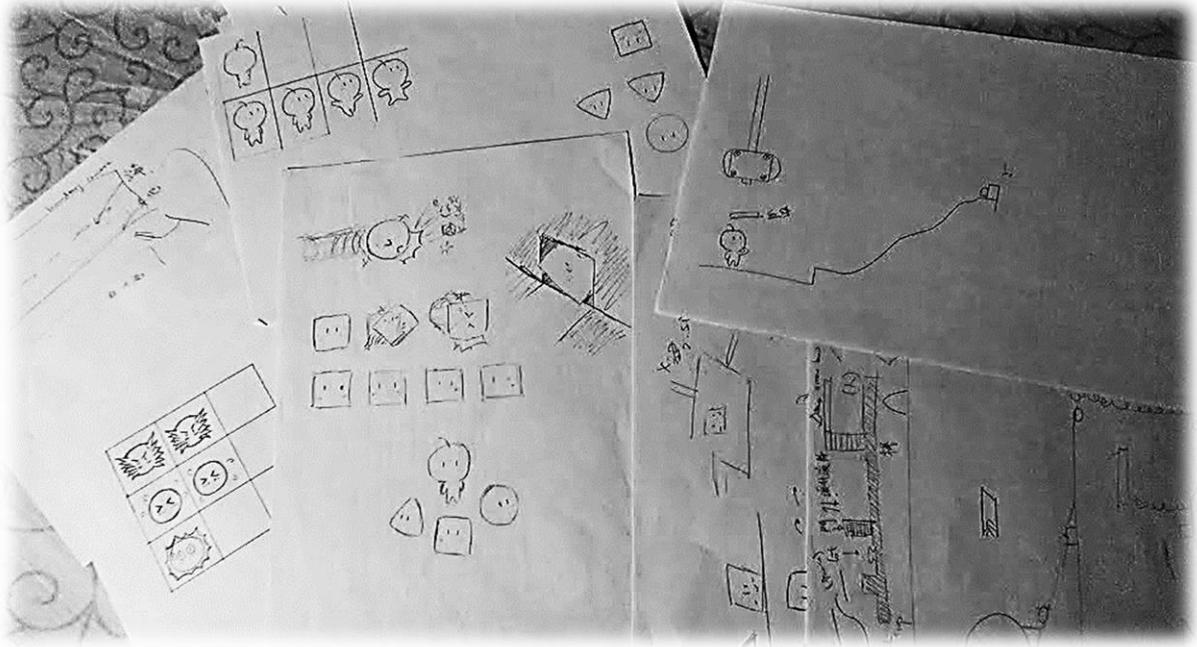




5. Key Features

5.1 Cute Hand-drawn Sprites

All sprites of the main character and enemies are hand-drawn by Ivan. These hand-drawn sprites are then scanned into computers and processed to fit into the game.



5.2 Monochrome Graphics

To present a slightly sad and dark atmosphere, we chose to create a game in greyscale.

5.3 Interesting Puzzle Components

Button pressing

Button pressing mostly like triggers the nearby blockers to be removed or rope to appear. However, there are exceptions. Stage 1 and 2 exist buttons in the later part of the stage remove obstacles or enable ropes in the early part of the stage. Player must go back in order to solve the puzzle.

Narrow corridor

It appears in Stage 1. You can only pass through it in Circle shape or Square shape. It teaches player how to change the shape of the character.

Gate

It is a type of obstacle. It can move up or down to block the road.

Huge irregular-shaped breakable rock

It appears in Stage 2. It can be destroyed when rolling in Circle shape with a high speed.

Cracked ground

It appears in Stage 3. User must first jump up in Human shape, then quickly change to Square shape in the air and step on the cracked ground to break it. Sometimes, cracked ground may break if you are simply in Square shape and touch on it. You have to pay attention to the situation and tips shown up in order to distinguish both types of cracked ground.

Spikes trap

It appears in Stage 3 and 4. In stage 3, spikes trap kills you in Human shape and the stage restarts. In Stage 4, spikes traps kill you in any shapes. However, player will be transferred to the nearest checkpoint to try again, so that you do not need to restart the stage.

Force transfer panel

It appears in Stage 3. It is placed in pairs. The force applied on the one side of the panel will be transfer to the other Force Transfer Panel. Typical application in the stage is that you must step on the Force Transfer Panel with heavy weight in order to make the stone fly high in the sky.

Deadly huge round rock

It appears in Stage 3. It is placed on a slant slope such that it will roll down once the rock blocker is removed. It kills you no matter you are in any shape. It can only be destroyed by spikes trap.

Speed arrow

It appears in Stage 3 and Stage 4. It accelerates player in Circle shape to an extremely high velocity instantly in order to fly over some traps or bottomless holes.

Bullets

They appear in Stage 4 and kill player immediately if he is in Human shape. It flies either vertically or horizontally.

Moving floating ground

It appears in Stage 4. It floats in the air and move vertically or horizontally within a range and constant a speed. It is the same as introduced in Mario gaming.

The Boss

It appears in Stage 5. This spiky creature attacks you by throwing little balls that can push you to your death. To defeat it, let a bouncing ball hit it to make it sad. After that, touch it to damage it once. In total it takes 3 damages to be defeated.

5.4 Music

All soundtracks used in the game and the trailer are composed and arranged by Ivan.

A main theme is composed for the game, which is played during the title screen. A slower and rearranged version of the main theme is used in the trailer. Some other tracks take reference of the main theme. Therefore, player can feel that the melody is linked to game. Piano is chosen as the sole instrument to fit the style of this game.

All soundtracks are seamless. Therefore, they can be looped many times without obvious edges.

Track List:

Track	Title	Appears in
m01	Main Theme - The Lost One	Title Screen
m01-slow	Main Theme - The Lost One [Trailer ver.]	Trailer
m02	Desolate	Stage 2
m03	ConFUSEd	Stage 4
m04	KANTANNISHIYOU	Stage 3
m05	At the Very Beginning of a Lost Journey	Stage 1
m06	Towards the Future	Stage 5

These soundtracks can be played inside the “Extra” option of the game.

6. Future developments

More shapes can be introduced: for example, a Triangle shape that jumps much higher than all existing shapes. In this case, we may use unique key buttons for transforming into each shape.

More stages can be created. When the number of stages is significant enough, different worlds can be designed to group the stages.

A complete storyline can be introduced. The story of the main character and the world can become clearer.

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