



Fibers **Greenlight** Preso

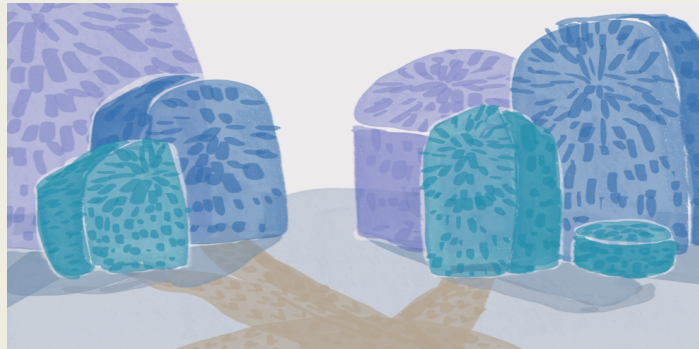
CatBread Collective



Gameplay

- 2d sidescroller
- puzzle game
- manipulate yarn to change your environment

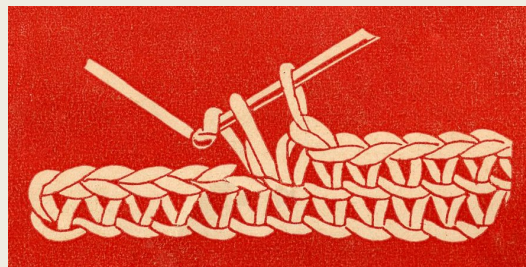
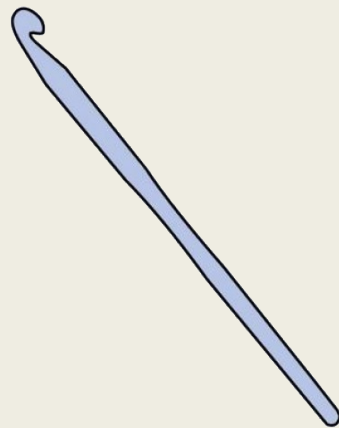
Story



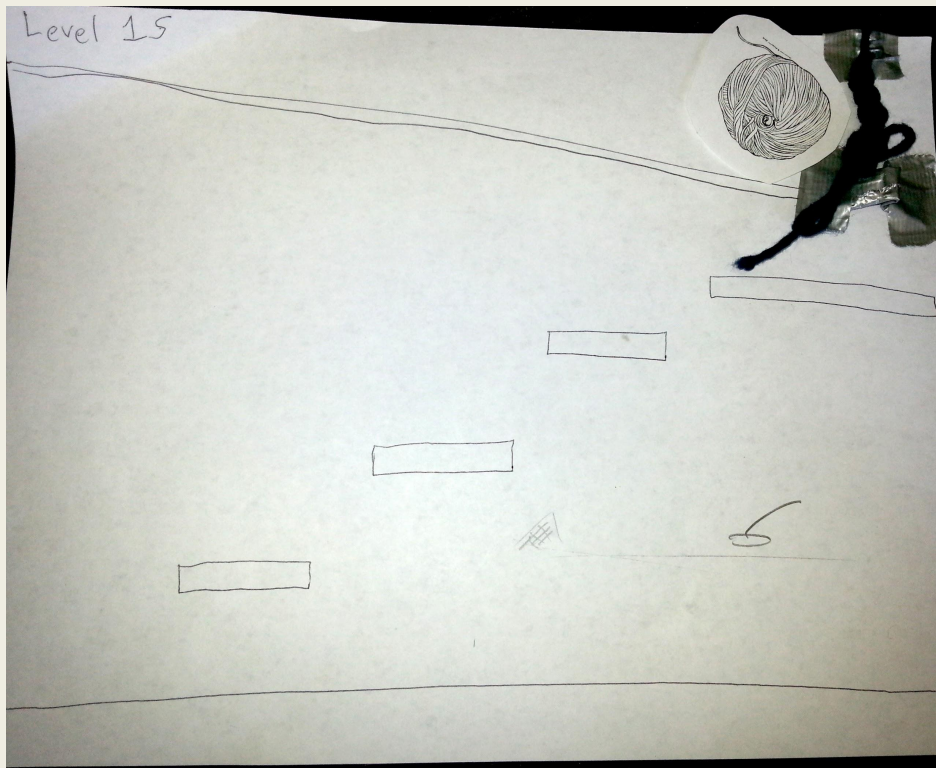
Story



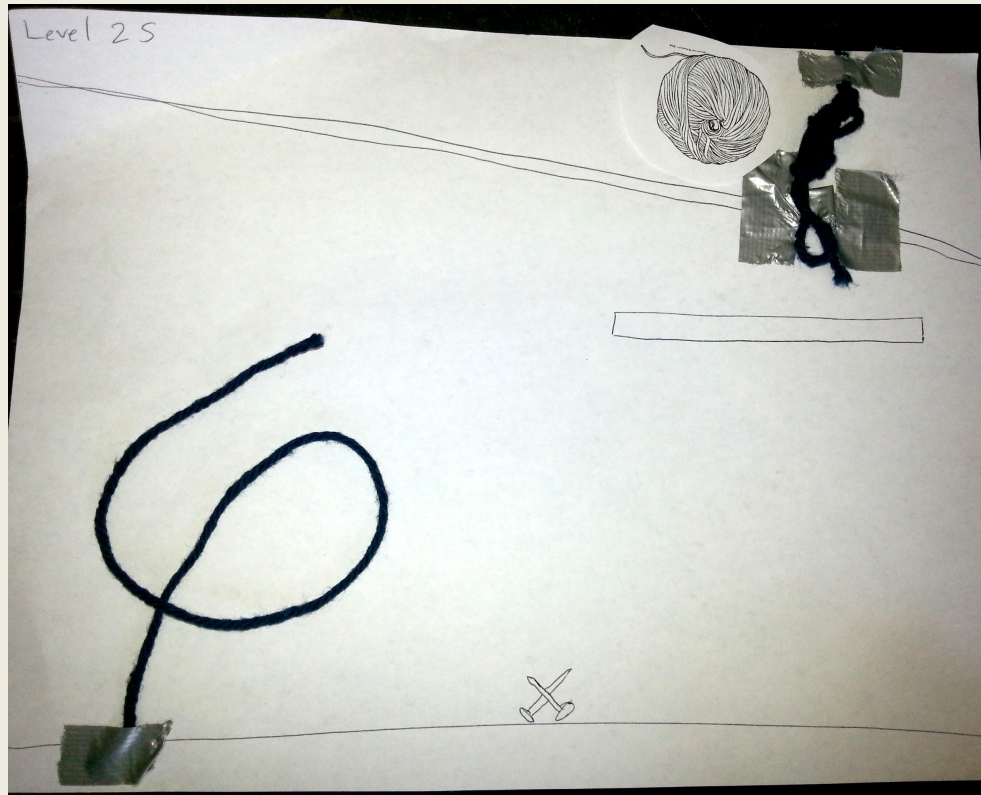
VS.



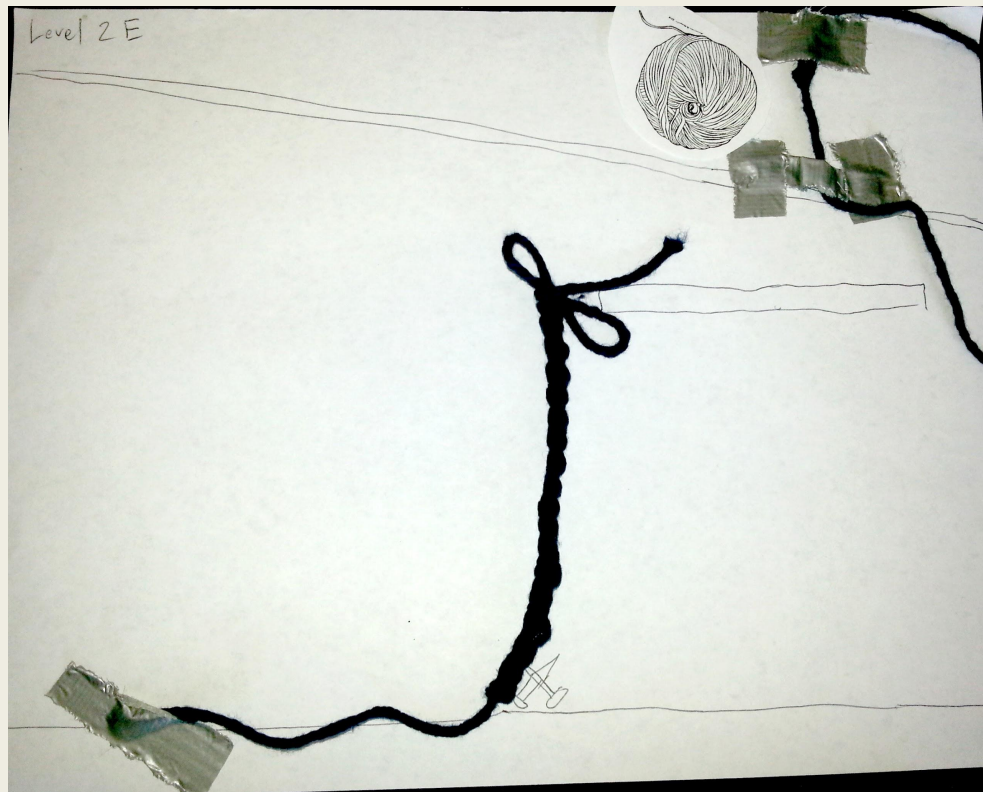
Prototype



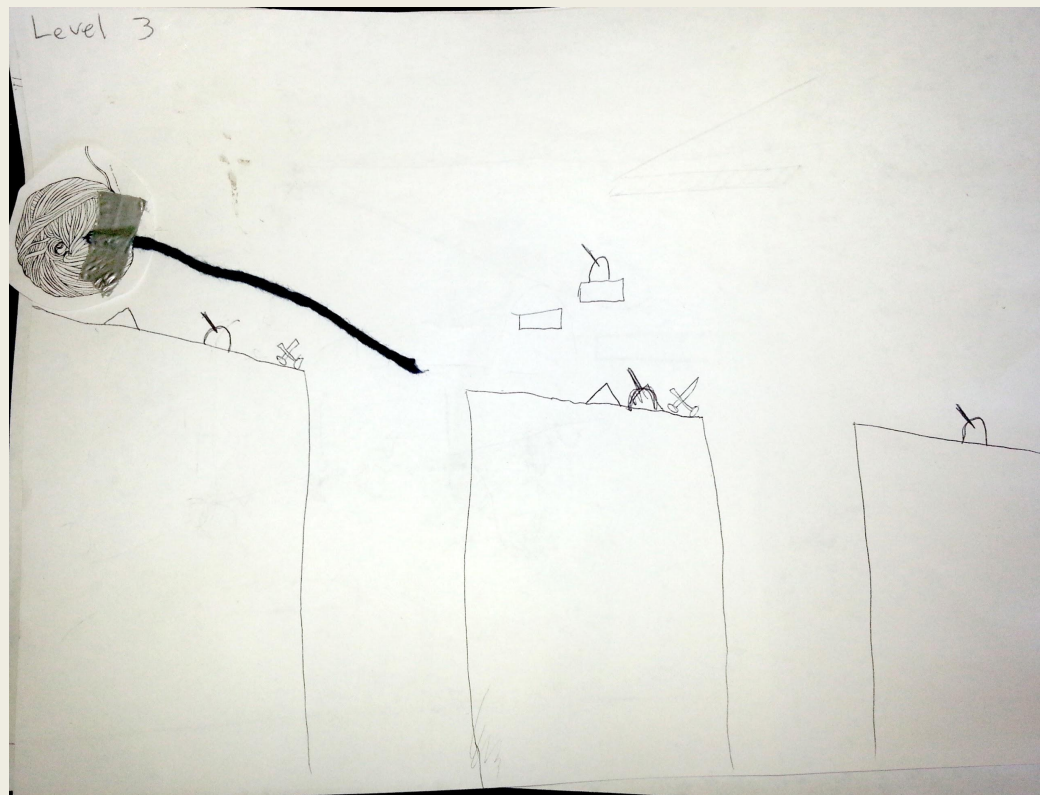
Prototype



Prototype



Prorotype



Prototype

Testing Notes:

- unclear goal
- potential mechanics, fuzzy details
 - player doesn't care about details
- fun puzzle (macro)
- curious about world and story

Risks

- modeling string
 - look at critical points
 - approximate as lines
- developing mechanics: difficult to find cohesive & engaging
 - pick at least 1 mechanic and go with it (for now)
- level design: no experience, difficulty level
 - play a lot of puzzle games
 - keep making more levels
- scope: difficult to make story seem epic without lots of levels
 - aim for 10