Focus Mazes Maze Support Suppo

Jennifer G. Presto

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Game

Fun

Also critical

Game that questions the amount of information that we're constantly subjected to.

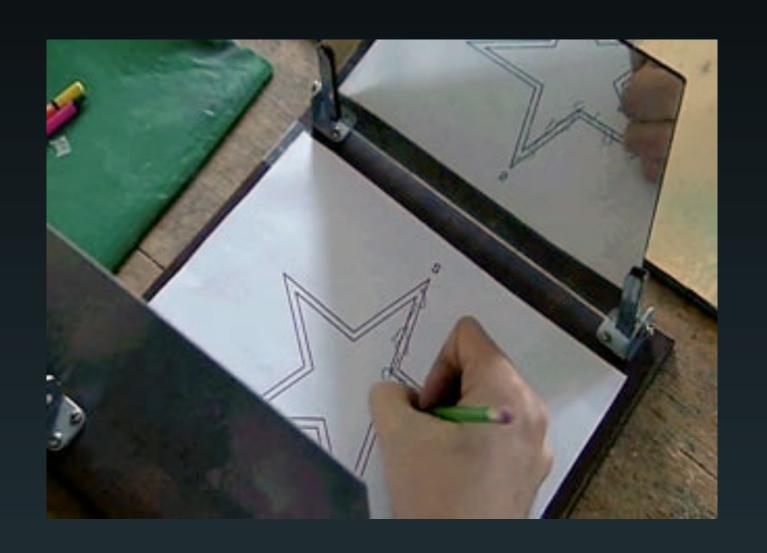








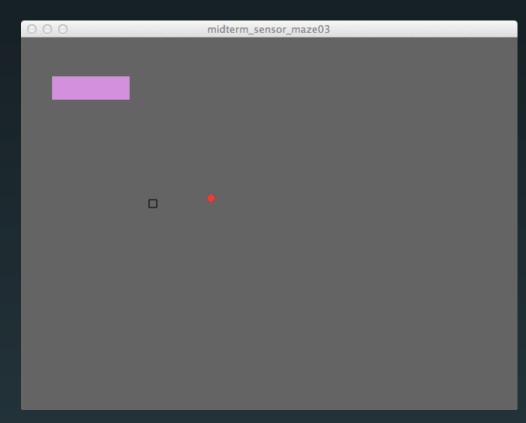




Mirror tracing

- Challenging
- Learnable

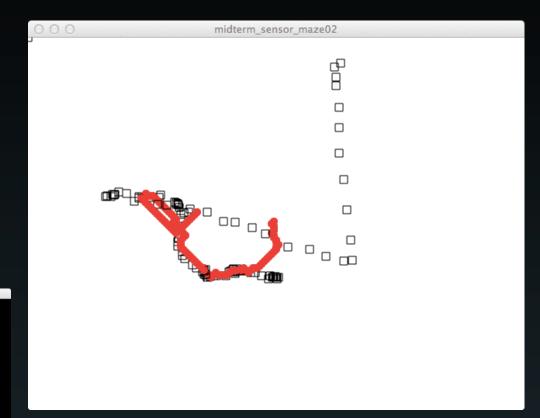




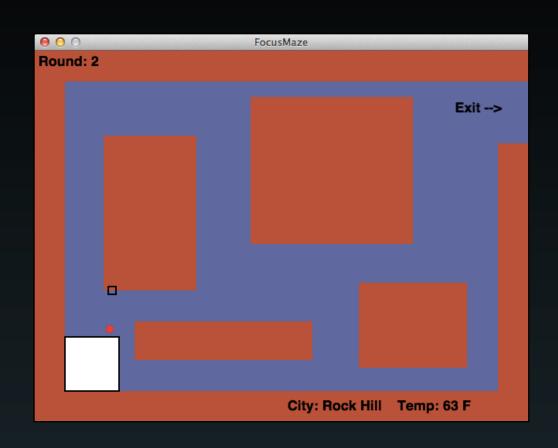
Process Building the code

@lynnyacyk

RT @ObamaFoodorama:
Recipes for *all* the
#Obama @WhiteHouse
Holiday Cookies
http://t.co/PMpVH8qx |
http://t.co/Qjtq1qvs

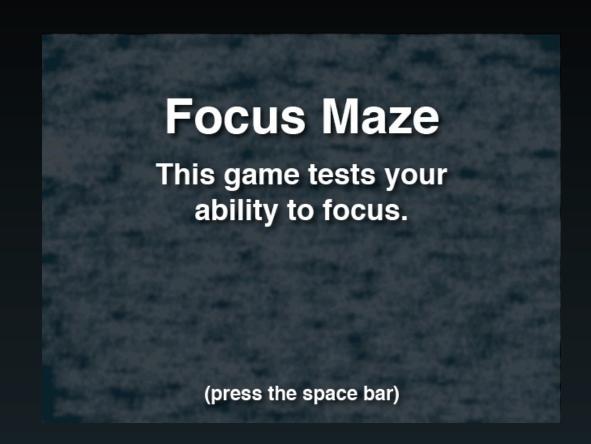




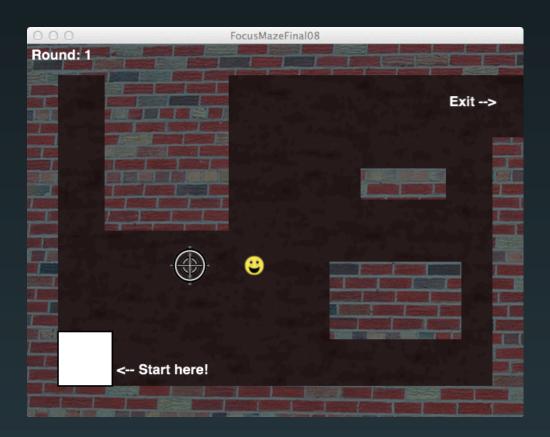


Process

Improving the aesthetics and gameplay







What I learned

- ArrayLists
- Incorporating APIs
 (especially Twitter)
- Video (addition of the calibration screen)

- Progressive gameplay
- Aesthetics (including texture function)
- Design of levels

Still to be improved

- More distractions
- More variation
- Music?



Thank you