

Focus Maze

Jennifer G. Presto

CCLab Final Presentation
December 18, 2012



Game

Fun

Also critical

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



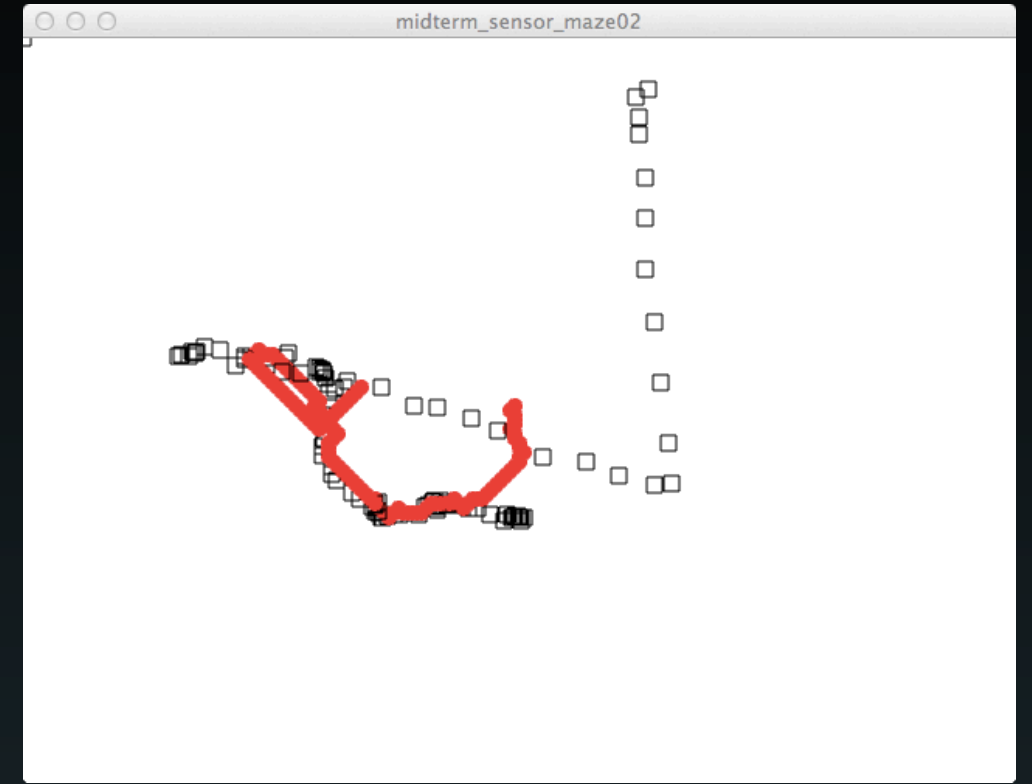
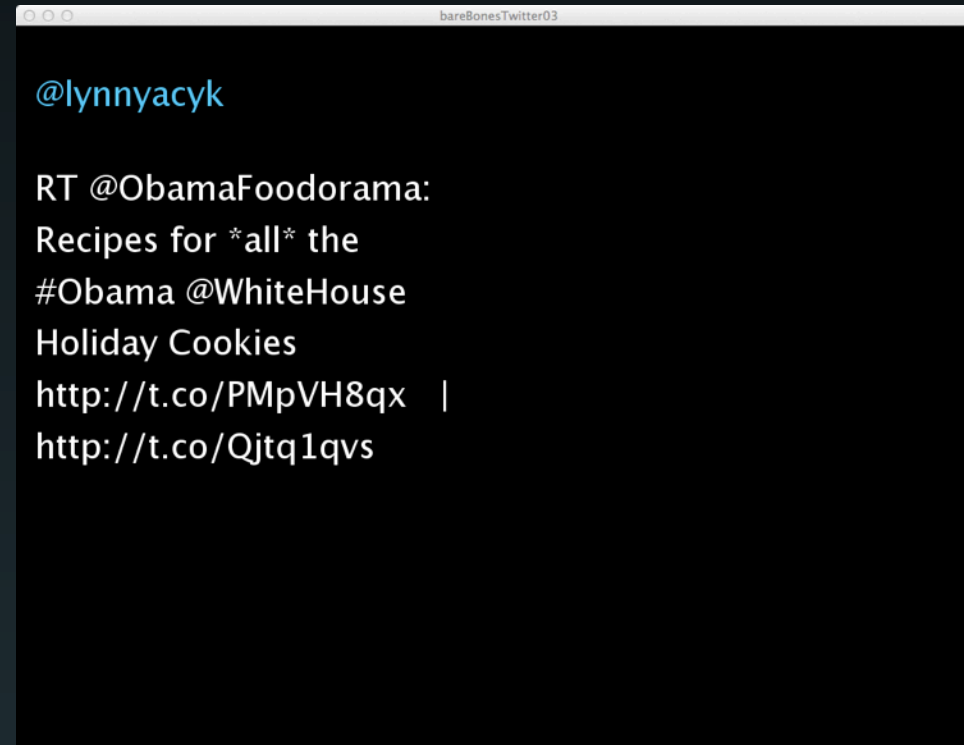
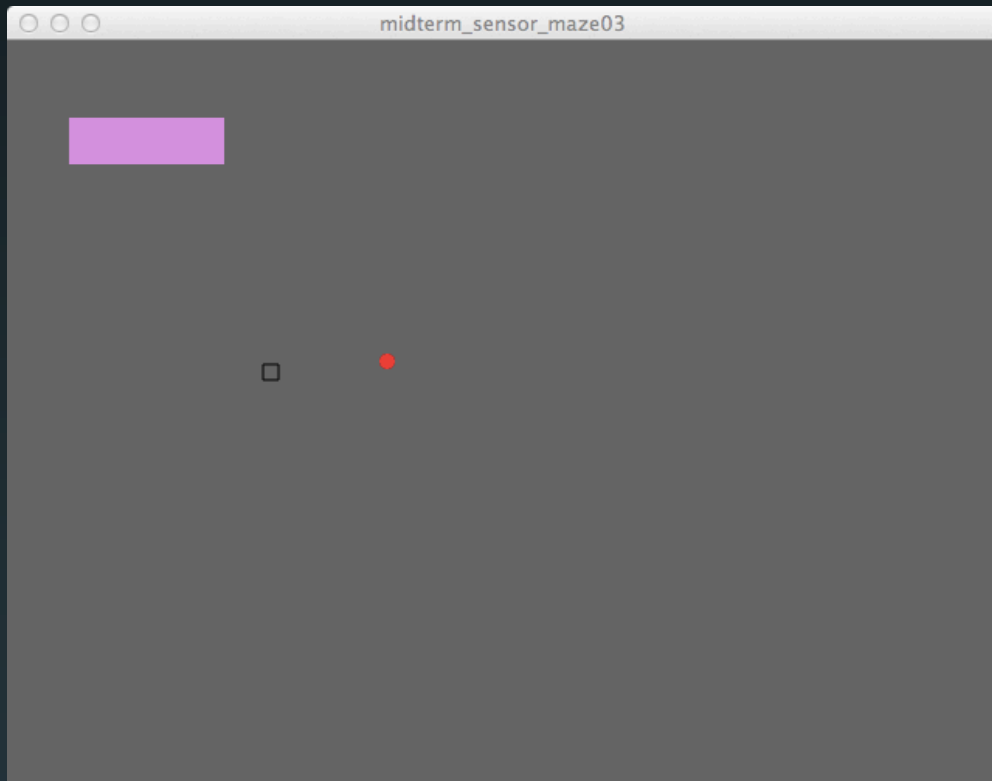


Mirror tracing

- Challenging
- Learnable

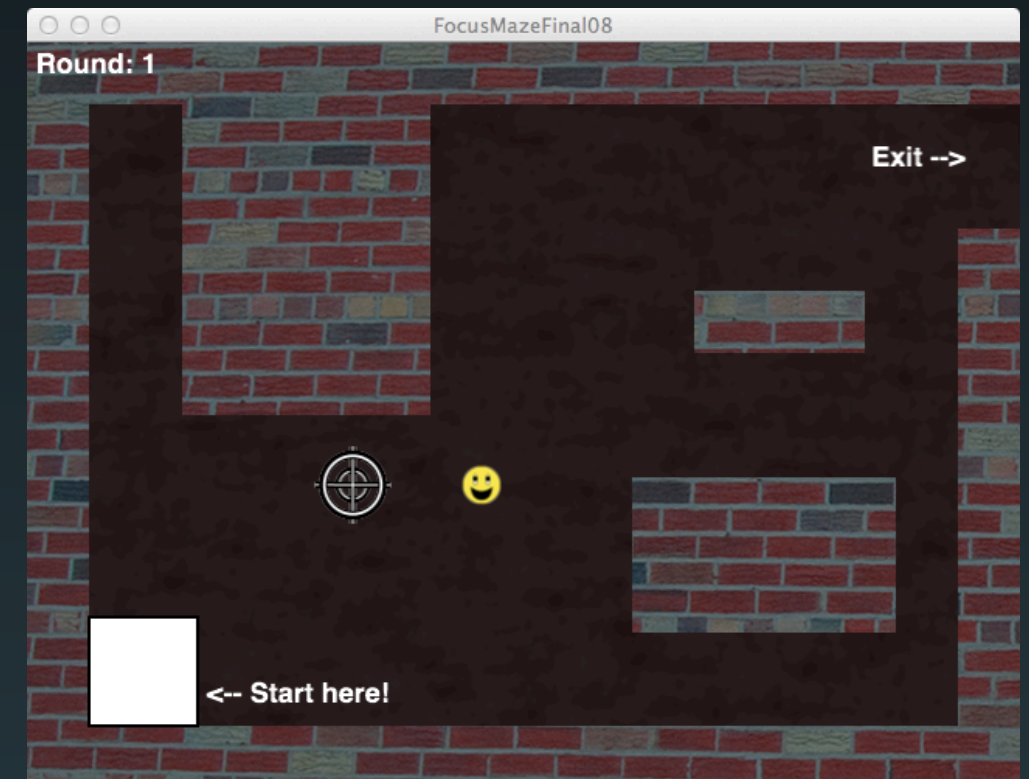
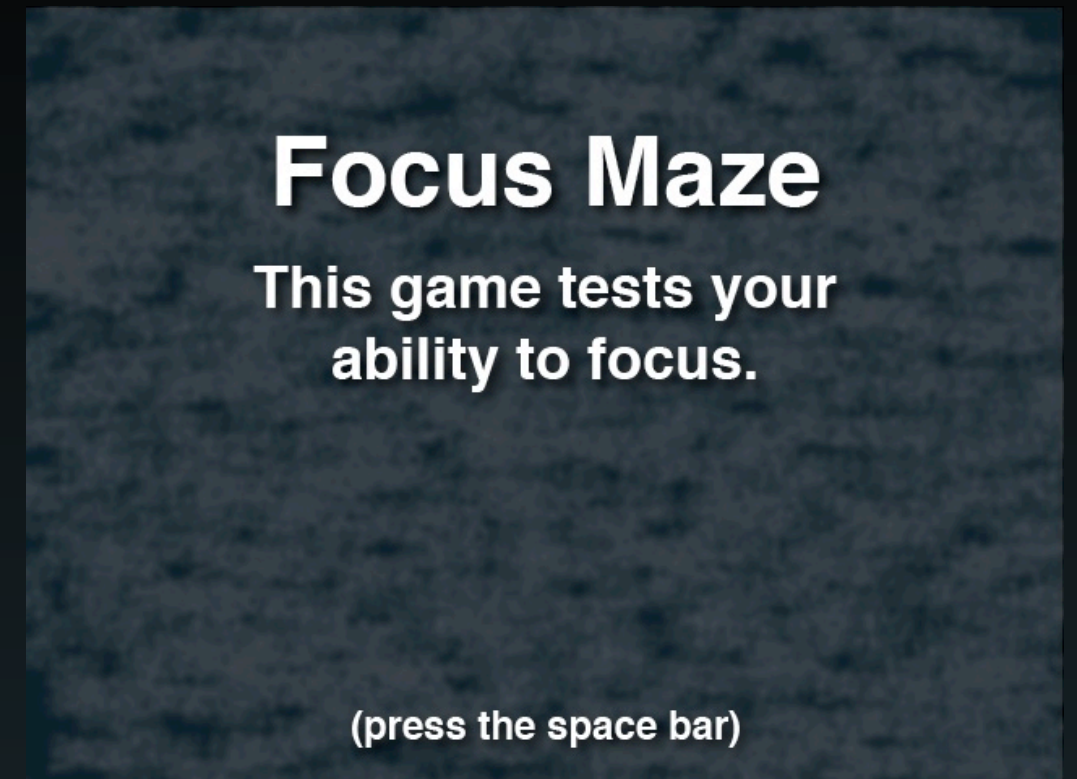
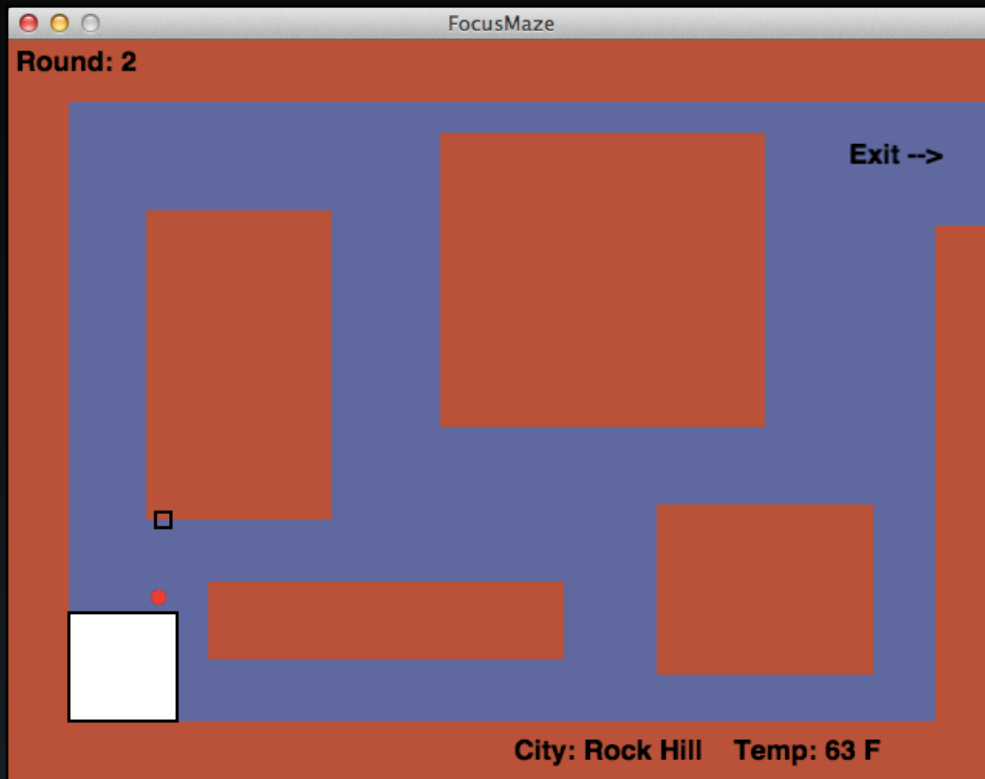
Process

Building the code



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