

# The Shape of Sound

# Description:

*The Shape of Sound* is a platform game with puzzle elements in it. In this game the player takes control of Henry, an old robot in a post-apocalyptic world. Henry can activate a bell that emits sound waves; the waves will interact with a sensor which will open a door. The player needs to use this system in order to go further into the game.

**THEME:** *Transmission.*

We used this theme in the core mechanic of the game; the transmission is created with the emission of the sound waves.

**AESTHETICS:**

Sensation, Fantasy, Challenge.

**GOAL:**

Open the door.

**CONFLICT:**

Find the right way to use bell.

## RULES:

- When the waves meet an object they dissolve.
- The player can double jump.
- The player moves the bell by hitting it.

## MECHANICS:

The core mechanic is ringing the bell. Some others mechanics are double jumping or using some levers to activate platforms.