



Hana

by Makeyana 2012

A pixelated night scene featuring a dark blue sky with a large, bright moon and several small stars. The foreground is dominated by dark, silhouetted trees and bushes. In the center, a small, two-story house with a brown roof and a chimney is visible. The overall aesthetic is reminiscent of a classic video game or a digital painting with a low-resolution, pixelated style.

Problems faced

# The Programming

Things that stumped me initially.

- Getting the flower to follow the coordinates of the stem
- The particle System (making things laggy)

How did I solve this problems.

- Leave things be for a while



Bringing this project  
further

# Subverting Expectations

- When the player replays the game, if they had broken the rules, the narrator would remember and the rules would be different this time.
- It's a harder level masked in a different way.

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What would I change?

# The way I Design

- Currently the way I am designing games is taking something simple and injecting meaning into.
- What I would love to do more is to do more of is subverting the player's expectations. To deconstruct notions that we have about games.



THE END  
THANK YOU FOR LISTENING



# Assets Taken From

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