Game Design

"Guardian Angel"

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The Idea

You are a guardian angel of a ropewalker. This ropewalker want to cross the widest valley on earth for a new world record. So here we go.

Unfortunately the valley in mission is also a bird reservation area, so there are quite a lot of birds flying around and that could be a real trouble for the ropewalker as they are sometimes sit at the end of the ropewalker's pole and then ruin the ropewalker's balance.

As the ropewalker's guardian angel it is your duty to make sure that the ropewalker can cross the valley safely and break the new world record by keeping the pole in balance by working mysteriously using your invisible hand.

The Sketch
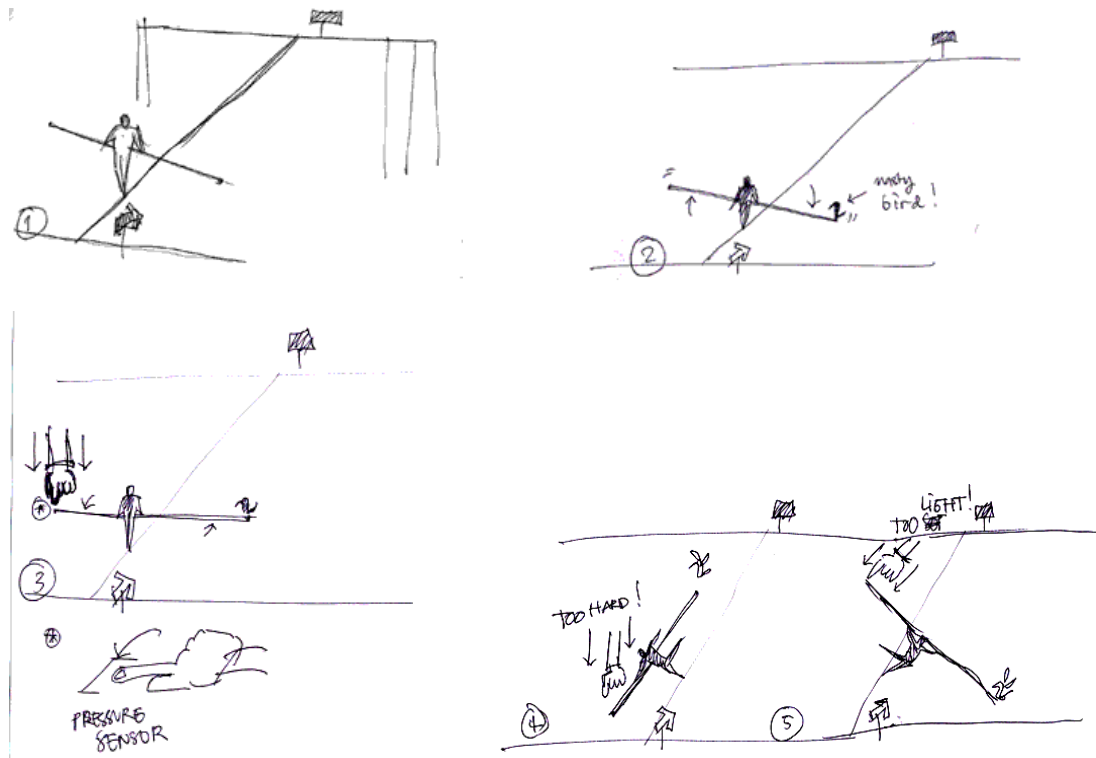
The Technical Information

Software: Flash, C# (for phidgets – flash movie interaction)

Phidgets: Pressure Sensor

Not-so Technical but Important for Impression ;)

Illustration/Animation for the Flash movie

The Alternative Methods

Instead of using finger to press the pressure sensor we can use some amounts of stones/marbles with different weight to put on the pressure sensor. In this way we can do the exact variable for each of the bird instead of wide amount of variable if we are using the finger pressure.