

Braid

A Game Design Summary

IMS212

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Video Example

- <http://braid-game.com/>
- Braid ~
[Interpretive Dance](#)



Competition Highlights

- Player maneuvers through the world and manipulate time
- By manipulating time the player can learn from his mistakes and complete the tasks
- The player has to evade enemies and collect puzzle pieces
- The puzzle pictures help to advance the story and advance the play



Rules

- You cannot die, the game ends by player choice or finding the Princess
- Player must avoid or jump on creatures to avoid death
- If it looks like it hurts, it can kill you
- Items/mobs that glow green are not affected by the manipulation of time



Implement Highlights

- PC version uses keyboard controls
- Console version uses arrow keys and two buttons



Territory Highlights

- Linear play environment
- Screen moves as the character moves
- Can move between levels freely once a level is opened



Inventory Highlights

- Keys are needed to advance in some levels
- Puzzle pieces are the true inventory
- Since you can reverse time, you have an infinite number of lives



Novel and Noteworthy

- Using both time manipulated elements and time impervious elements to defeat enemies
- Later levels give even more ways to manipulate time
- Each level will introduce a new time manipulation in the game
- Soundtrack is also manipulated by time – FUN!!
- Classic Platform game, but with extra mechanics that advance it
- Safe environment created by the time manipulation



Readings & the Designer

- In regards to Huizinga's writing, the fact that it is a safe play space makes it very inviting
- This is a good example of Huizinga's "Magic Circle"
- Jonathan Blow's interview – The project could have been done in 1.5 years. It took 3 years so that it was "right" i.e. Narrative & Art

