

Game Name: Uroboros
Game Type: Puzzle Platform Game
Game Platform: PC
Target Player: 16+
Game Screen: 2D
Tool Used: Unity, Photoshop, Procreate

UROBOROS

In Uroboros, the universe is bound by a cosmic loop that connects multiple dimensions, known as the Uroboros. Within this loop, a civilization called the Aetherians has harnessed its power to maintain their dominion over space and time. However, their relentless pursuit of control has disrupted the balance, awakening an ancient guardian named Elavia. As the Uroboros spirals into chaos, Elavia, guided by the spirit VII-A, must journey through interconnected worlds, confront threats, and restore balance before the cosmic loop unravels and brings about the collapse of reality itself.



GAME JAM

The CiGA Game Jam is a fast-paced, 48-hour competition organized by the China Indie Game Alliance, where developers, designers, and artists collaborate to create innovative games based on a specific theme. The theme of this year is "imited and limitless".

Team Information:

Designers: Xulan, Wanhang, Shengtao

Developer: Zekai, Yebu

Artists: Meiyi

My Roles:

I handled character abilities, level mechanics, and sound effects. For the character abilities, I designed skills that fit the "limited and limitless" theme, making them both fun and challenging. In level design, I created puzzles and platform elements that tested players' skills and added depth to the game. For sound effects, I picked and edited audio to match the game's atmosphere, making sure the sounds enhanced the overall experience.



INSPIRATION

▶▶ Uroboros was mainly inspired by the CiGA Game Jam's theme of "limited and limitless," which we explored through the concept of strategic coding. We wanted players to experience the challenge of using a limited set of coding commands to plan and execute seemingly limitless moves within each level. This idea drove us to create a game where success hinges on the player's ability to think ahead, carefully scripting their actions before the level begins. By embracing the tension between constraints and creativity, we crafted a unique experience that pushes players to use their limited resources in innovative ways, turning every challenge into an opportunity for limitless strategic possibilities.

ART DESIGN

Player Character

Running



Jumping



Crouching



Being hit



Death



Enemy Character

Enemy Idle



Enemy Shooting



◀ CORE MECHANIC ▶

▶▶ The core mechanics of Uroboros revolve around strategic planning and execution. Players control the character Elavia by pre-programming their movements and actions before each level begins, navigating through a cosmic environment filled with obstacles and enemies. The game interface is divided into two main sections: the upper part focuses on player inputs, allowing for the selection and arrangement of commands, while the lower part showcases Elavia's journey through the level. The gameplay emphasizes the use of limited commands to achieve limitless possibilities, requiring players to carefully consider their moves to solve puzzles and overcome challenges. Additionally, the level design is closely tied to the celestial theme, with Elavia's path influenced by cosmic elements and requiring precise timing and coordination to succeed.

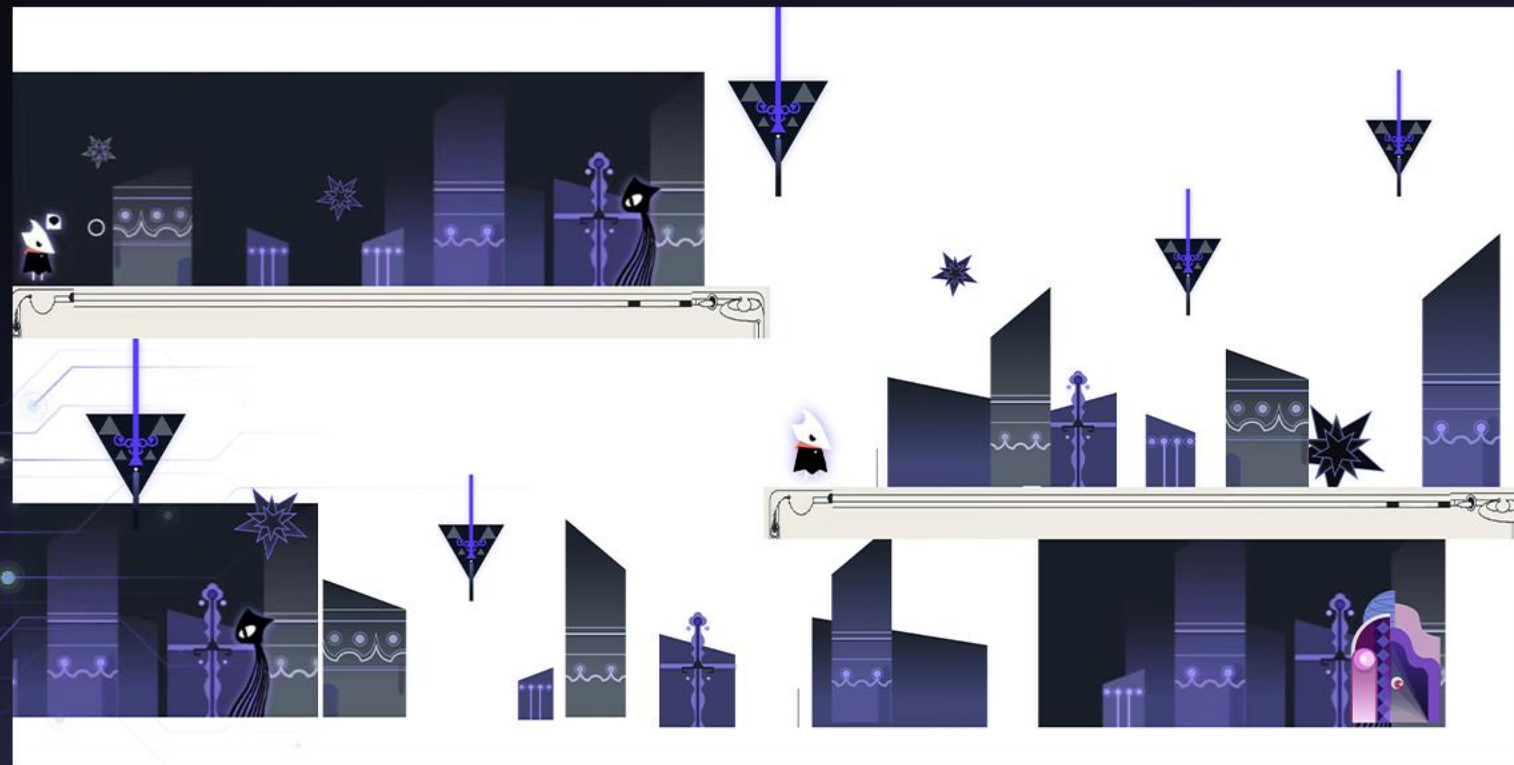
◀ UI DESIGN ▶



◀ • LEVEL DESIGN • ▶

▶▶ As the level designer for Uroboros, I created Level 2 to challenge players' ability to navigate complex environments while avoiding enemies. The level is structured across multiple floors, each requiring the player to carefully plan their movements downward. And comparing to Level 1, Level 2 requires player to move in different directions in order to go down in floors. The design emphasizes the importance of timing and spatial awareness, as players must avoid hazards and enemies strategically placed to test their evasion skills. The descending layout encourages players to think vertically, ensuring that they not only anticipate threats on their current floor but also plan for obstacles on the floors below. This level is a crucial step in the game's progression, reinforcing the need for precise movement and careful planning, which are central to the overall gameplay experience in Uroboros.

◀ • SOUND EFFECT DESIGN • ▶



▶▶ As the sound effect designer for Uroboros, my primary goal was to create an auditory experience that perfectly complements the game's cosmic and mystical atmosphere. Early in the development process, my team and I collaborated closely to establish the thematic direction for the game's sound design. Given that the story is set in the vastness of the universe and revolves around a magical species, we decided to focus on creating soundscapes that evoke a sense of the mystical, the vacant, and the spatial. To achieve this, I experimented with ethereal tones, resonant echoes, and subtle, otherworldly effects that enhance the feeling of navigating through a boundless, mystical cosmos.

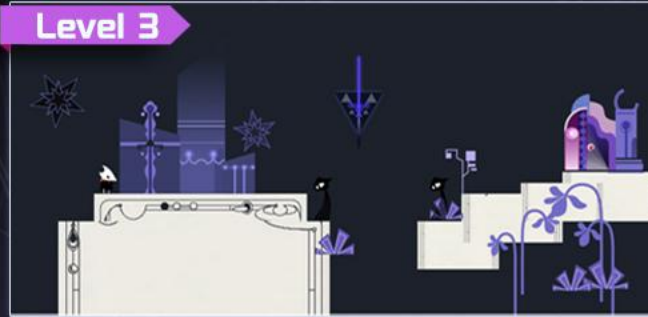
FLOW

- ▶ **Early Game:** The initial levels of Uroboros are designed to familiarize players with the basic mechanics, such as movement and jumping, while introducing the concept of planning and executing actions before they unfold. Players begin by navigating straightforward environments, using single jumps and simple commands to move through the level and avoid basic enemies. These early levels aim to build confidence and ensure that players understand how to use the limited commands at their disposal to create effective solutions.
- ▶ **Mid-Game:** As players progress, the levels introduce more complex challenges that require the use of advanced mechanics like double jumps and the loop command.
- ▶ **Level 2:** This level tests players' ability to time their actions precisely. The challenge lies in using the loop command to shoot and eliminate enemies twice before they can attack. Players must plan their actions carefully; jumping or running at the wrong time can lead to failure, reinforcing the importance of precision and strategic planning.

Level 2



Level 3



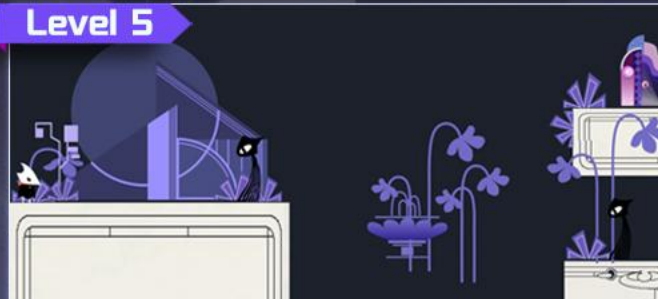
- ▶ **Level 3:** Players are introduced to the double jump mechanic, which is crucial for clearing wider gaps and avoiding enemies. The level requires players to carefully time their jumps, using the double jump to traverse obstacles and defeat enemies positioned in their path. This level emphasizes the importance of mastering movement and timing to progress.

- ▶ **Late Game:** In the later stages, the game combines all the mechanics learned so far, presenting players with more demanding challenges.
- ▶ **Level 4:** This level requires players to integrate the double jump with the loop command to overcome complex barriers. Players must plan and execute sequences of actions, using the double jump to clear obstacles and the loop command to repeat critical actions, such as clearing enemies or timing jumps. The layout pushes players to think critically and adapt their strategies to navigate through increasingly challenging environments.

Level 4



Level 5



- ▶ **Level 5:** Precision and timing are paramount in this level. Players must eliminate an enemy with careful aim, then immediately jump onto a moving platform. The platform moves in a way that requires perfect timing, as players must land on it just as it approaches and then make another jump to reach the exit. This level tests the player's ability to synchronize their actions with the game's dynamic elements, refining their skills for the most complex scenarios.

◀ • PROBLEM SOLVING • ▶

▶▶ During the development of Uroboros for the CiGA Game Jam, our team encountered several challenges that required quick thinking and creative solutions. One of the primary issues was balancing the complexity of the game mechanics with the limited time available for development. Integrating the loop command and double jump mechanics proved to be more intricate than we initially anticipated, particularly in ensuring that they worked seamlessly within the game's design. We also faced difficulties with level design, as creating environments that were both challenging and intuitive for players to navigate required multiple iterations and testing. Additionally, time management was a constant pressure throughout the jam. With only 48 hours to complete the game, prioritizing tasks became essential. We had to make tough decisions on which features to polish and which to simplify or cut altogether. Despite these challenges, our team remained focused and collaborative, finding solutions through open communication and iterative testing. By the end of the jam, we were able to deliver a game that met our creative vision, even if some aspects were simplified to fit the time constraints.

◀ • PERSONAL GROWTH • ▶

▶▶ Participating in the CiGA Game Jam and working on Uroboros was an incredibly rewarding experience that contributed significantly to my personal and professional growth. Throughout the intense 48-hour development period, I learned the importance of adaptability and quick decision-making. The fast-paced nature of the game jam pushed me out of my comfort zone, requiring me to think creatively and solve problems under pressure. I gained a deeper understanding of how to balance ambition with practicality, learning to prioritize tasks that would have the most impact on the final product within the limited time frame.

Moreover, the collaborative aspect of the jam taught me the value of clear communication and teamwork. Working closely with my team, I developed a stronger sense of how to contribute effectively in a group setting, ensuring that everyone's ideas were heard and that we all worked toward a common goal. The experience also expanded my technical skills, particularly in sound design and level design, as I explored new techniques and tools to bring our vision to life.

◀ • FEED BACK • ▶

▶▶ The feedback we received for Uroboros was both encouraging and insightful, highlighting the strengths of our design while also pointing out areas for improvement. Players praised the game's unique mechanics, particularly the loop command and double jump, which added a fresh layer of strategy to the platforming experience. The atmospheric sound design and visual style were also well-received, with many noting how they effectively captured the cosmic and mystical theme of the game.

However, some players mentioned that the difficulty curve could be smoother, particularly in the mid-game levels where the complexity of mechanics increased rapidly. A few found certain puzzles to be less intuitive, suggesting that more visual or tutorial guidance could help ease players into the more challenging aspects of the game. Additionally, while the limited time during the game jam meant that some features were simplified, there was feedback indicating that further polish, particularly in level transitions and enemy behaviors, could enhance the overall experience.