

# Platformer 2 reflection Zephyrym Grover

Link to my game:

<https://gx.games/games/bjr9yn/platformer2zephyrymgrover/tracks/3989cc53-0ba5-4d25-8184-78214b0fea63/>

The design process for this game was a lot of fun. The beginning stage of creating this game was somewhat stagnant, but I soon leaned into some creative inspiration from a level of Super Mario Galaxy that I played as a kid, and managed to create a level that emulates it in many ways. The gameplay includes triple-jumping, allowing players to bridge large gaps through jumps such as these.

However, the best part of creating this game was the score. Once I finished the debugging and creation process, I had an idea for what I wanted the game to sound like, so I went in and created that sonic experience to truly immerse the player in the loneliness of space, far away from any civilized planet, just trying to find a gate. This game was a lot of fun to work on.