**IEEE GameSIG Intercollegiate Game Showcase 2013**

**Game Overview:** **Gravity Shift**

<table>
<thead>
<tr>
<th>One-Sentence Description</th>
<th>Imagine a 2D Portal, but instead of using portals to solve puzzles, you’re given gravity shifting powers!</th>
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| List of Team Members and Their Schools | Anthony Hoang, University of California, Irvine, anthonkh@uci.edu  
Allen Roman, University of California, Irvine, romana@uci.edu  
Tiffany Tran, University of California, Irvine, tuyetmt@uci.edu |
| Target Platform and Audience | Windows PC, Windows 8 PC and Tablet  
*(Later support for Xbox 360, Android Tablet, and iPad when controls are ready).  
12+ age, “Puzzle and platform game fans” |
| One-Paragraph Summary of Gameplay and Objectives | The story plot follows a relatively simple idea: escape in order to win. In this 2D platform game, you control a human character that is held captive in a facility run entirely by an artificial intelligence being, H.A.L. In this facility, experimental weapons and tests are conducted on human. They’ve genetically modified you to be able “shift” the gravitational pull around you. Using your new found abilities, solve each puzzle level to progress and find an escape! |
| Key Features |  
- Challenging puzzles  
- Various ways to apply your “gravity shifting” powers to solve puzzles  
- Unique music on each level  
- Touch support  
- Synthetic voice actors for the robot characters  
- Clean vector art drawn by Tiffany Tran |
| Thumbnails of Game Art | ![Game Art Thumbnails](image) |
| Third-Party Credits | Farseer Physics, an open source C# port of Box2D  
Monogame, an open source implementation of XNA  
Music by Newgrounds.com (2DPolygon, Bafana, TreborLocke, Feddey, Nijig, AdventureBiscuits, jpsuperfresh) |
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| YouTube Link | [http://youtu.be/ATamU36b8IY](http://youtu.be/ATamU36b8IY) |

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