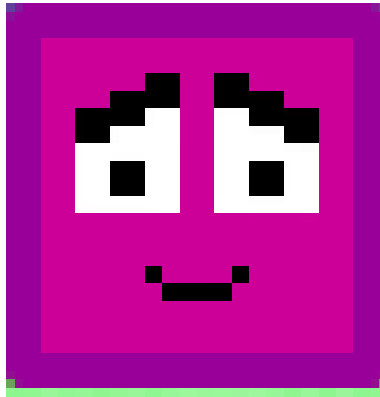


Alex Hoffman's

A Lazy Person's Guide To: Stack-Up



<http://www.sploder.com/?s=d00581pe>

GAME M101 Introduction to Game Design

3/23/17

What Is Stack-Up?

Stack-Up is a game where you move blocks around to make a path for your character to move on to get the coin on each level. You can't jump, so your paths must be smooth enough to go from one to another. The pathways will not always be the same when someone builds it, so there is a sense of flexibility when progressing.

Controls

The control scheme for Stack-Up is A -- D or <- -- -> to move left and right. You cannot jump in the game.



Level 1

Level 1 is straight forward in the game. It introduces the player to the main mechanic: moving the blocks to create a path. Four blocks are available to move to shape into a ramp on the first level.



The blocks are rearranged to form this ramp, or something like it. The player then slides up and off the ramp into the coin on the right.



And that's level 1!

Level 2

This level is a little trickier. It's less straight forward and far less pieces, with only 1 available. The player must move the piece during the level to essentially create a dynamic path to the coin. They start like this, with one long rectangle on the right:



The player then can move the piece to create a ramp to the second platform, like this:



And then again, they can move the rectangle to get to the final platform where the coin is:



You can't get enough momentum on that small platform on the right so you need to hold the platform up using your mouse while moving to the left. You can then reach the coin and progress to the next level.



Level 3

Although level 3 is very simple, it gets down to piece placement and balancing. Unlike level 2, there is no 'guide rail' to hold the pieces in place in the middle, and the player may have to restart several times because of the pieces falling. It starts like this, with three rectangles laying down on the bottom right:



All the player must do is set the pieces upright like this and move across to the destination:



Level 4

Level 4 is much trickier than the previous levels. Although there are several ways to exploit the level and create 'shortcuts', the intended way is to move pieces as you go and even put them in place of pieces you previously set down. The player starts off with this, two rectangular pieces:



They can lay down the two pieces like ramps and slowly drop down to get the key at the bottom:



The gate opens, and the player can move the first ramp to maneuver to the bottom coin:



Once there, the player must move the long ramp in place of the short one to reach the second coin:



Since the ramp is too steep, they must use the short piece as an 'escalator' of sorts to get to the second coin:



Level 5

Level 5 goes back to the basics with only one long piece. This level focuses on the player's ability to move the piece while moving his pawn. The level starts off with this, the long piece laying on the left upright:



The long piece can be laid down as a ramp to reach the first platform:



From there, it can be laid down again to prepare for the advance sliding:



The player can then slide the piece along the rectangle while also moving the entire piece towards the left of the screen, like so:



Finally, the ramp can be laid down to reach the coins and win the game!



Congratulations! If you have completed all the shown levels, you beat the game!

The Flow of Gameplay

