

Flux

An iPad game primarily designed to promote a soothing and meditative feeling as the player interacts with it.



Home Screen

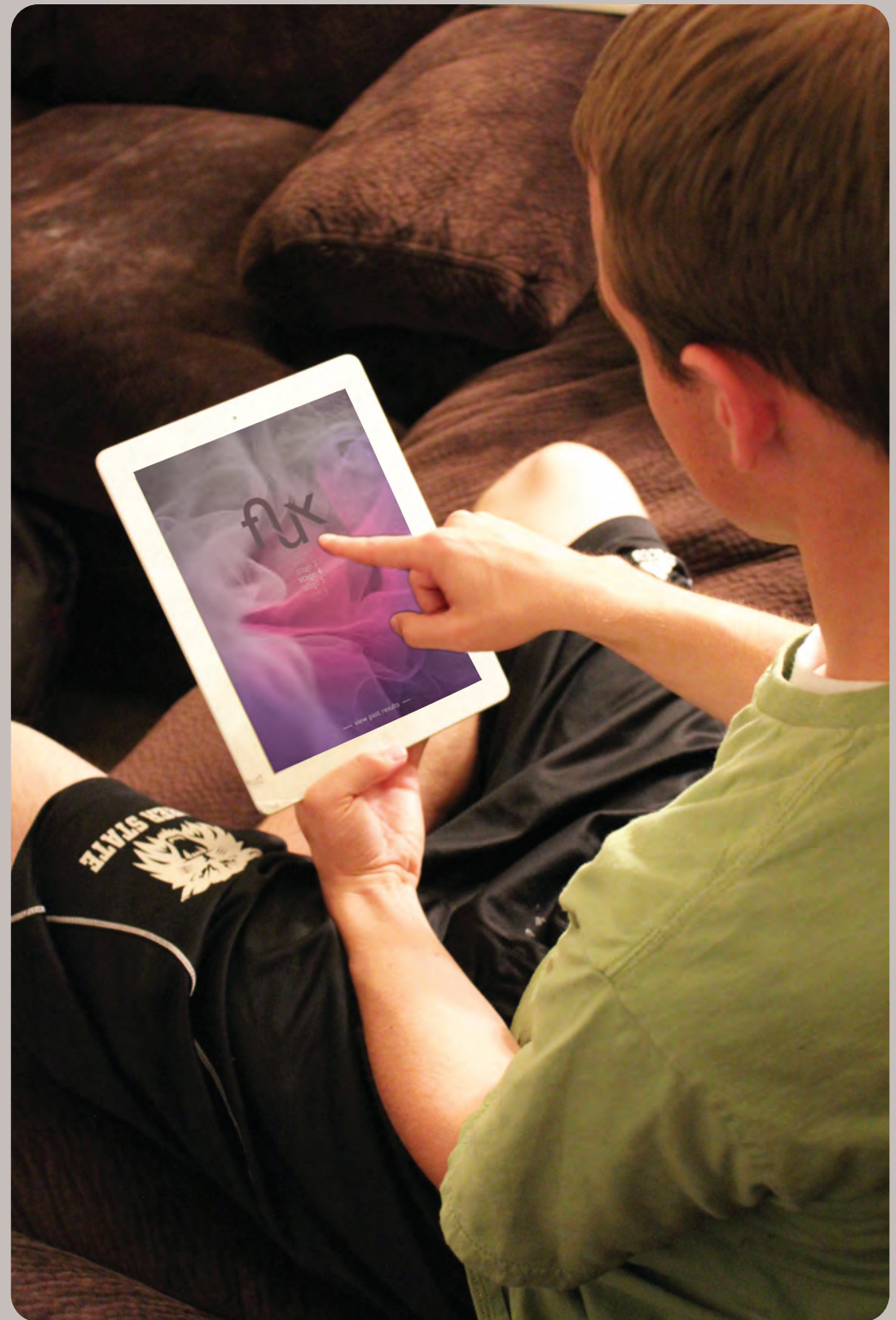
Player can either choose a stage to enter, or view past results.

Player can only select stages that they have unlocked previously.

Stages light up as player scrolls through list.



Player Interaction





As the stage begins, the screen zooms into an area within the ethereal space. The player is then shown the path they are to mimic in order to complete this stage.



After 4 seconds, the path fades away, and the player is left with small stars as reference points. Every 12 seconds the path reappears briefly.



When the player is following the path closely, the background will remain fully saturated.



When a player isn't following the path closely, the background gets dimmer. The farther from the path the player gets, the more the background dims.

Results Screen

Player can view the average time it took them to master a stage, see which stage they did the best at, and observe their best completion time.





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