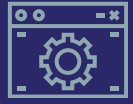


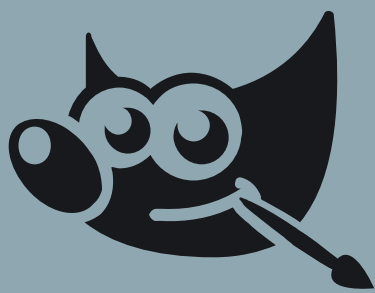
# MAGNETROID

## TECHNOLOGY



Magnetroid was created with the help of **Godot 4** game development engine. It is a free and open-source, designed around the philosophy of failing fast, which enabled speedy iterating during development. While Godot 4 also supports C# scripting, the chosen coding language for the game was **GDScript**. It is designed to further support fast development with its Python-like syntax, while also supporting static typing.

Magnetroid's audio-visual assets were mostly created with the help of three tools. **Audacity** was used to combine free audio assets from Pixabay to create the sound effects. **GIMP** and **Aseprite** were used to create and modify Magnetroid's art.



## READ MORE AND PLAY



You can read more about the game's development and try it out on [itch.io](https://it.ch.io). You can also play its previous versions to see how the game evolved over time!

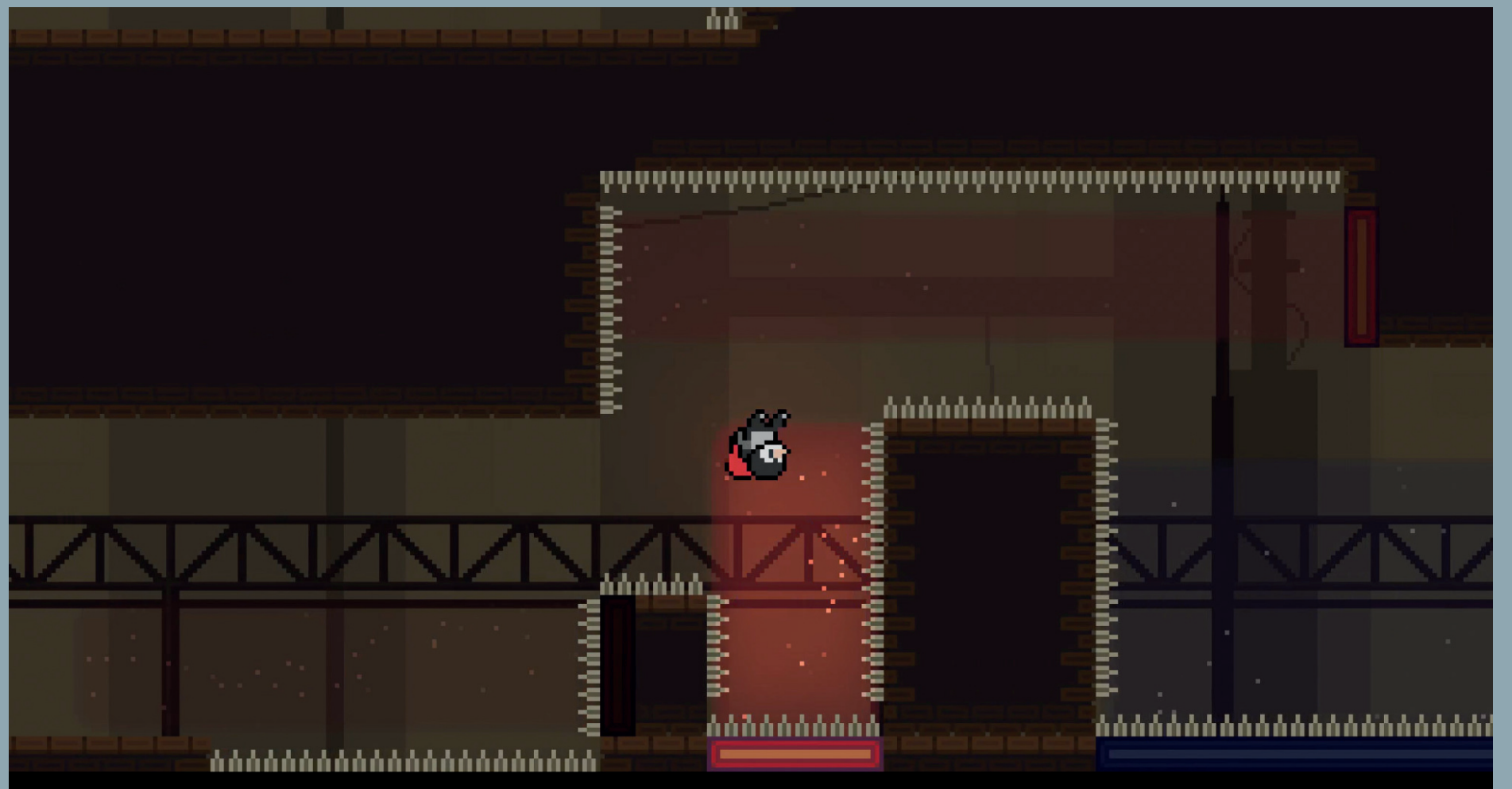


Screenshot from **Magnetroid: Remagnetized**, predecessor to Magnetroid shown during MängudeÕÕ.

## MAGNETIC PRECISION PLATFORMER



**Magnetroid** is a **precision platformer** inspired by Celeste, where the movement and platforming challenges revolve around **magnetism**. The player controls a character named **Peck**, a penguin who found a magnetic device after falling to the bottom of a steampunk megastructure. Using the device, Peck can **swap his own polarity**, changing if certain magnets **push** or **attract** him. He must use this ability to navigate dangerous areas covered in spikes by weaving together jumps and polarity swaps to avoid hazards and reach closer to the surface.

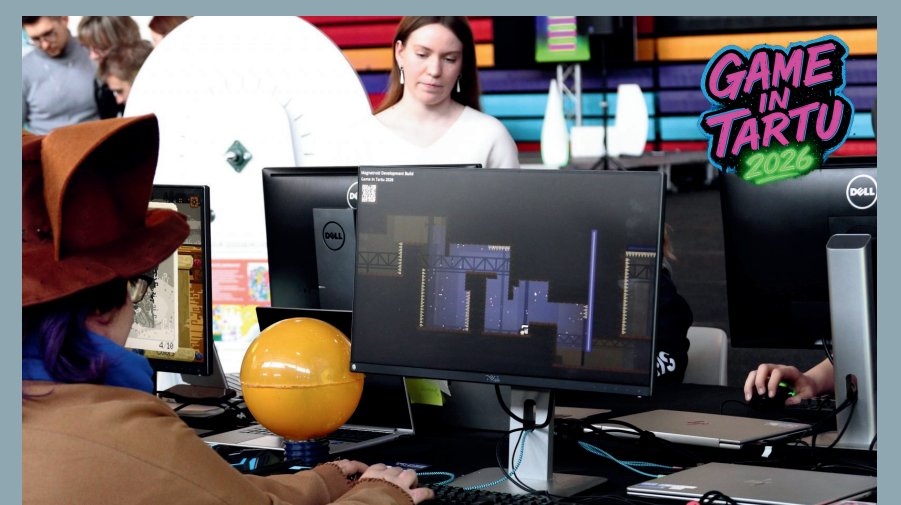


Screenshot from Magnetroid.

## DEMONSTRATIONS AT EXPOSITIONS



Mobile version of Magnetroid: Remagnetized at MängudeÕÕ.



Magnetroid being played during Game In Tartu 2026.

Images sourced from: [cgvr.cs.ut.ee](https://cgvr.cs.ut.ee)  
Taken by Raimond-Hendrik Tunnel

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Some of Magnetroid's art made by  
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See more: <https://rikkss.itch.io/magnetroid>



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