

Project Overview

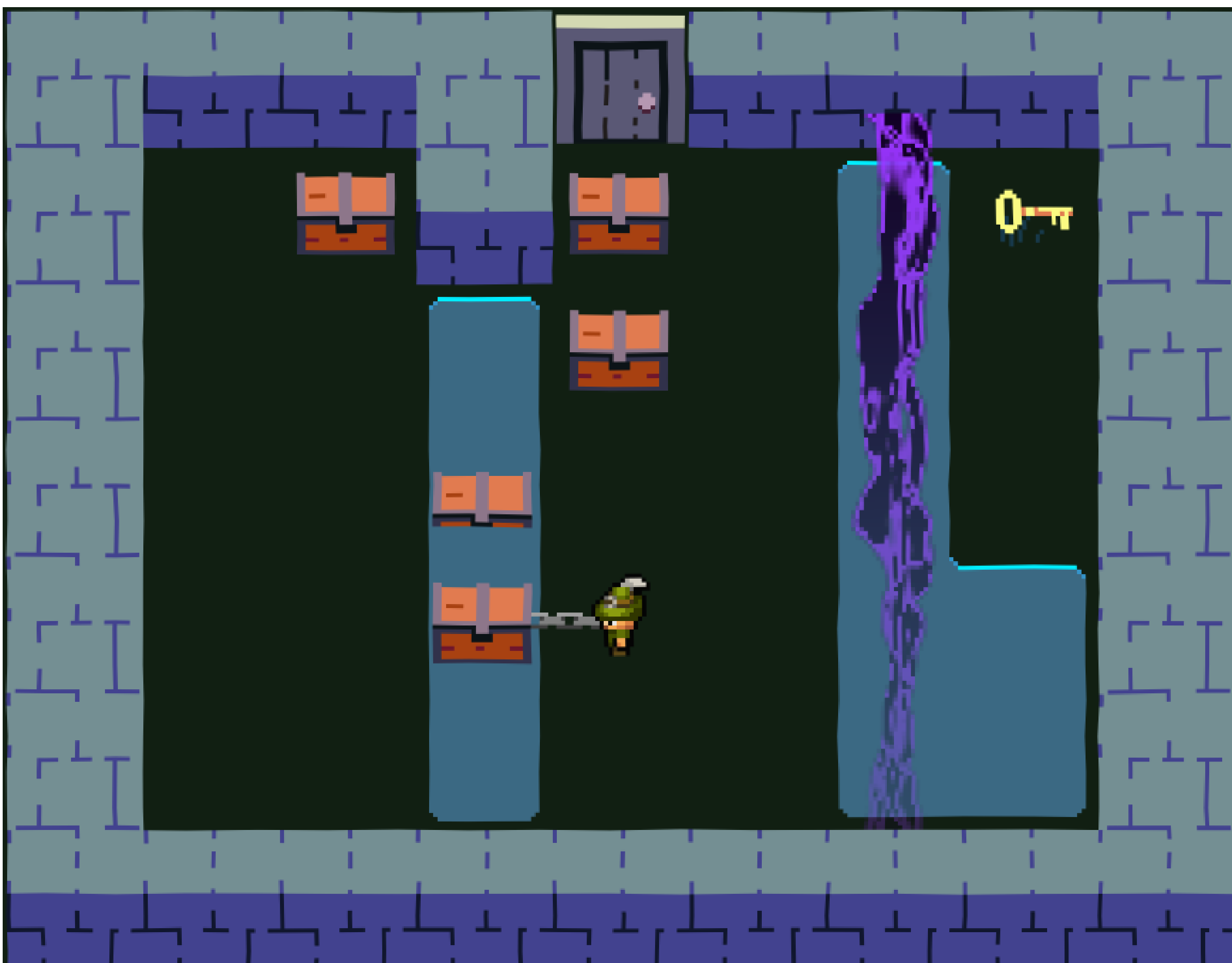
Ink and Echoes is a tile-based, top-down pixel puzzle game built with the Godot Engine as a solo project for a game jam. The player moves through small levels and solves puzzles to progress. The puzzles combine movable objects, enemies, and interactive traps in compact rooms.

You can play the project using the link in the QR code in the bottom corner of this poster. It is currently supported only on laptops or desktop computers and on other devices with a keyboard rather than a touch screen.



Gameplay Mechanics

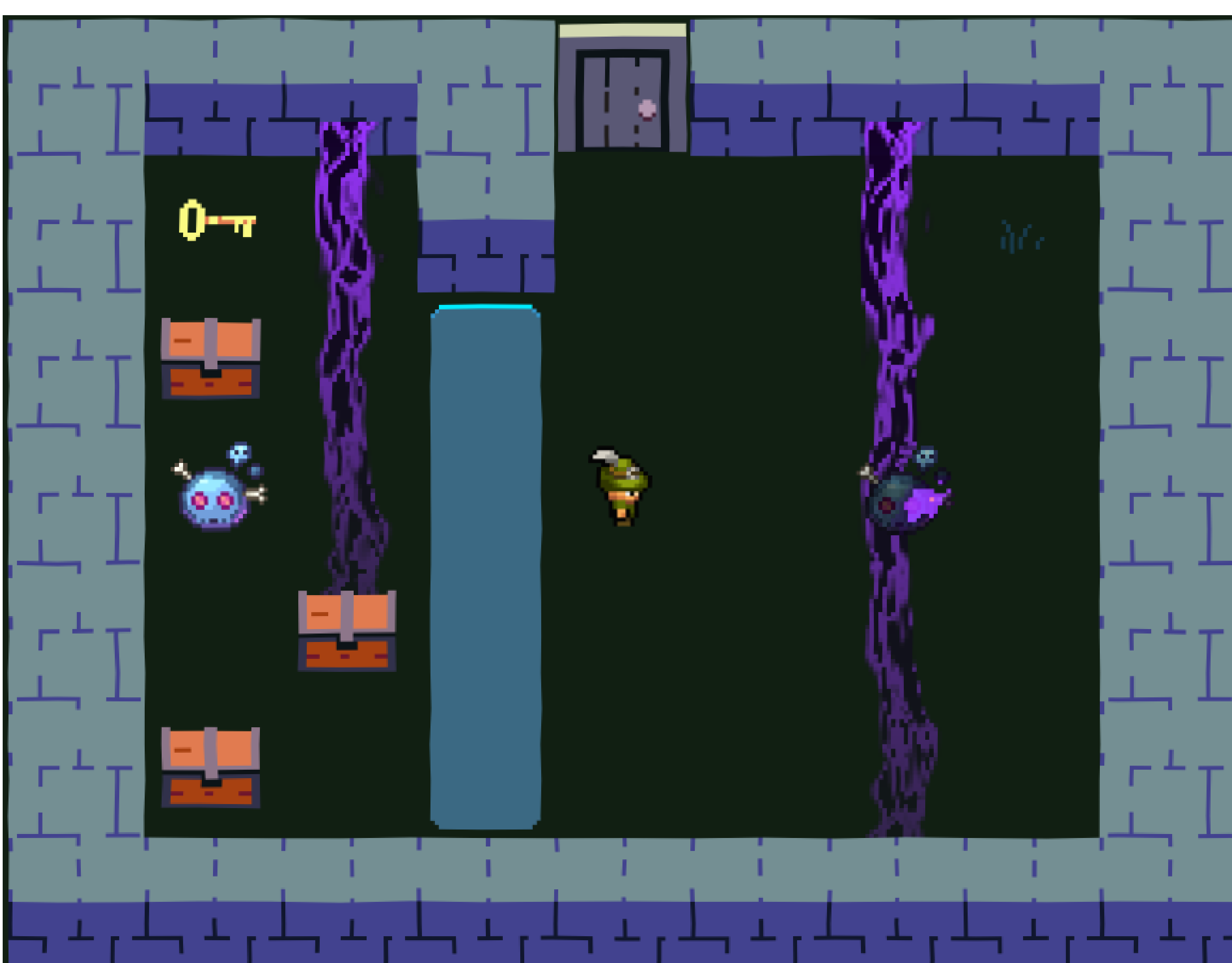
To reach the exit, the player has to experiment with each room: move crates, use portals, and find a way past its dangers.



Hooking crates. You can pull crates toward yourself from a distance, placing them where they are needed to solve the room.

Water. A crate pushed or pulled into water sinks and fills that tile, creating a new place for you to cross.

Keys and doors. Find and collect the key hidden in the level, then bring it to the locked door. Opening the door uses the key and takes you to the next level.

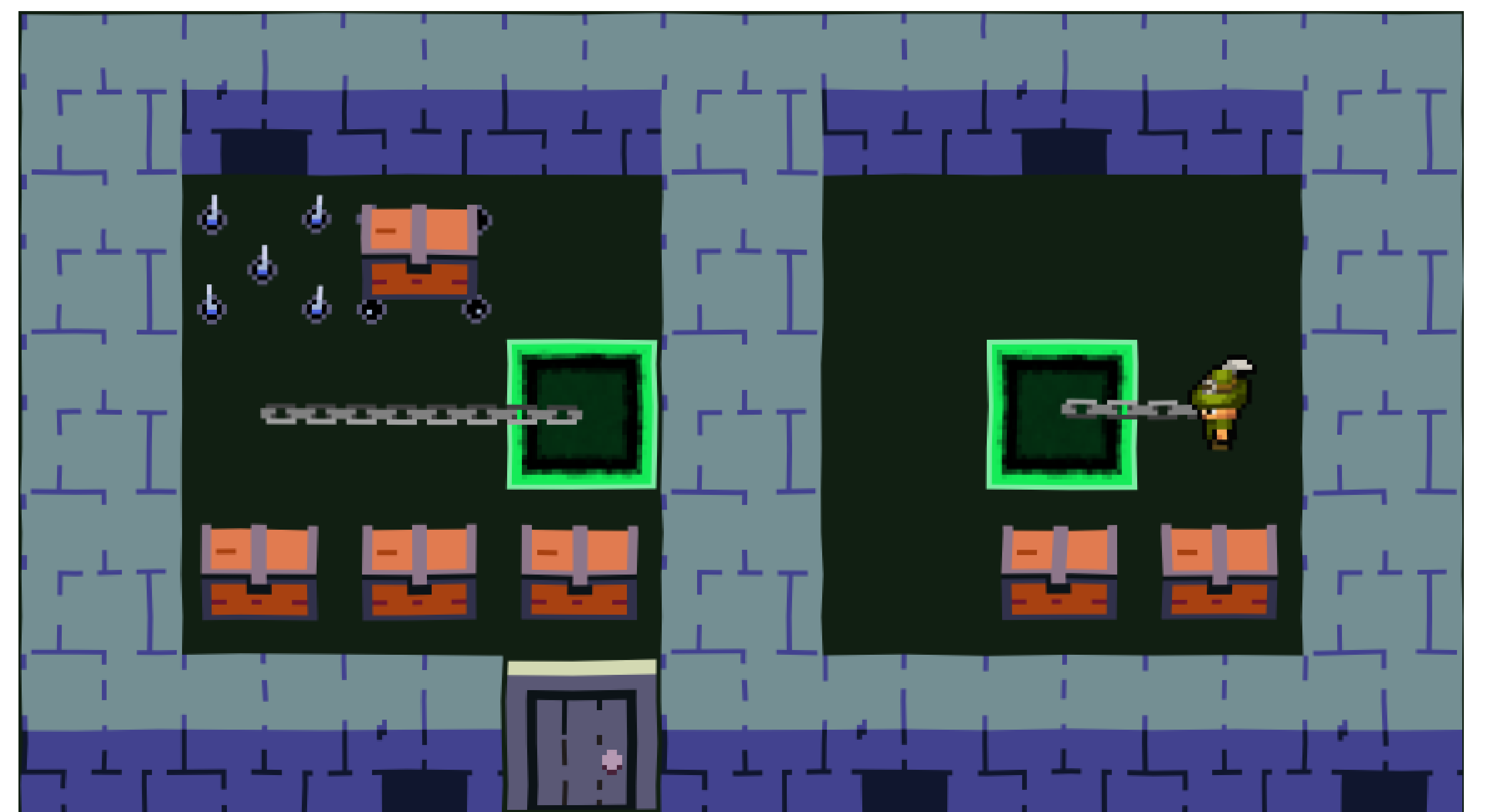


Gameplay Mechanics (continued)

Slimes. Slimes move toward you after your actions, forcing you to plan before they get close enough to attack.

Hooking slimes. The same hook used for crates can drag a slime out of your path or pull it into danger before it reaches you.

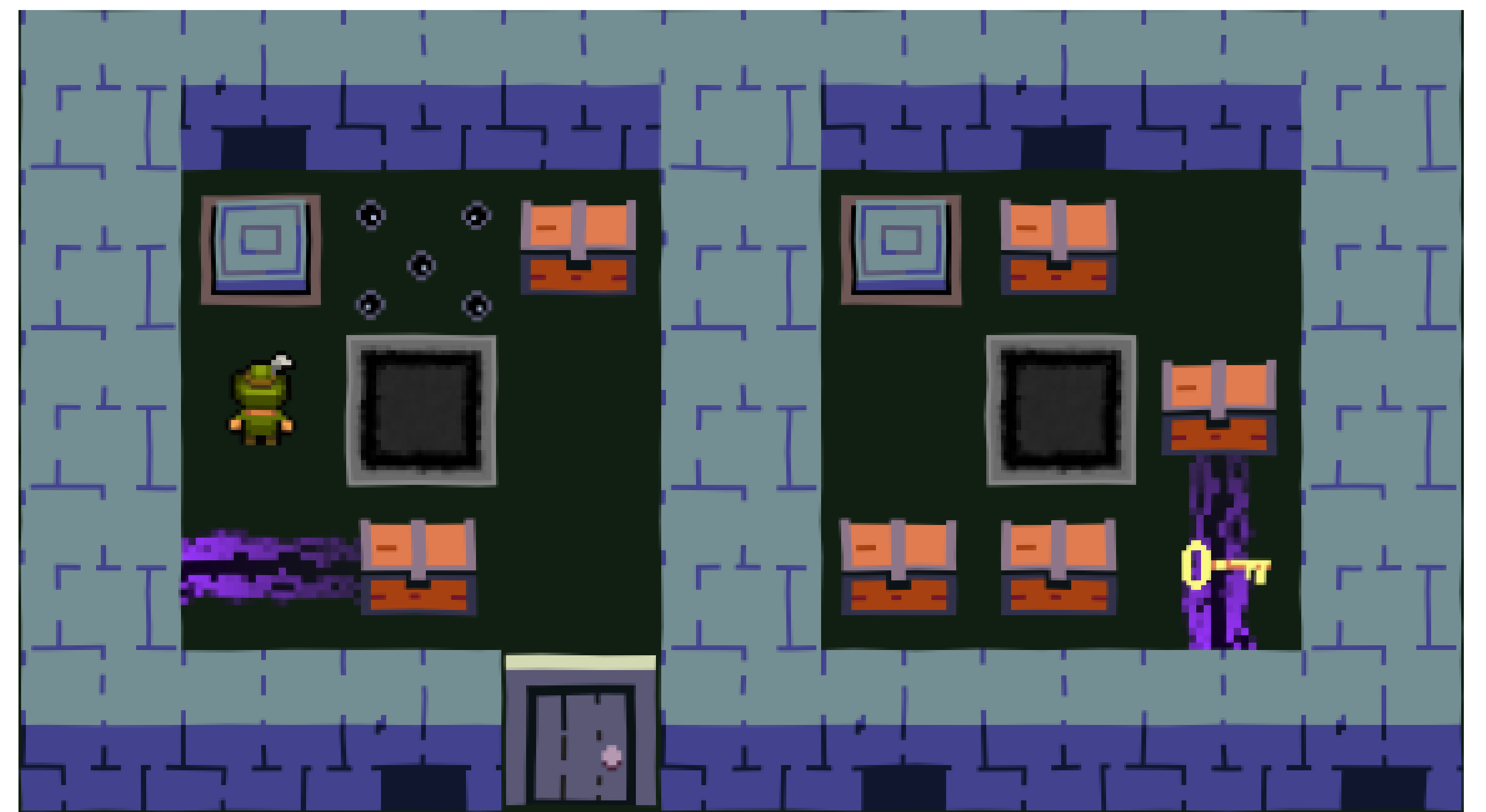
Dynamic plasma. Plasma is lethal to both you and slimes. Its beam changes length dynamically depending on the first object it hits, so moving an obstacle can open or close a route.



Spike traps. Floor spikes switch between safe and dangerous states after each normal move. You need to time your steps carefully, or use **time freeze** to cross while they stay in place.

Portals. Walking into a portal moves you across the room, and pushing a crate into one sends it through as well.

Hooking through portals. You can fire the hook into a portal and pull a crate from the far side, solving puzzles that cannot be reached directly.

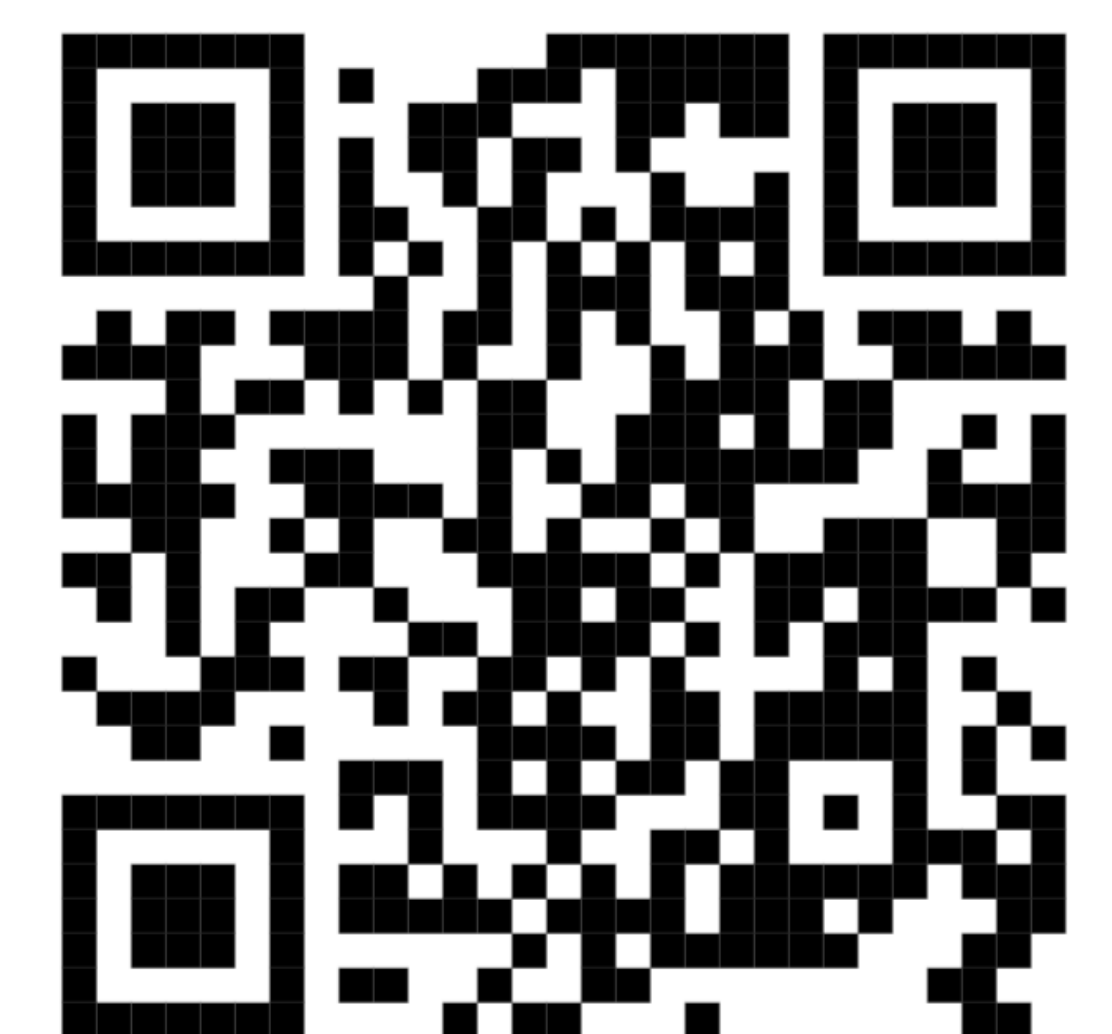


Pressure plates. Stand on a plate or leave a crate on it to change the room. Here, holding it down activates a portal and switches off the plasma beam so you can pass.

Future Development

There is more in the game than I could fit on this poster, so I chose to show only some of its mechanics here. I am still working on Ink and Echoes because I genuinely enjoy this project. My hardest task now is coming up with good levels, so that is the part I want to improve next.

There are already 14 levels to play. Scan the QR code for the link to the game, give them a try, and let me know what worked or what felt confusing.



Feedback