

Libero

Anirudh Mitra

Thesis submitted to the faculty of the Virginia Polytechnic Institute and State University in
partial fulfillment of the requirements for the degree of

Master of Fine Arts
in
Creative Technologies

Dane Webster, Chair
Thomas J. Tucker
Aisling Kelliher

February 17, 2017
Blacksburg, VA

Keywords: games, art, video game design, 2D, pixel art

Libero

Anirudh Mittra

ABSTRACT

Libero is a 2D video game that aims to explore the concepts of dealing with personal issues such as insomnia and anxiety. It is a 2D stealth puzzle game that takes influence from older dungeon-crawlers and rogue-likes from the 1990s as well as inspiration from modern games designed for mobile platforms such as iOS and Android phones. The game experiments with new 2D normal mapping technologies for a unique take on pixel art.

Libero

Anirudh Mittra

GENERAL AUDIENCE ABSTRACT

Libero is a 2D video game that aims to explore the concepts of dealing with personal issues such as insomnia and anxiety. It is a 2D stealth puzzle game that takes influence from older dungeon-crawlers and rogue-likes from the 1990s as well as inspiration from modern games designed for mobile platforms such as iOS and Android phones. *Libero* is designed to be playable in short bursts and requires you to avoid enemies in each level to make it through to the end. It is a small puzzle game for all ages. The enemies in the game represent different emotions we feel that we cannot easily confront head on. The game experiments with new 2D normal mapping technologies for a unique take on pixel art.

Website URL:

<http://libero.animittra.com/>