



Academy of Electrical and Thinking Appliance Engineers

Department of Consumer Confusation, Confuscation and Deletion

Desk of the Chairman

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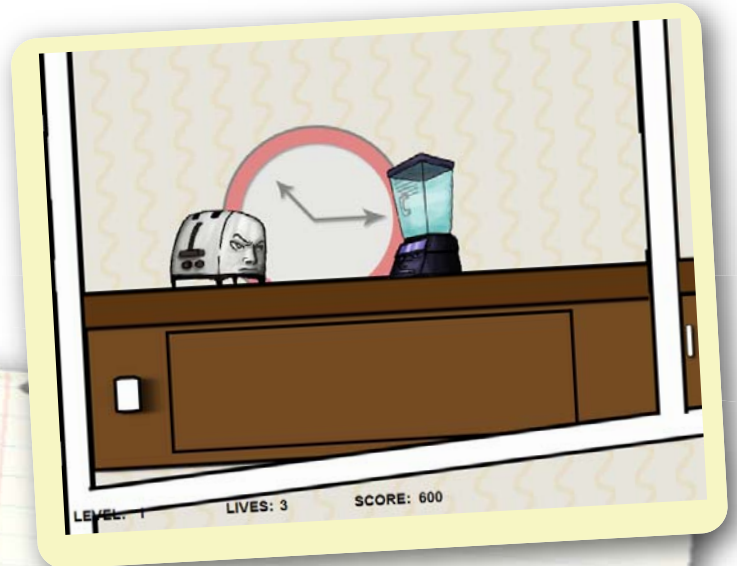
December 5, 2008

Agent Adams -

A Classified Information Breach has been Detected. Evidence is enclosed. Your mission is to obliterate the people listed, and this revealing expose on the Electrappliance Revolt. Use whatever methods necessary. This must not be revealed.

NAME CLASSIFIED

- Chair of Consumer Confusation, Confuscation and Deletion



Off the Grid
Experimental Game Design, Fall 2008

- Jim Kane (kanej7@rpi.edu): Artist, Designer, Assisting Programmer, Documentation
- Alex Bianchi (bianca@rpi.edu): Artist, Level Designer, Documentation
- Robert Link (linkr@rpi.edu): Sound/Music Developer
- Sarah Lee (lees16@rpi.edu): 3D Artist, Documentation
- Amber McKown (mckowa@rpi.edu): Programmer

Off the Grid is a flash platformer game with a unique comic book style. In a world where electrical devices have been brought to life via a virus in the power grid, the player navigates a toaster through the pages of a graphic novel. He or she must destroy any mutated appliances that are in the way of finding the scientist who is behind this evil scheme. Our game's artistic and sound elements are inspired by comic books to form a unique style and bring a graphic adventure to life.

Unlike the typical side-scrolling platformer, our game levels feature frames, as in a comic book. The player can invent their own non-linear path through a level by moving horizontally and vertically between frames. Players advancing through the pages of the "comic book" will ultimately reach the same ending, but how they get there is up to the individual.