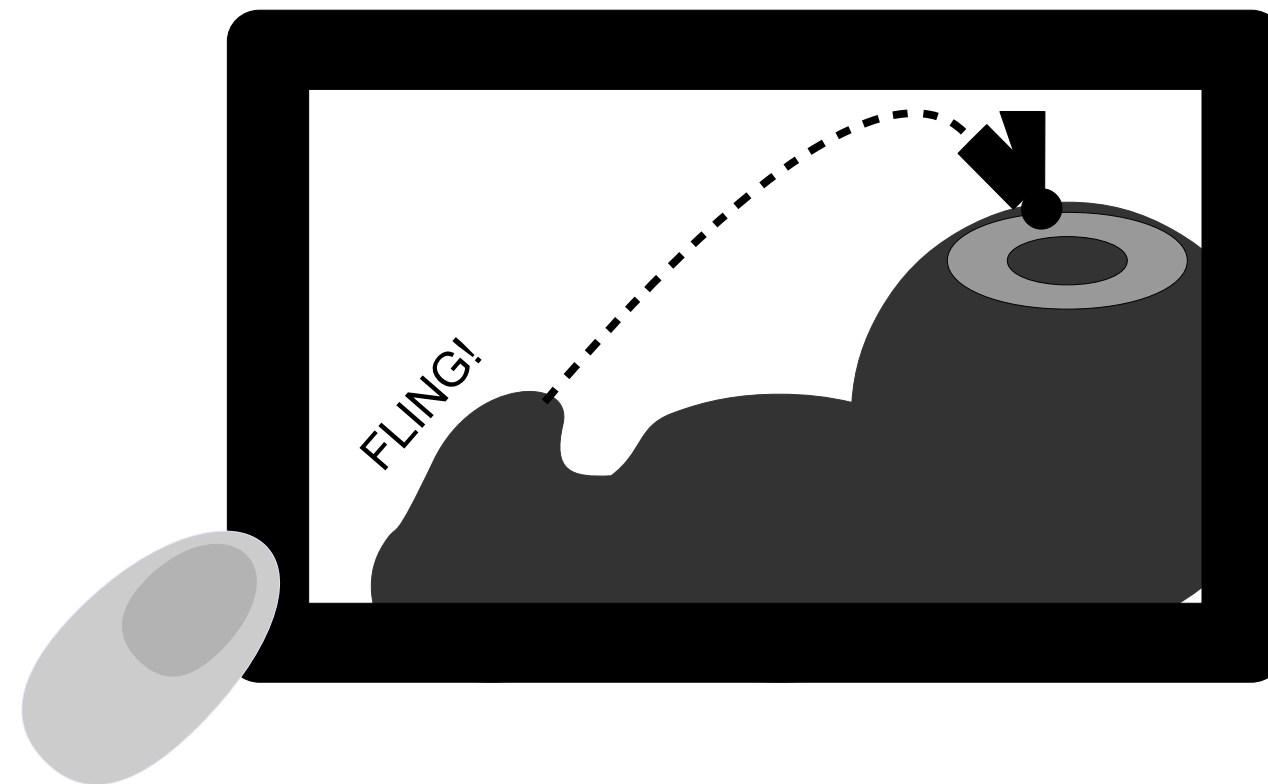
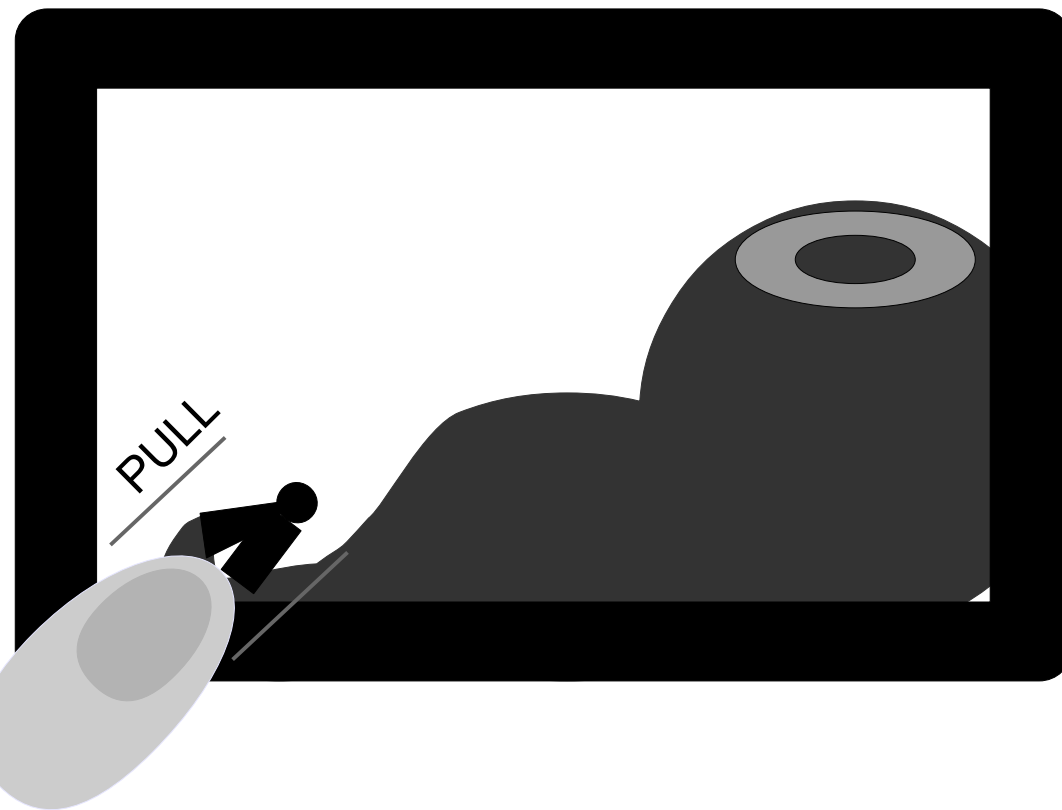
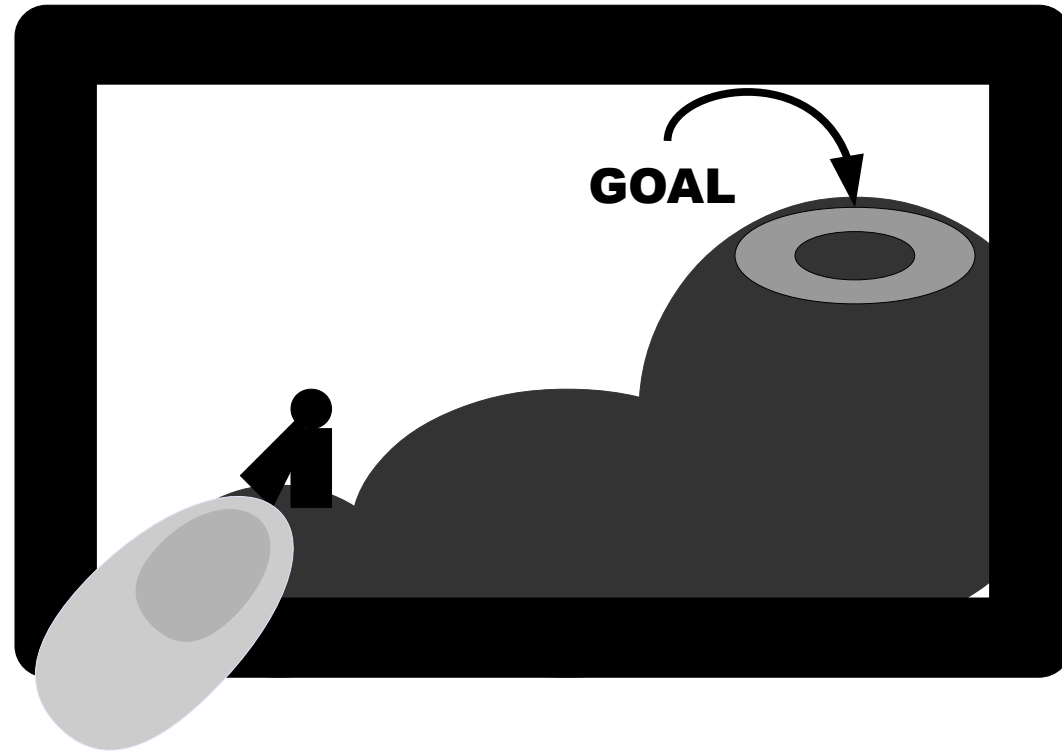


FANTASTIC ELASTIC

a video game for touchscreen devices (Kindle Fire, iPad, iPhone)
by MECNO (10/22/2011)

IDEA

The terrain of the world is made out of a deformable, rubbery substance. The player can grab it, pull it or push it, but it will always eventually snap back to its original shape. The goal is to propel a little character around this world by stretching and snapping the environment,



COOL THINGS: Buildings, trees, etc. that are stuck to the ground, and jiggle around when you move it. Story told through changing environmental set dressing.