Jigsaw Grand Opening Press Kit (FOR IMMEDIATE RELEASE)

(If you need anything else, be sure to let me know at garretmakesgames@gmail.com)

GarretMakesGames twists retro 3D platforming with survival horror mechanics.

3D platforming rises from the grave to seek revenge!

Fact Sheet

Developer: GarretMakesGames (comprised of a single developer and a composer)

Release Date: 9/29/20 (out now!)

Platform: Windows

Website: http://garretmakesgames.info/

Price: Grand Opening is completely free!

Availability: Digital Download

Language: English

File size: 171,605KB

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Social:
https://www.facebook.com/GarretMakesGames
https://twitter.com/garretmakes

Description

Jigsaw is what happens when the dead genre of 3D platforming rises from the grave to seek revenge: A retro reanimation! Classic sandbox platforming from the heyday of the genre is infected with survival horror mechanics like light resource management and a relentless, invincible monster hunting you down. Jigsaw sticks cute cartoony mascot characters Pan the red panda and Flute the feathered dinosaur in a twisted serial killer's game.

Taking a unique approach to horror, Jigsaw avoids cheap jumpscares whenever possible, instead calling upon tension and suspense to create fear through gameplay. Even the very conventions of the 3D Platformer genre are out to get you as those cute key-collecting jingles can be heard by the monster you're hiding from. Damage from him can't be healed with normal health pickups, so the more times you get hit by him, the less room you have to work with and the scarier even run-of-the-mill hazards become!

Jigsaw also adds a fun twist to your collectible resources by introducing more abstract items. Time not only endows Flute with the ability to put her primitive wings to use, but also powers timers, letting you put in just the amount you need. Luck allows the duo to alter the level to give them an advantage by spending it. Managing Time and Luck will be essential since there is a limited amount of each in the level. If you run out, you'll need to give your opponent a dangerous advantage to make more.

Grand Opening gives a free taste of the twisted dreams of its developer. You can freely explore Condemned Land, an abandoned amusement park full of hidden keys, tickets, and mysterious pages. If interest is as high as hoped, GarretMakesGames plans to release a full version of Jigsaw sometime in the future featuring more levels, lore, bonus collectibles and more!

Features

*Classic 3D Sandbox Platforming gets a survival horror twist! Jump, roll, and flap to collect keys while avoiding a lurking killer.

*Run, roll or hide from the monster! As you collect more keys he'll get smarter and faster, changing up his tactics to try and catch you!

*Explore a low-poly world like on your favorite console with 64 in the name! Watch the nostalgia goggles melt away when spotted as the world becomes clearer yet twisted as you flee for your life! Not a fan of the retro shader? There's an option to disable it.

*Time and Luck's abstract nature make for unique resources to collect. Time lets Flute create gusts of wind with her wings as well as power timer switches. Luck conveniently moves carts to block paths as you pass, create distractions, or open shortcuts all helping you slip away unscathed!

*Limited resources makes management matter! Time, Luck, and Bamboo health pickups are strewn about, but limited. Time can be replenished, but only by making things riskier. Monster damage can't be healed at all making every encounter with him carry real stakes!

*Retro inspired soundtrack dynamically changes as you play. When close to danger or spotted, the sounds shift from sweet to sinister!

*Already got everything? Turn on the in-game timer and see if you can beat the developer's best time in a speedrun.

A word from the developer

"I've always loved 3D platformers from the bottom of my heart. I really want to help the genre make a full comeback alongside other excellent 3D platforming retro revivals. The genre I chose to combine it with is a pretty strange combo, but I believe it will create an experience that can breathe some new life to classic formula. I hope to release a much more fleshed out Jigsaw game in the future, if you too want to see that happen then share the demo with anyone you think might be interested! Your support means the world to me and could make the difference as to if I'm able to continue Pan and Flute's misadventures!"

History

Garret Moran graduated from Champlain College in 2017 with a degree in video game programming. He co-created the board game Fighting Spirit along with Connor Meislahn as part of DNA Games and afterwards decided to focus his full attention on his passion project, Jigsaw. Garret himself not only programmed the game in the Unreal Engine, but did the design, models, animations, textures, and voices of the game while Connor supplied the game's soundtrack and jingles.

Anything missing? Contact me at garretmakesgames@gmail.com