



OCARBOT



“OCARBOT” is a simple 2D puzzle game, designed, coded, and scored by Pixelh8.

“OCARBOT” is a dedicated block moving robot who enjoys his work, until he one day discovers he is to be made obsolete by a new version “BLOCKBOT” who can jump. Scared by the prospect of becoming scrap metal he decides to escape the confines of the factory and discover the world outside the factory.



The game is set over five different zones and fifty levels, a puzzle platformer with a robot who can't jump.

The game is to be released in several formats Apple iPhone, Windows PC and XBOX 360. Additionally there is to be a FREE educational PC version of the game, featuring a level editor, debugging and other game assets for teachers who want to learn about game making.

The idea behind the project as a whole was to create a commercial game that could be used by myself and other educators to teach about making video games.

“You won't learn anything from playing “OCARBOT” really, that's not what it's for, you'll start learning when we start taking it to pieces.” - Pixelh8



The game is currently available on the Apple App Store with PC Version and educational version late November 2011, XBOX 360 TBC.

All profits from the game will go to help fund Pixelh8 / Matthew C. Applegate in his self-funded PhD study of using technology to teach music. You can follow Pixelh8 on twitter @pixelh8 or for updates about the game follow @OCARBOT.