

WHAT IS IN THIS PRESSKIT?

- logo_and_title:

This folder contains the typical logo and title images which you can use.

- screenshots:

This give you an idea of the different boards this game offers.

- trailer:

You'll find the very energetic and funky trailer here. It should hopefully convey the fun that players will feel during a game.

- twisted_moves:

Even though the rules are the same as classic chess, the board are twisted, and this allows some pretty unconventional moves. Have a look at the twisted_moves folder to see screenshots

GAME DESCRIPTION

A game of chess set on procedurally generated boards, where straight lines bend and diagonals fork. Same rules, different battlefield. Opportunities for new strategies are hidden in plain sight. Will you see them before your opponent does?

LINK & DEMO

https://store.steampowered.com/app/2775560/Chess_Twist/

DEVELOPER / DESIGNER

My name is Guillaume Fradin. My first job was in visual effects, where I started in R&D at Framestore for the first Harry Potter films. Shortly after I moved to lead artist on Avatar and Gravity, and was specialised in procedural effects.

15 years later, I decided to change industry to create interactive experiences and games, still with a focus on procedural generation. Procedural is ultimately my tool of choice.

<https://twitter.com/fradingue>

SIMILAR GAMES

I've released 2 other games using a similar twisted grid system:

- Checkers Twist:

https://store.steampowered.com/app/2775510/Checkers_Twist/

- Minesweeper Twist:

https://store.steampowered.com/app/2715780/Minesweeper_Twist/

GAME ENGINE

This game is made with a game engine I created, focused in procedural generation.

Polygonjs: <https://polygonjs.com>

Source: <https://github.com/polygonjs/polygonjs>