

Webster Game Design Reel Transcript

[Beginning with a black display, text appears on screen using a glitch transition.]

Text on screen: WEBSTER GAME DESIGN

[Electronic dance music begins slowly, ramping up to full volume.]

[The text on screen fades as a first-person shooter video game appears, the player making their way down a dark, futuristic hallway, shooting at obstacles.]

[The music continues as the video begins to cut to 3-5 second intervals of different video games:

1. Using the entire screen as field of view, a laser brings a coffee mug closer and then smashes it on the ground
2. A track-and-field platform game located in ASTRO KITTY STADIUM with the player jumping over hurdles
3. An old, cliché two person fighting game with players' HP draining after each hit – one wins as they knock the other out 'KO'
4. A colorful platform game with ascending levels where the player blows up objects for items inside or to destroy an enemy turret
5. A humanoid shaped black figure runs around searching a neutral-colored area
6. A player-controlled airplane fights against other jets and enemies from a bird's eye view of a pink, purple and blue city
7. A shooting gallery type game, the player controls a space craft trying to avoid oncoming asteroids
8. A racing game with a futuristic jet flying through a desert map taking harsh turns and drifting
9. Another shooting gallery, an object with two arms moves side to side and twists to avoid oncoming spheres
10. A "shoot 'em up" game, the spaceship centered in the screen produces a trail as it continually turns, eventually capturing an enemy ship
11. Another shoot 'em up game, the player is a stationary child shooting at zombies with a slingshot in a school setting]

[The example clips of student-made video games speeds up, leaving approximately two seconds between each cut.]

[A colorful platform jumping game with a dwindling timer cuts to another platform game, this time with two lives and no timer.]

[The video changes to a side-scrolling game with a player walking on a path using arrow keys before cutting back to another platform game as the player jumps and shoots lasers at a large horse-like enemy.]

[Another first-person shooter appears, using a scope to see through a dumpster in a badly lit alley and fades into a second first-person shooter. This game has a handgun as the player approaches a skeleton and shooting at it.]

[The skeleton begins to move toward the player who moves backward. The skeleton then glows red and flies through the field-of-view as the game transitions to a black screen.]

[Text appears on screen with a glitch transition as the music fades out.]

Text on screen: WEBSTER-GAME-DESIGN.ITCH.IO

[The text disappears using another glitch transition and the video ends with a black screen.]