



This 80's inspired teen adventure features a group of 4 kids tasked with saving their suburban neighborhood from an alien invasion. It all takes place in an open world environment, but players are limited to navigating their neighborhood. We need to make it clear where that boundary lies and prevent them from moving beyond it. The boundary must look like it's impossible for the kids to cross, but there are no other functional requirements. The boundary needs to be versatile enough that we can toss it down anywhere in the neighborhood (in the streets, in the yards, in the park, etc.) and still have it make sense.

Some things to consider while working on this challenge:



Is your boundary a man-made object, a natural obstruction, or something other-worldly? Even though you're thinking about the object's functional properties, it doesn't mean you need to make something boring.

Another approach is to aim for 'boring but obvious'. If a road is blocked for construction, we know exactly what that signage looks like. There's no shame in using real-world conventions in a video game. Even though you're designing a solution, you don't need to reinvent the wheel. The challenge with this approach is figuring out how to expand the versatility of your prop. A 'road closed' sign makes sense in some places, but doesn't make sense in a backyard

Think beyond a single prop, and consider designing a 'system'. Maybe you have a general format, but slightly different versions for different uses: a tall one, a long one, and one that can bend around corners. Flexibility is key.