Director's Statement for KIN

"We started working on the prototype in early 2016. Having worked on virtual reality experiences before, we knew we wanted to create a game that would not use VR as a gimmick, yet at the same time still utilizing the added benefit of playing in virtual reality.

The world had to be inviting, colourful and unique, getting the player excited to explore. We wanted to create an otherworldly environment that would leave the player guessing for what is next or what happened before. Some elements of the story are told, some have to be filled in by the users themselves.

We wanted to create a coherent look for the world and all elements that are part of this world. The design of the platforms and puzzles was part of this look, giving the player a reference point in each level.
The enemy, in whatever form or shape they came, should be black as to counteract the bright character and communicate clearly they were to be defeated. The bosses could be more grand, taking over much of the viewing angle of the user, while still having interesting gameplay in VR.

Along with deciding to make a miniature based action platformer game came the realization we had to let go of - even more - detail. Puzzle elements had to be simple and clear in their communication, while still being challenging. While being highly stylized, we still wanted KIN to be an immersive experience, letting the player be in the world with the girl.
Using our previous experience both as developers and as gamers, we were looking to create a game that would be comfortable and interesting to both beginning and experienced VR players. While not grabbing for the platformer clichés like scores and pick-ups to keep momentum going in the game, we opted instead for developing original and unique gameplay for a third person VR game that would involve as little UI as possible. All UI or game elements that are found in the game are made specifically to be part of the world of our main character and are never an overlay.

All of this together is what made KIN into the brightly coloured, challenging and stylized game you see now. We truly hope you enjoy it."

- Sven Neve & Arjan van Meerten, creators of KIN