



Developer: Leander Nieuwenstein
Release date: January 29th 2021
Platform: Steam
Website: <https://www.saving-mr-sparkles.com/>
Price: 4.99 EUR
Languages: English
Contact: info@saving-mr-sparkles.com
Social: [twitter](#), [discord](#)

Description

Saving Mr. Sparkles is a tough platformer where you have to use your momentum to beat short but challenging levels. Your goal is to chase after your cat Mr. Sparkles, and hopefully save him and bring him back home.

The game has simple controls. Simply run, jump, and (in later levels) dash. Though using a controller is still advised.

Trailer: <https://www.youtube.com/watch?v=EucpRWYAPnc>

History

The game is a solo project, being developed by me: Leander Nieuwenstein. It is my very first commercial game. I made a prototype for the game back in 2016 already, but development for the actual game didn't start until September 2019.

The actual idea for the game came from watching Quake 3 defrag videos. What's really cool about the movement apart from strafe jumping, is that slopes can be used to gain more speed, or to jump higher. It is this idea that lead to the core gameplay of Saving Mr. Sparkles.

Prototype: <https://www.youtube.com/watch?v=ndgl8WNLBRw>