



Imaginary Component
2022-03-24

Word Crystal:

Guessing games – by their nature – involve both luck and skill. Thus, while a small guessing game is interesting, it is difficult to actually get ‘good’ at it past a certain point. One method for reducing the amount of luck involved is to make the puzzle larger. Word Crystal attempts to add skill to a recently revitalized genre by expanding and linking several guessing puzzles.

Therefore the interface has the letters of the alphabet ordered by usage, in the name of the player having more assistance picking more common ones. The first and last letters of each word are the same, allowing players to make more meaningful choices regarding which word to try and find first. The letter guesses themselves give players more information.

On balance, the dictionary for Word Crystal is almost certainly significantly larger than the most common alternatives’.

The game will be available on Steam on March 30th, 2022.

Basics

Release Date: March 30th, 2022

Price: Free

Supported Platforms: Windows via Steam, currently

Website: www.imaginarycomponent.com

Contact Information: imaginarycomponentgames@gmail.com

@imaginarycomp Twitter

<https://discord.gg/QgkPsBVxge> Discord

Skype / Zoom / etc. available; we are on GMT + 2

Features:

Daily Puzzle

4 words sharing the same first and last letter per puzzle

Relaxing background music

Quiet, often subtle background effects

Soft pastel-based interface

Letter list organized by English usage frequency

Word list based upon the Linux dictionary

Crystal that reflects your guess results

Shareable recording of your crystal’s progress towards correctness

Screenshots:





About our studio:

Imaginary Component is a small studio focused on creating puzzle games and educational software.

Founded in 2021 as a family-run studio by Dylan Brams and Lena Dubinsky, the company builds software which blends the psychological benefits of play with digital technologies. Our initial releases are focused on building a toolset and skillset applicable to consumer software. The most notable of these releases is Word Crystal.

Dylan Brams holds degrees in electrical engineering and philosophy, is a skilled glassblower, and is a practitioner of acrobatics and yoga. His technical career includes work with Enterprise sized databases and services, web development, and internal application automation across multiple platforms. His glassblowing practice is a long-term experiment in skill acquisition, with the most notable works focusing on his fifteen-year project to master Italian style glasswork. These works have been exhibited in New York, Washington DC, and Tel Aviv.

Lena Dubinsky has been an instructor at the Bezalel Academy of the Art and Design in Jerusalem, Israel for fifteen years. She teaches courses on ceramic and industrial design, both at Bezalel and as a guest lecturer across Europe. Additionally, she has collaborated on both research and product design with various manufacturers in Europe and Israel. She acquired a degree in Ceramic Design from Bezalel, a Master's in Multidisciplinary Arts from Tel-Aviv University, and is currently a doctoral candidate at the Computational Archaeology Lab of the Hebrew University of Jerusalem.