I originally wanted a casino-themed environment, but I couldn't find a suitable HDRI, so I set the game in a floating universe instead. That actually worked well, because it made the idea of risk feel more intense and fit the gambling theme in a different way.

The game was made in Unreal Engine, using Blueprint scripting. Most of the assets were built directly in-engine using splines and basic geometry. The tracks use a red checker casino-style carpet, and there are glass tube sections that transport the player to a Plinko board at the end.

The game itself is a rolling-ball game where the player has 200 seconds to collect as many poker chips as possible. The core mechanics are movement, collectibles, checkpoints, and time pressure. The core loop is moving through the level, taking risks for higher rewards, and racing the timer.

All design decisions were made by me because this was a solo game jam. Some polish, like advanced audio, wasn't fully developed due to time limits, but overall, I think the game successfully communicates the gambling theme through risk and reward rather than actual casino mechanics.