In a 19th century town Teddington, Elizabeth and Teddy were best friends. Every day they would embark on their tiny adventures across Teddington.
As years went by, Elizabeth's memories began to fade. Until one day, she could no even remember Teddy. She often sits quietly and stares out of the window for hours.
Teddy decides to venture through Teddington to collect photo pieces and build a photo album that could help Elizabeth remember. The adventure begins...
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WHAT YOU NEED

Mac or Windows
Screen resolution of 1280x720
512 MB of RAM
50 MB of free disk space
Mouse and Keyboard
GETTING STARTED (Mac)

Install
1. Download the Mac version of "Teddington" from the GDIAC website https://gdiac-cis.cornell.edu/gallery/.
2. Double click "Teddington(mac).zip" to unzip the folder to a desired location.
3. Open the folder, and double click "Teddington" to open the application.
4. Enjoy!

Uninstall
1. Locate the "Teddington" folder on your computer.
2. Delete this folder.
GETTING STARTED (Windows)

Install

1. Download the Windows version of Teddington from the GDIAC website https://gdiac-cis.cornell.edu/gallery/.
2. Right-click “Teddington(windows).zip,” and unzip the folder to a desired location.
3. Open the folder, and double click “Teddington.exe” to open the application.
4. Enjoy!

Uninstall

1. Locate the “Teddington” folder on your computer.
2. Delete this folder.
BASIC ITEMS

Photo Pieces
Collect them all to complete the level.

Exit
Get to the door to go to the next level.

Boxes
Push them around and see what happens.

Platforms
Place platforms anywhere on the screen.
ADVANCED ITEMS

Colored levers + Colored Platforms
Toggle levers to enable/disable colored platforms of the same color.

Portals
Travel through portals to take a shortcut, but note that pipes are one-way only.
DANGER

Gears
Stay away from them because they will tear Teddy apart.

Jack-in-the-box
Beware of the crazy clown as it will electrify and burn Teddy.
CONTROLLING TEDDY

can also use SPACE for jumping
NAVIGATING IN THE GAME

More options: settings, going back to main menu, level selections, etc

Replay. You can also press “R”

Go back to Building phase. You can also press “Enter” to switch between playing and building.
BUILD YOUR WAY

Teddington has two phases: the Building phase and the Playing phase.

In each level, Teddy needs your help to figure out a path in the Building phase! Once you are satisfied with item placement, click on the button to progress to Playing phase!
This is your inventory!

Drag items onto the screen

White glow = inventory items

Press space while dragging to rotate items
LEVELS

Teddy begins his adventure in downtown Teddington. He plans to first stop by his favorite toy shop in town. After that, he wants to watch the humpback whale on the submarine trip. Hopefully he still has time to watch the circus performance before dinner!
DOWNTOWN TEDDINGTON
TOY SHOP
SUBMARINE
CIRCUS
SPECIAL THANKS

http://www.sonniss.com/gameaudiogdc2016/ (Sound effects)
Albert Zhang (Level Design)
Björn Björnsson (Composer)
Jiahao Zhang (Souvenirs)
TEAM MEMBERS

Yiting Wang (Project Leader, Programmer)
Felix Chen (Lead Programmer)
Shiyu Wang (Programmer)
Leezel Zamidar (Programmer)
Wenhui Feng (Lead Designer)
Le Yuan (Designer)