

Getting Over It



****About Getting Over It****

The Mobile Game Getting Over It has a simple goal: It wants to frustrate players. The aim of the game is namely, to climb a mountain with a man who sits in a pot and is equipped only with a hammer.

One thing is absolutely clear: Getting Over It will be a stressful experience for you. You control a man who, for whatever reason, sits in a pot and is equipped with only a hammer. Your task is to climb a mountain with this man. On the way up, hilly landscapes await you, which you have to cross. Since you have to overcome all the obstacles with your hammer and sitting in a pot, the game is quite difficult. Since the level of difficulty is not already frustrating enough, almost unsolvable situations are additionally accompanied by philosophical observations about the current problem.

****Getting Over It - Features:****

- Climb a mountain: The goal of Getting Over It sounds feasible if the figure you have to control was not sitting in a pot and was not only equipped with a hammer. With these handicaps, you now have to climb a mountain, which just does not want to end. In order to cross the hilly landscapes, you must use your hammer and pull yourself up with it, for example. Be prepared for the fact that you will often need many attempts until you reach a new level of the mountain. Since the game has such a high level of difficulty, the playing time is almost endless. Because of that, it can take several hours of despair and frustration to reach the top of the mountain.
- Philosophical observations: For the creator of the game, the difficult game design was not frustrating and nerve-wracking enough. To really get angry during the game, all your actions are accompanied by philosophical observations about your current problem. One thing is guaranteed: After half an hour of empty and completely meaningless philosophical thought processes, also the last player loses his patience.
- Bye progress: In addition to the nastiness of the game that was already mentioned, of course you also lose all your progress as soon as you crash. It may be that you played for half an hour or more and reached new levels of the mountain and still lose everything because of a small mistake.

Conclusion: Getting Over It was developed for a single reason: to annoy people. The mobile game definitely convinces with an unprecedented gameplay. While many players will throw in the towel after an hour of frustration and annoyance, there are certainly many players who are ambitious enough to want to play through the game.