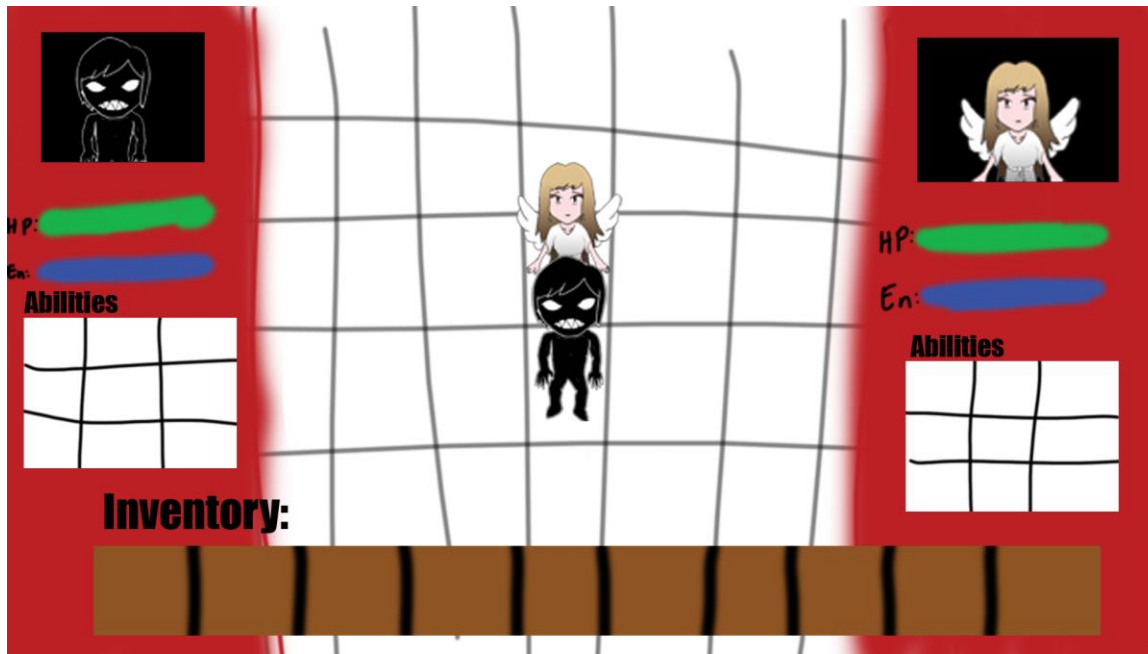The following are examples of preliminary screenshots of the game, "Journey Through the Void."

Example of the title screen.

An example of the types of abilities being used, here the "Spike ability."

An example of a GUI used for the game (above) and an example of how a cutscene will appear during gameplay (right)