

Diversion

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Abstract

Diversion is a 3-D open-world action adventure game where a young girl ventures the path she always takes, to visit her treehouse in the woods behind her house. This time, it isn't there; in its place is a cave with a frozen creature. Freeing it causes a chain of events that disrupts the order in the world, thus begins the adventure between the two to combat monsters disberberd by their exploration and to find their way home.

Goal

The young girl must work together with her newfound friend from an ancient civilization to fight enemies on the world map and by solving a puzzle. until it eventually leads you home where peace is fully restored to the world.

Design Statement

Diversion is created because I am trying to communicate the importance of family and friends. This game shows the strength behind relying on others in times of need. The meaning behind 'Diversion' is that the path is brighter when accompanied with people who support you, and together you will both reach your goal, even if the journey is somewhat unexpected from what you originally planned.

Audience and Context

For this game, I created it for anyone who has played video games before to enjoy this. It is fairly lighthearted in content and simple to understand so even middle schoolers would enjoy this game.

Core Gameplay

In Diversion, the core gameplay is fighting and defeating enemies and advancing through the game by exploring the map and interacting with the environment. The player talks to and interacts with the friend they met to help them advance through the map or to solve a puzzle.

Look and Feel



The environment is filled with trees and nature but with few modern elements, to make the game feel isolated and so the player feels like they are lost.

Maps and Game Flow

