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GAME 115

Design Brief: *Who?*

Introduction (Abstract)

The title of the game is *Who?* and is a 2D top-down adventure GB Studio game revolved around a person who is forgotten by everyone he knows. The goal of the game is to find out why everyone has forgotten about you, and if there is any chance to revert this. Has everyone forgotten you, or have you forgotten yourself?

Design Statement

I am making this game slower and more casual to appeal to a wider access and make the game much more accessible. This game that involves the topic of being an outcast and feeling insignificant to everyone, which is a message I want to spread to a large amount of people, so the game being more accessible will help accomplish that.. The goal of this game is to guide the player through an emotional journey about accepting oneself and realizing that being accepted by yourself is just as, if not more important than being accepted by others.

Target Audience

The target audience of this game are those who enjoy simple games that are more narrative-focused and less focused on intense combat. Those who enjoy games such as *Stardew Valley* should feel familiar with this game.

Gameplay

This game is an adventure game, mainly focused on exploration and dialogue interaction. Unless I get a grasp on how to design good combat, combat will be secondary or not in at all. Also, this game will be single-player only.

Core Mechanics

The mechanics are very simple. Most of the game is interacting with characters through dialogue. I am going to try to have multiple dialogue choices and see if that can work out. So, as of now, the game itself is very simple. There are not many complex mechanics.

Also, when you reach a certain part of the game, everyone will forget who you are. It is your job to figure out why that is. In this section, dialogue will change from how the game first started. For example, when you go up to your cat at the beginning of the game, she will nuzzle up to you. However, when you go to your cat later, she'll turn hostile. Having this detail, along with other interactions, while not directly tied with the narrative, help to fully immerse the player in the narrative.

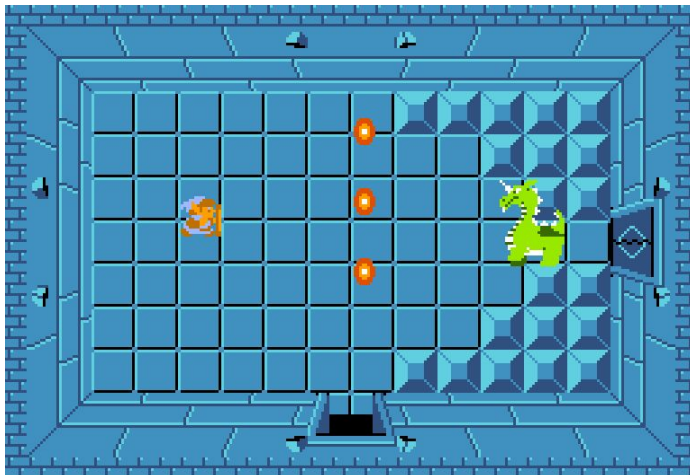
Look and Feel

The game looks simple, and that is because of the GB Studio engine. However, that isn't a negative. I feel like the way GB Studio looks helps to make the game feel more surreal, and less realistic, which is what my game is. When thinking about my

game, I want a mix between the surface of *Pokémon* and the dungeons of *The Legend of Zelda*. I want the exterior world to look peaceful, while the interior world looks less inviting.



(Pokémon Diamond)

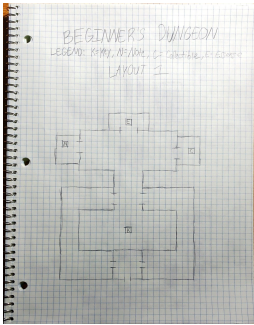


(The Legend of Zelda)

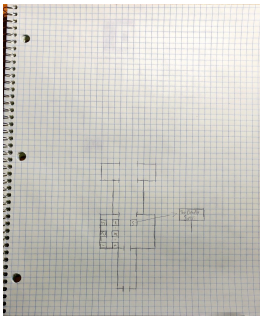
While my style will not be as focused on tiles such as *The Legend of Zelda*, I do want the same feel of a small interior with claustrophobia. The overworld has bigger

areas while the caves have smaller areas. This will go hand in hand with the game's narrative as you go deeper into the protagonist's mind.

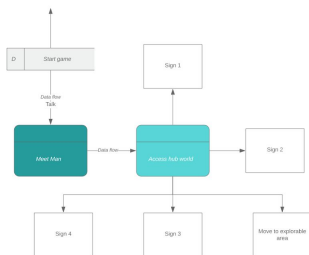
Maps and Game Flow



This is one of the first map layouts I drew for the game. While I did not use this layout, it was a good way for me to learn how to design maps in the future!

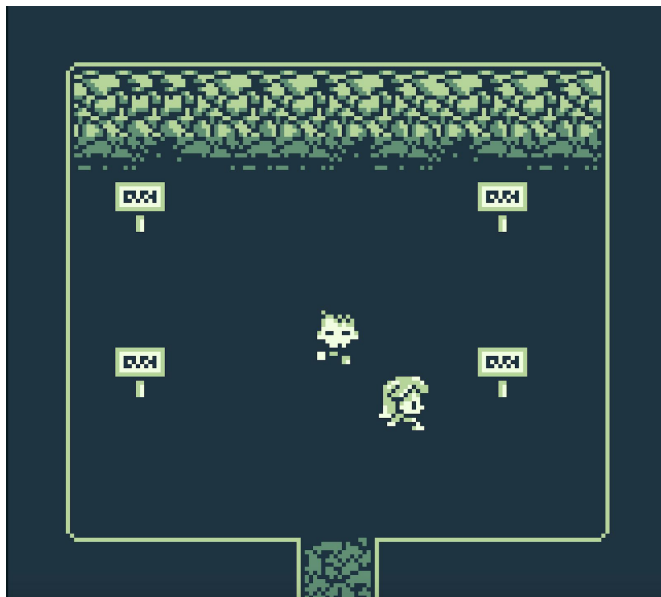


This was the original design for one of the encounters. It is the same idea of using math, however the layout is a bit different.



This is a flowchart for the game. The game starts linear, but becomes more open as you progress.

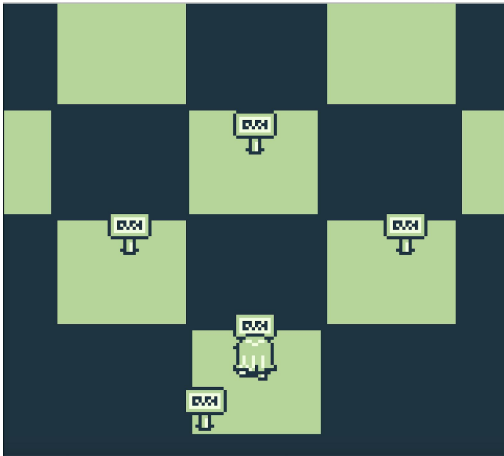
Final Gameplay Scenes



This is the “hub” of the main part of the game. From here, the player has access to four levels through interaction with signs.



This is one of the puzzles in the game, in which the player has to use the signs to come up with the value of seven to get across.



This is another one of the main puzzles. The player must choose which way to go using the signs. If the player chooses the wrong path, they get sent back to the beginning.



This is one of the explorable areas of the game. In this area, the player can choose to talk to NPCs and learn about the game world if they want to!



This is a dialogue interaction from near the end of the game. It looks spooky....



This is from an explorable area. This screenshot shows off the multiple dialogue options!

Post Mortem

This being the first GB Studio game I developed, it was a fluctuating experience. There were times when everything clicked and I felt like I was going at a good pace! However, there were other times where I felt stumped because something had not worked the way I wanted.

A big challenge for me was the art. I mainly used GB Studio backgrounds in the beginning of my project. I was uncomfortable with making my own art out of embarrassment for not being a good artist. However, near the end of development, I decided to just try it out and see what happens. I made my logo after deciding this!

Another challenge was using variables. While I did end up understanding them, initially, I had no clue how they worked. After help from others, I finally understood how to use them! With that understanding, I used variables to do things such as multiple dialogue options!

One thing I am taking note for the future is time management and how to be better at it. I need to learn how to properly manage my time better. While I had a good pace, it was towards the end of development that I had come up with so many more ideas on how to expand the game. The issue was that I did not have enough time to

implement my ideas. In the future, I need to manage time better so I can make the best game I can and one that I am proud of!

Design Notes

The initial idea of my game came from a personal conflict within myself. I often felt as if I did not belong, or others did not think of me as a friend or even acquaintance. I often felt as if no one remembered me, and that had a negative effect on my own image. I wanted to explore those feelings through my game. Also, I was hoping that maybe the game could help me come to terms with myself and help me come closer to self-acceptance. However, the story of the game did undergo changes, but I feel that the roots of the idea are still in place.

An idea I had was to make the guide/mentor character evil. The idea was that he wanted you to collect the Essences so that he could be freed from his mentor position and have you take his spot, and the game would end with you being trapped forever. However, I decided not to do that because that ending conflicted with the main theme of the game.

Another idea I had was to make all the levels playable at the player's choice, but decided against that because of certain issues with variables. I could not make a variable true statement with all four variables being collected to make something true, or

at least, I could not figure out how. So, I decided to make the level progression linear.

However, I do feel like this was a good change, as the levels increase in difficulty.