

Gone for the Winter

Concept Document

By Chiara Grimaldi

Professor Samoff

Games 115- Game Studies Seminar

25 October 2019

Abstract

Gone for the Winter is a 2-D adventure puzzle game where the main character moves to the town of Lily of the Valley with his Mom who loves flowers. He then goes on a quest that starts out simply with just greeting the neighbors, but he soon finds out the town is connected to something more sinister and they just might be asking for more than polite requests for help. Underneath the town they are actually controlled by a central hive or host called “Pansy.” To help the villagers or neighbors out and navigate through the areas the player must solve and find certain items in each scene or even avoid certain obstacles.

Goal

For this game, the goal is to navigate through the town to reach the underground or the “root” of the problem. There are multiple scenes that need a key to unlock the next room which usually can be found in the room or by completing the surrounding quest. There are also obstacles in the way to move. The villagers are there to give quests and to give important dialogue that leads you to the end room where you can choose from two possible endings.

Design Statement

Gone for the Winter is created like this because I wanted a game that has a bunch of double meanings that the player can take from it. While some may say it’s just about how flower control us to be like zombies as a literal sense; this game can also be interpreted as how the temptation of sin is great and how sin can control our lives without God.

Audience and Context

The Audience that is ideal for those to play *Gone for the Winter* are players who enjoy suspense and like games that are slightly more story driven. Because this game has multiple endings that may not be as cheerful, its might not be suited for someone who wants to play a light-hearted game.

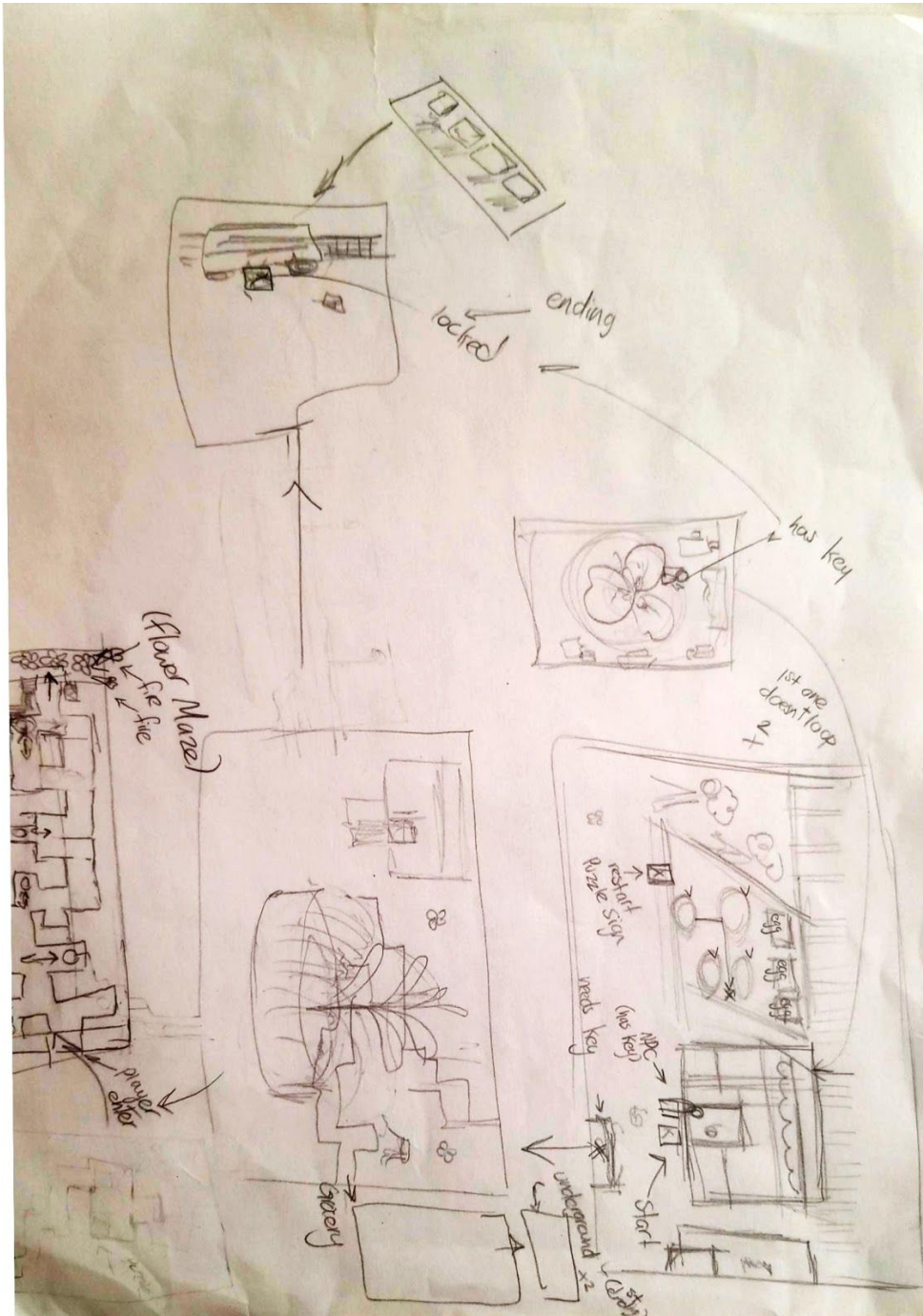
Core Gameplay

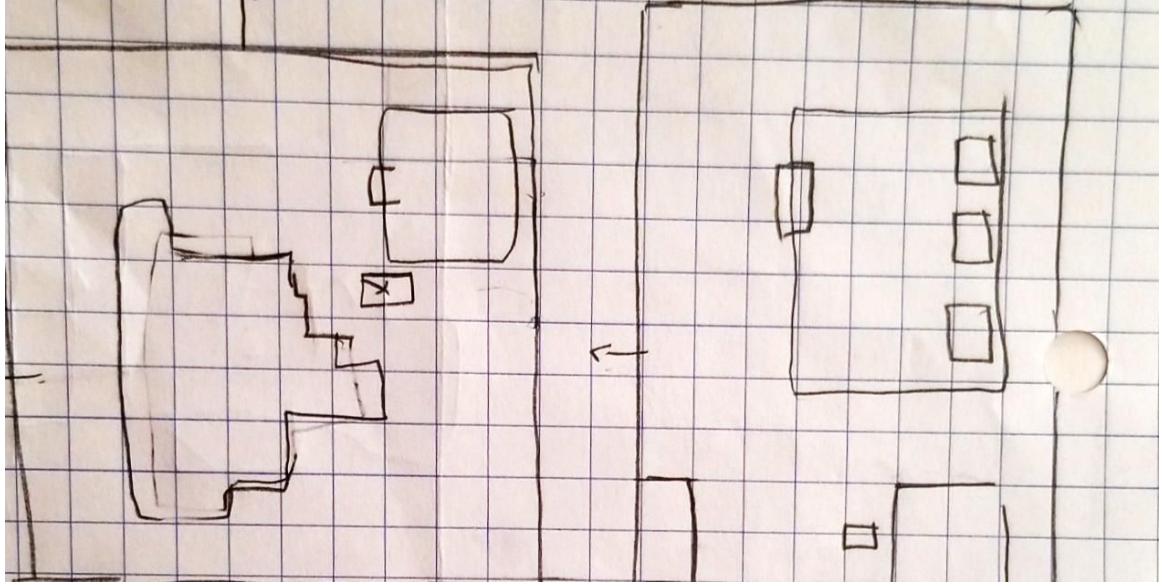
In *Gone for the Winter*, the core gameplay is a puzzle/ story driven game where the player is given choices to change the outcome of the game. The player explores the town and is given different dialogue choices than can alter the outcome of the game.

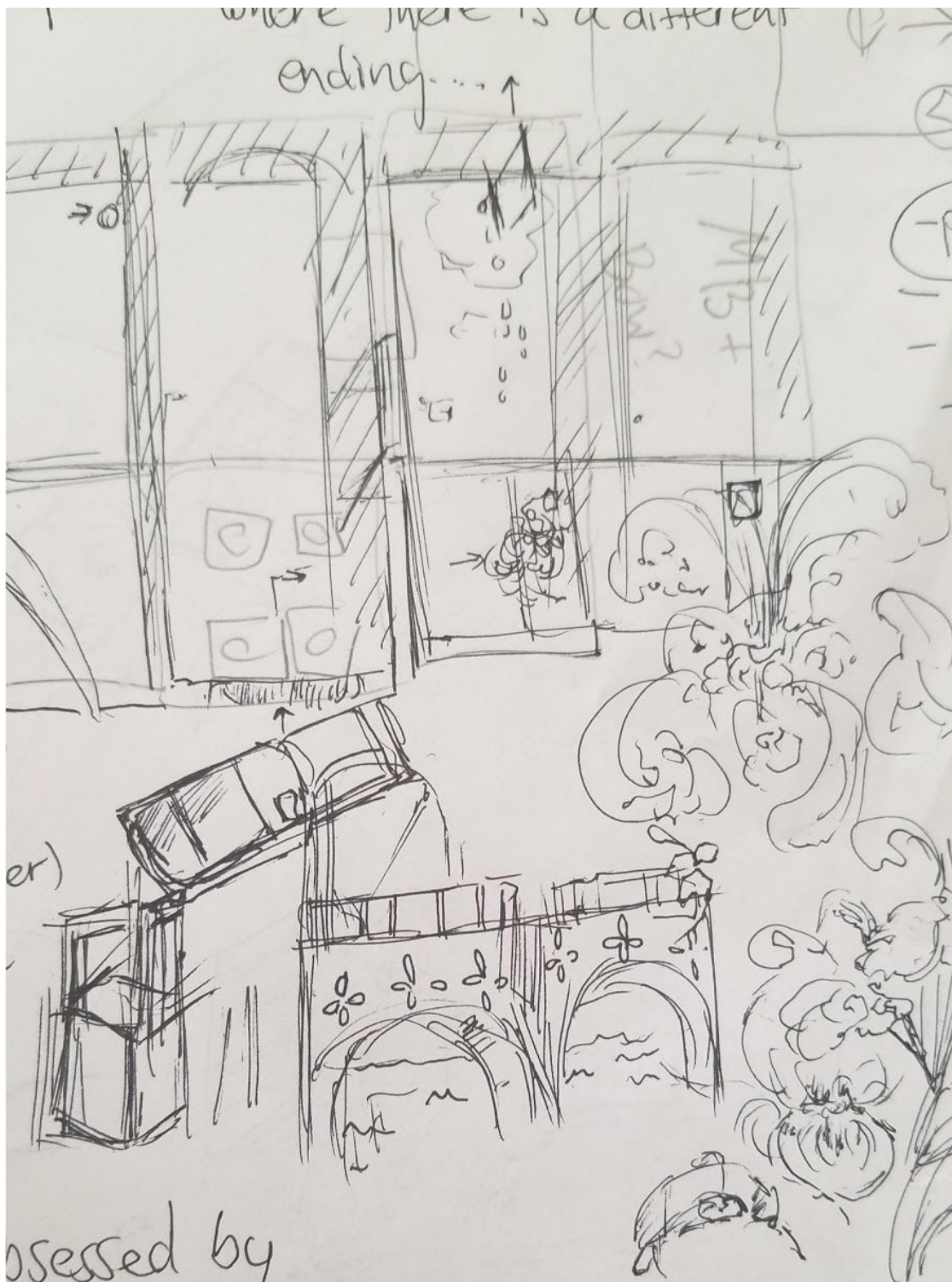
Look and Feel

My inspiration for this game was from flowers that persist in winter like *Lily of the Valley* and *Peonies*. I also liked games that can show the flow of time while growing something like flowers to add another step to interacting.

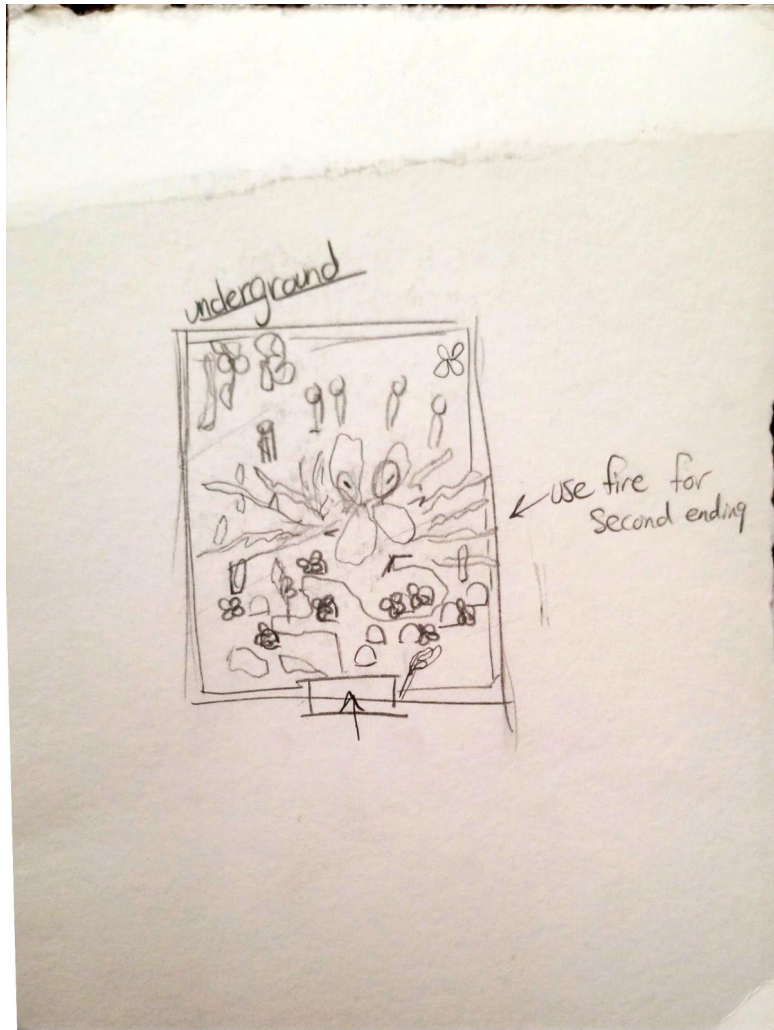
Maps and Game Flows



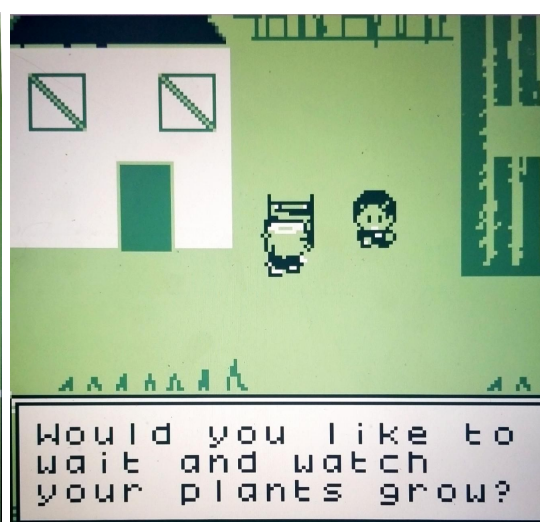
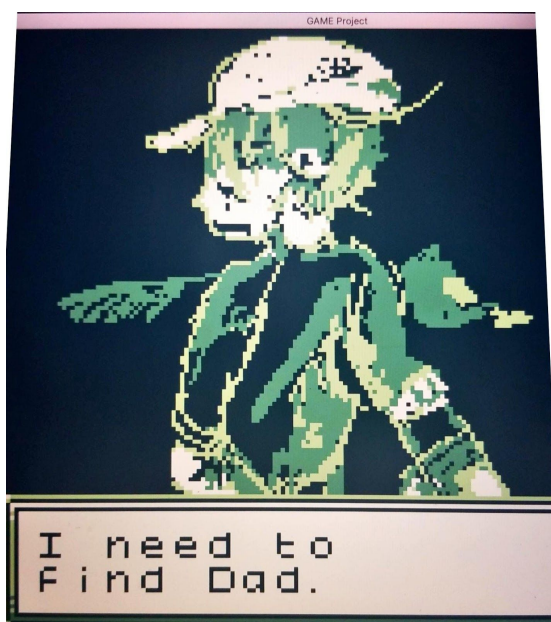




possessed by
slowly gets more
gets giant flower that
s ⇒ given a choice
right? / → leave? → another option?



Final Gameplay Scenes



Post Mortem

In this game, I enjoyed drawing the maps, and changing puzzles to fit what the characters were saying and to fit the storyline to make it more cohesive. I'd think the items puzzle and strings of complicated dialogue at the very beginning worked well without bugging out. I enjoyed making the farm quest and allow myself more time to expand on it, I would have enjoyed cleaning up and finding a way to expand the time mechanic of the farm puzzle.

Design Notes