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22 Sept 2021
CSCI499A
Dr Schoemann

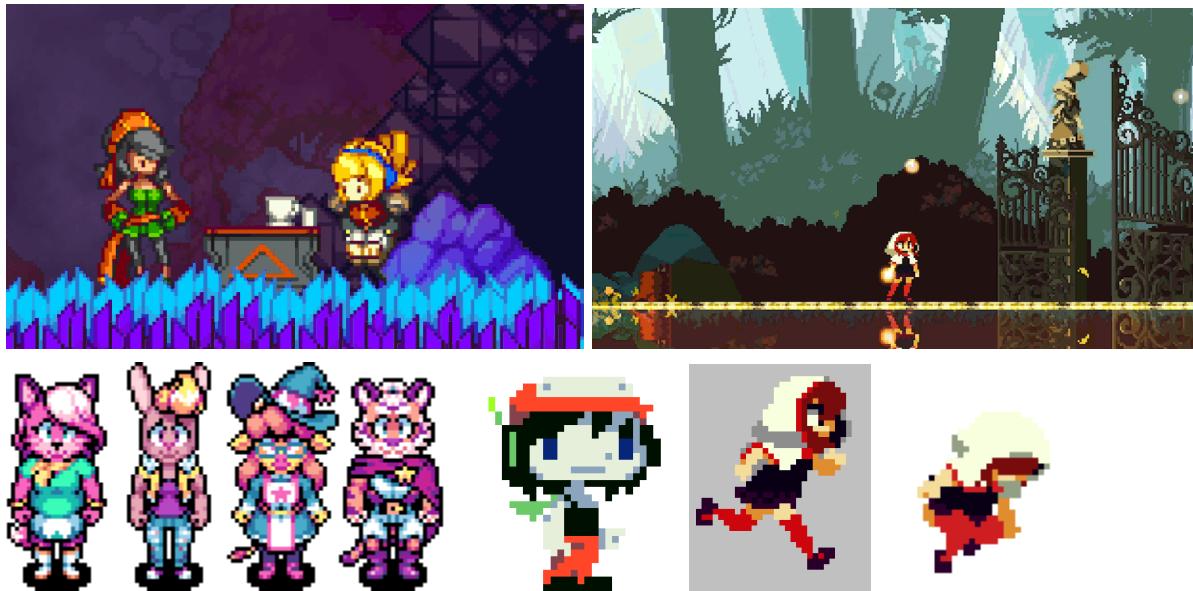
Bachelor's Essay Project Prototype 1: Lo-fi / Paper Mock-up

Due: Tuesday, Sept 21 at 11:59pm

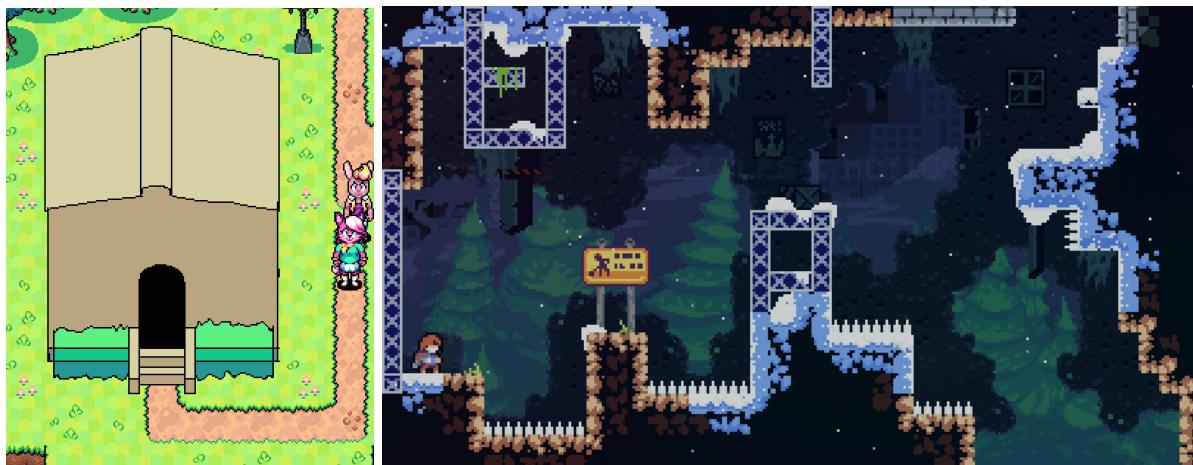
Requirements: Contains representations of major elements of the game (interface, environment, characters, etc). Offers an overview of the game play experience, describes core elements of the design (i.e. the main game loop, core mechanics, etc).

1) Art Style:

Character Design & Animation Inspirations: (GIFs)



Environment Process Inspirations: (GIFs)



Art Direction Moodboard:



Concept Art:

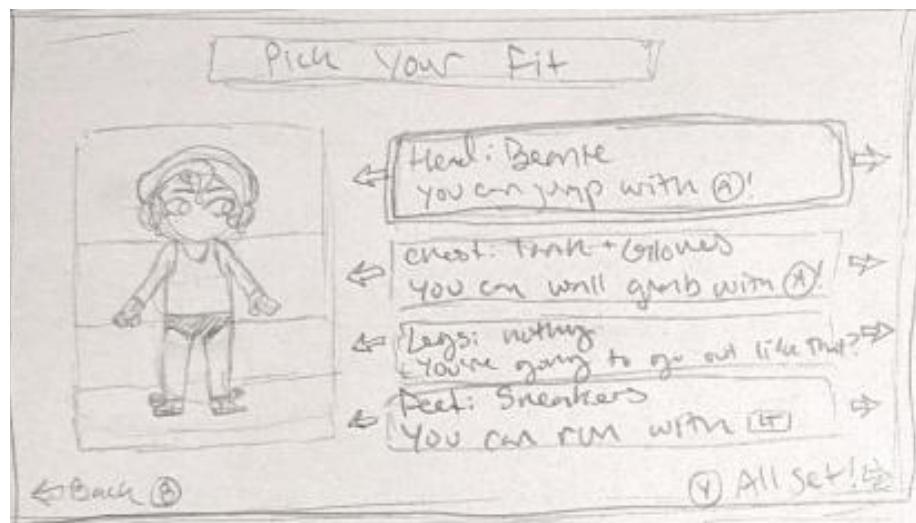
a) Concept Sketches for this Project

i) Main Menu:



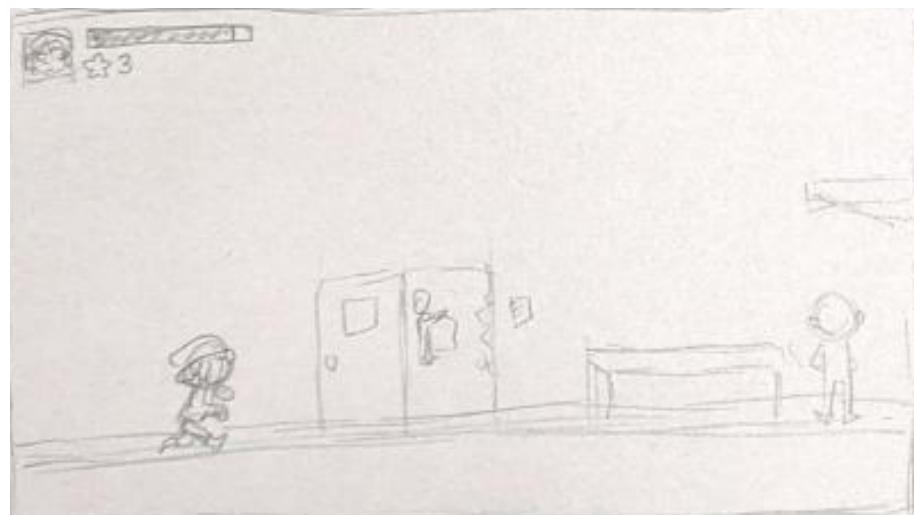
- (1) Would link to related screens for checking game progress, menu controls, settings (volume, fullscreen/windowed, etc), and a confirmation page for exiting the game.
- (2) The illustration on the right would depict the player character, and may change depending on game progress or what the player chose to wear.

ii) Pre-Level Screen:



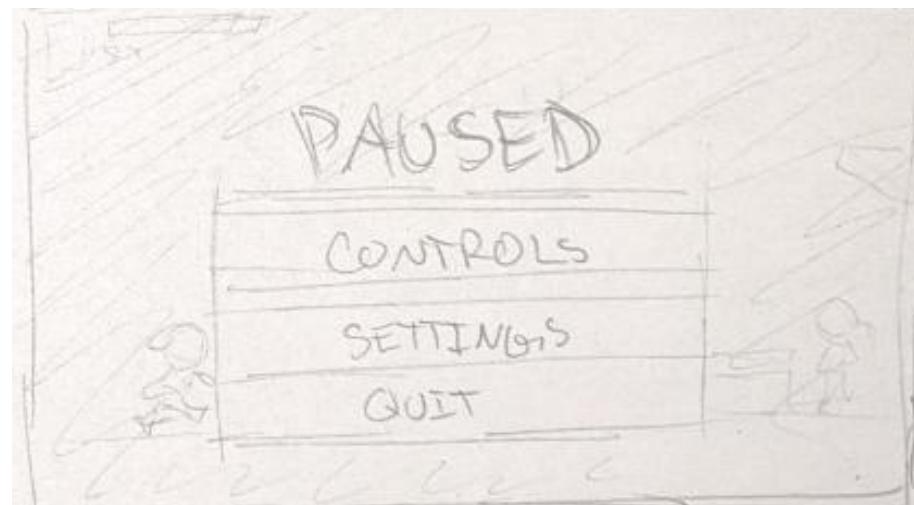
- (1) Would allow the player to choose the movement set they want for the level they are about to enter.
- (2) The option they select would give a brief statement about the piece of clothing and/or explain the controls they can use for that move.
- (3) The illustration to the left would change as the player moves through options, giving them a chance to see how everything looks together.

iii) Level UI:



- (1) I am considering giving the player some kind of health indicator, whether that's a bar or hearts or a visual indication, I have not decided.
- (2) Perhaps there would also be optional items the player can find throughout the level for 100% completion, so there could be an indicator showing how many are left in the level.

iv) Pause Menu:



- (1) Would darken the background and present links to related menu screens such as the current game controls, settings, and the option to quit to the main menu.

b) Examples of My Finished Works

- i) Previous pixel art experience showing intended scale and detail of character(s). Although these are front-facing sprites, I think that 48x48 sprites are a good size for characters to have some detail while still being manageable to animate.

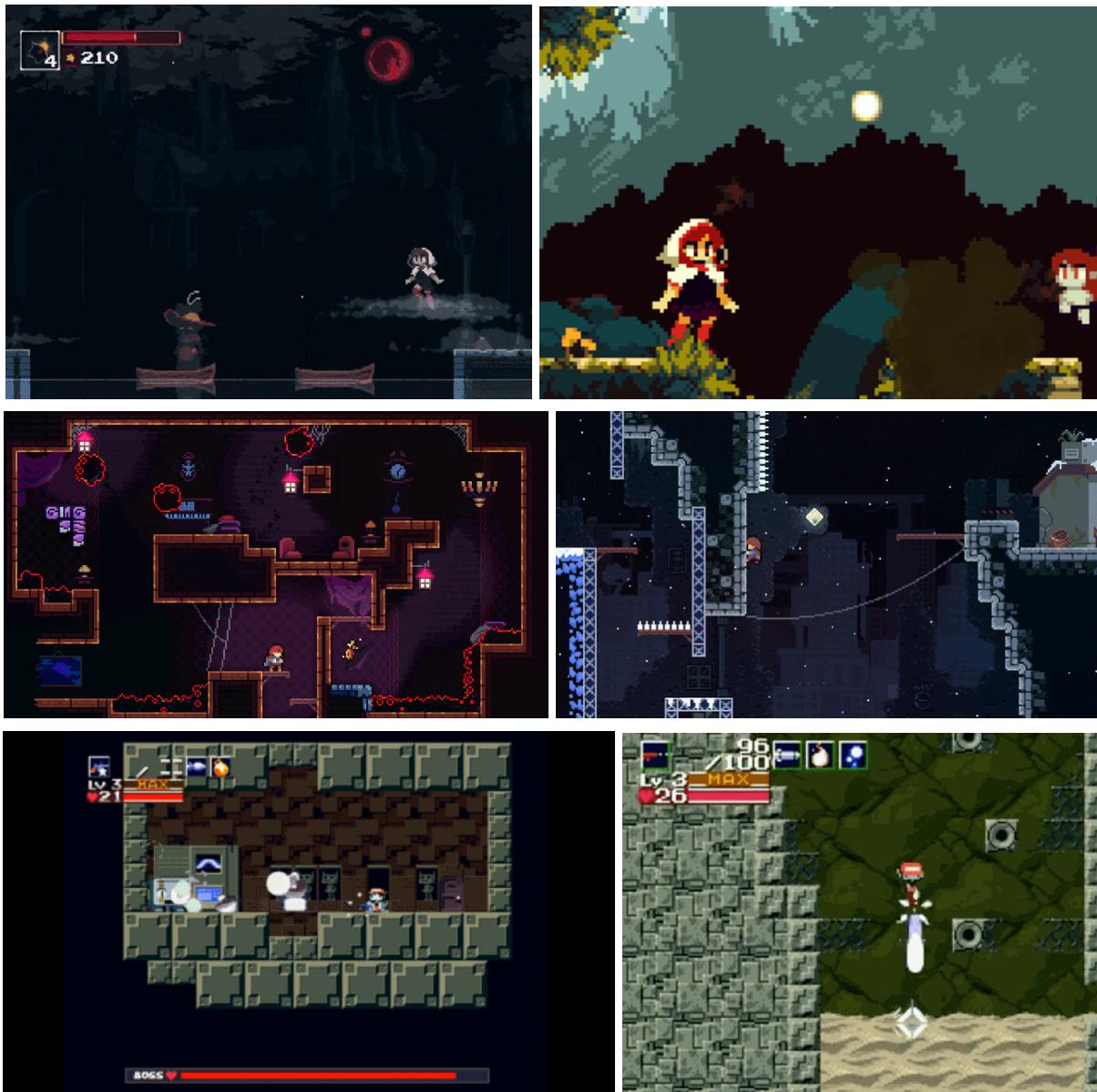


- ii) Previous pixel art experience showing tileset mapping and animations. Although I would want to create larger, more detailed sprites, I believe this shows that I am familiar with the basics of the tiling and tile animation process.



2) Gameplay:

Mechanic Inspirations: (GIFs)



a) Genre:

- i) Combination level-based platformer and puzzle game
- ii) The primary genre would be a platformer, but I feel that the limitation of the movement set would give it a puzzle feel, especially since the player will need to figure out what combinations work for what level through experimentation, problem-solving, and weighing costs vs benefits.
- iii) The Combat Problem:
 - (1) Is combat an element I want to consider at all? Is it appropriate for the game, considering the message, or, beyond potentially combating environmental hazards, would it just be detrimental?

b) Mechanics / Movement:

i) **Default:**

- (1) Walk left/right
- (2) Interact with NPCs and/or objects

ii) **Head:**

- (1) Jump (beanie/hat/cool hair)
- (2) Block, reflects projectiles (hoodie)
- (3) Crawl (glasses/sunglasses)

iii) **Chest:**

- (1) Ground-pound (binder/crop top)
- (2) Wall grab (tank + gloves)
- (3) Dash, midair (cape/coat)

iv) **Legs:**

- (1) Limited jetpack (skirt twirl)
- (2) Glide (baggy cargo pants)
- (3) Crouch (short shorts)

v) **Feet:**

- (1) Run (sneakers)
- (2) Slide (chunky boots)
- (3) Dash, ground (heels)

vi) Additional Considerations:

- (1) Balancing the different movement options and making sure the combinations available will be both fun and useful will likely take a lot of time and a lot of testing.
- (2) My hope is that there will be multiple possible movement combinations for passing most levels, since that would likely be more fun for the player in terms of experimentation and also further the message.
- (3) Perhaps different clothing options have drawbacks or lock off paths on certain levels? For example, maybe wearing a hoodie on an airport-themed level slows the player down significantly but otherwise the mechanics function as normal, or maybe wearing a skirt on a bathroom-themed level prevents the player from entering the “men’s” restroom path.

c) Level Concepts:

i) **Home (tutorial):**

- (1) The player starts in their own home with free choice to wear whatever they want. They are doing laundry, so they have a big bundle of clothes (balanced on their head) that they can pick from at any time.
- (2) There are a few small challenges as they go to put their laundry away to give them space to get accustomed to the different moves that will be available.

ii) **College:**

- (1) An area the player character would be fairly comfortable existing and being themselves in.
- (2) Several fairly open-ended solutions to challenges.

iii) **Bathroom:**

- (1) An area familiar to the player character, but a little uncomfortable to raise the tension.
- (2) A good selection of options for completing the challenges.

iv) **Grocery store / coffee shop / in public:**

- (1) An area in the public view that would be a little more uncomfortable for the player character.
- (2) A few different options for completing challenges.

v) **Airport:**

- (1) An area that is very public and uncomfortable to the player, but one where they don't know anyone else.
- (2) Only two or three possible combinations that work for completing challenges.

vi) **Wedding:**

- (1) An area the player character would be very uncomfortable being forced into, especially because it would be around people they know.
- (2) Only one combination that works for completing the challenges.
 - (a) Different ending if you disobey the prescribed combination?
Multiple endings as a possibility in general based on what the player chooses to wear throughout levels, or how fast they complete the levels, etc?

vii) **Home (conclusion):**

- (1) Back to a place of comfort to wrap up the experience and give a sense of closure? Perhaps back to the player character's home?
- (2) My initial instinct is for the player character to seek the comfort of a partner or spouse, but I do not think that is an appropriate conclusion for the game, especially considering my life experience. Perhaps a close friend or another character that is dealing with the same issues in the background?

3) Sources:

- a) Games Referenced: *(in order of appearance)*
 - i) **Iconoclasts**
<https://store.steampowered.com/app/393520/Iconoclasts/>
 - ii) **Momodora: Reverie Under The Moonlight**
https://store.steampowered.com/app/428550/Momodora_Reverie_Under_The_Moonlight/
 - iii) **Super Lesbian Animal RPG**
<https://ponett.itch.io/slarpgdemo>
 - iv) **Cave Story+**
https://store.steampowered.com/app/200900/Cave_Story/
 - v) **Celeste**
<https://store.steampowered.com/app/504230/Celeste/>
 - vi) **Hollow Knight**
https://store.steampowered.com/app/367520/Hollow_Knight/
 - vii) **Mother 3** (English fan translation)
<http://mother3.fobby.net/>
 - viii) **Stardew Valley**
https://store.steampowered.com/app/413150/Stardew_Valley/
 - ix) **Deltarune**
<https://store.steampowered.com/app/1671210/DELTARUNE/>
 - x) **Undertale**
<https://store.steampowered.com/app/391540/Undertale/>