Become Me

Vision:

Become Me is an epic 3D game where the player can interact with NPCs, with different sub-storylines and will finally fight with the monster.

High Level:

- Single-Player Game
- The player's goal is to save her village and try to protect her husband.
- The player will go through conversations and make a series of choices.
- Player's choices will lead to different endings.
- The player will fight with the monster in the end. However, it may not be the best ending if the player kill the monster.

BaseLine Narrative:

The conversations among NPCs and between NPC and player can be crucial to reach the optimized ending. So the player should pay attention to the conversations and be careful with his/her choices.

Besides, the final fight with the monster can be really intense because it has a larger size and will always chase after the player until it dies.

Gameplay:

- The player uses AWSD to move the character and SPACE to jump.
- Key ENTER will continue to next conversation.
- Making Choices is especially important if the player wishes to save both the village and her husband.
- Left Click on Mouse will trigger attack command, and after a short swing, the player will cause damage to the monster if the sword hits it.

Visuals:

- Animated Characters and abstract views and in 3D Senes.
- Both the player and the monster have many animations which is corresponding to different motions such as 'Move' or 'Attack'.

Touchstones:

It is always intriguing to me if a game contains a series of different storylines and embrace a large degree of freedom for the players. So I can roam around to explore the map and do tasks that I am in favor of. Also, I am excited in designing and implementing a battle system where the player and the enemy can trigger different attack commands and simulate multiple skills.

So I decided to integrate interactions in the storylines, thus leading to sub-branches of the main story. And in the end, an intense fight with the enemy is definitely not dispensable. I am interested not only in playing such kind of game, but also implementing it and watching it grow into a mature product.