

Project 02: Anything (Proposal)

In this project, I would like to experiment with storytelling and different types of interactivity.

The concept of the game will be a dark tale. The story will be about a cursed little girl; she was born with a rose instead of a regular heart. If her rose starts to fade, she will become a monster.

As expected, her rose started to wither. While trying to find a way to heal herself, she met a wise woman on her path. The elder tells her a perilous way to cure her disease. The little girl will need to collect five magic petals and meet a mage to create a permanent “heart.” During the game, the user will need to collect these petals through different mini-games in order to finish it.

These mini-games will have a seek-and-find concept with some variants in each level.

One of the challenges in this game will be to create and find different concepts of seek-and-find in each level (i.e., searching the petal in an image; finding the petal through the wind; searching through a bunch of petals and leaves, etc.). Moreover, creating all the cutscenes (i.e., which will be illustrations) will also be a challenge in this project due to the time put in these artworks.

Sketches:

Character design:



Cutscenes:





Levels (gameplay):



