FOG CITY THITD PSYCHIATRIC HOSPTAL

WHIMSY OF FOG CITY

NAME: Connor Wu **STUDENT NUMBER:** s4120093

PROFEEEIONAL PREPRODUCTION

A project of a new whimsy story telling meta game that took place in the Third Psychaiatric Hospital in Fog City

Shh, be careful, this may be happening to you

2024

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PROJECT INTRODUCTION

A Meta game that takes place in an abandoned mental hospital in a fog-shrouded city, where "You" wakes up and forgets everything, and where do you go from here? Find the truth, escape... SHH, keep it down, the fog is coming up, you are not only watching a new funny story, it may be happening around you...

Fog city third psychiatric hospital is a meta-narrative game with multiple endings. In The game, the player takes on the role of a protagonist named "You" who wakes up in a strange fog-filled mental hospital that seems to be deserted and has lost all of his memories. The player will control "You" to explore the hospital, avoid monsters, and collect clues with the help of the NPC "The Sun". Where does the story end? "YOU" will recover the memory? Escape from the hospital? Or choose to live here again and again. But what about the truth? Rather than participate in the game, the Meta element of the game will make the player feel more like reading a bizarre new weird story, and the strange events in the story will seem to happen around...

IDEA & CONCEPTULIZATION

• In the game, players will hear a new strange story and search for the truth together with NPCS, gradually discovering the strange of "Fog City". The player's choices affect the outcome.

• The player will control the character to explore the game scene and use some mechanics to avoid monsters, and follow the story to talk to important NPCS, you can also collect some items to explore the truth, and some of your choices will directly affect the outcome of the story.

• I hope that when players play this game that I made, they can play through the game that I created: For example, I can feel the emotional separation between players and characters through dialogues with NPCS, the creation of game art atmosphere and the setting of some options, because I hope the game has some strong Meta feeling. Such emotional separation between players and characters can increase the hearsay of the game itself, making the game seem more like a new strange story. Rather than the story that the player is engaging in himself, I hope this will make a deeper impression on my players.

Be careful, "fog" is seeping into everyone's life.

CONCEPT/THEMES

*New whimsy

*Emotional stress

*Mutation

*Meta

*Choice

*Explore

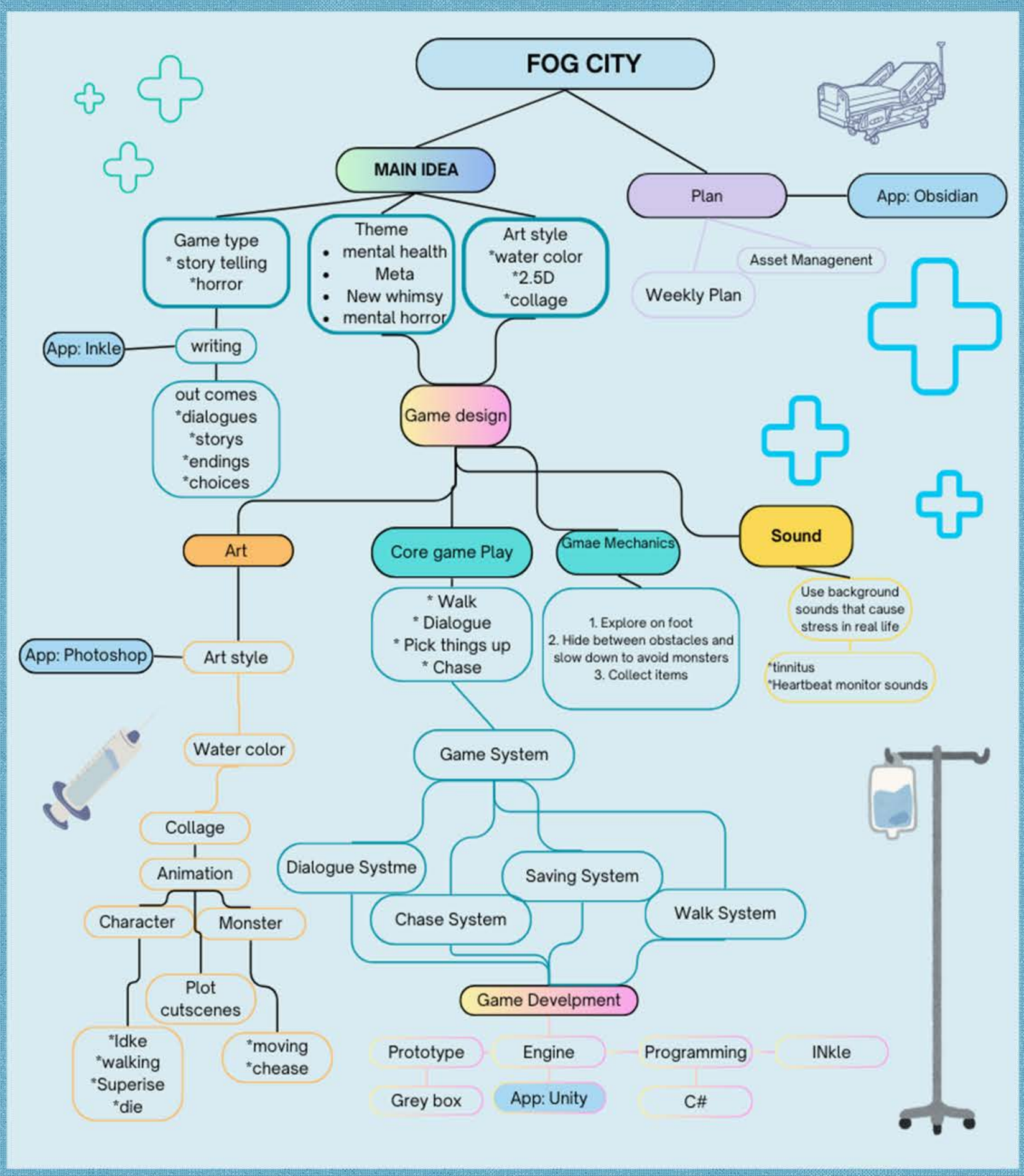
*2.5 D

*Story telling

MIND MAP

APPS:

- UNITY
- INKLE
- OBSTAIN
- PHOTOSHOP
- HUASHIJIE

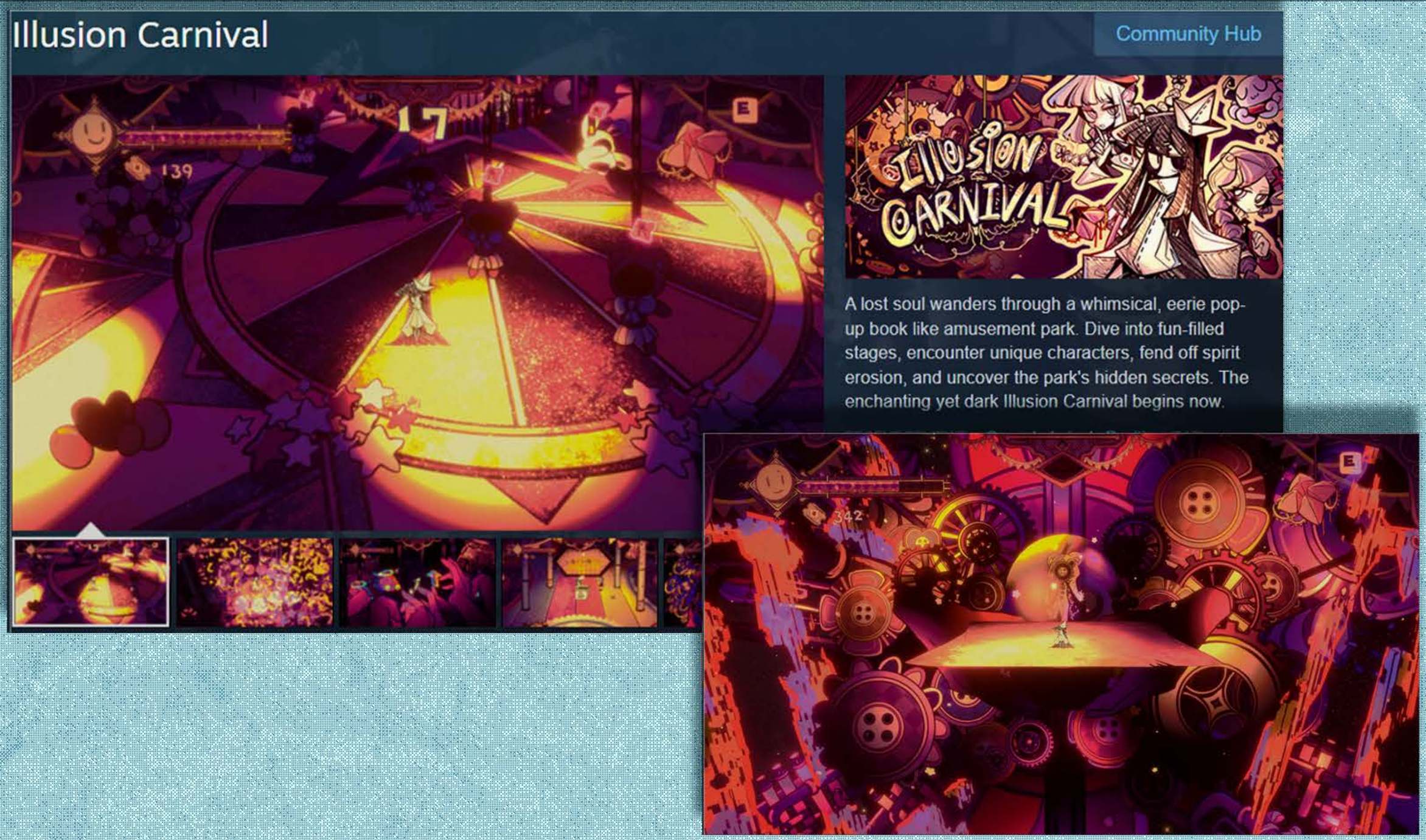


GAME COVER

I made this as a temporary promotional poster and cover for the game.
The illusory glowing hand represents "The Sun." This gesture also represents that she wants "You" to discover the truth, and wants the player to be more immersed in the game.

REFERENCE &INSPIRATION(GAME)

ILLUSION CARNIVAL



- ILLUSION CARNIVALA is a stylistic 2.5D role-playing adventure game with unique visuals and narrative, light action/bullet hell elements, and more. Characters with strong personalities and a dark fairy-tale narrative create an immersive atmosphere reminiscent of a quirky amusement park adventure with hints of psychological horror.
-
- The unique camera 2.5D Angle and theatrical UI art style of this game attracted me, and the page inspired me a lot, which is also part of the game art. I used this theater-like setting style in my game, in order to give the player a pop-up book reading experience. To enhance the hearsay sense of the game, enhance the Meta experience of the game.

KiZ (2024) Illusion Carnival on steam. Available at: https://store.steampowered.com/app/2796340/Illusion_Carnival/#app_reviews_hash

REFERENCE &INSPIRATION(GAME)

First seven

- The First Seven Weird Stories, a text visual novel game, mainly shows the main character joins a magical magazine, at the request of the chief editor to read and investigate the folklore published on the page of the new weird stories.

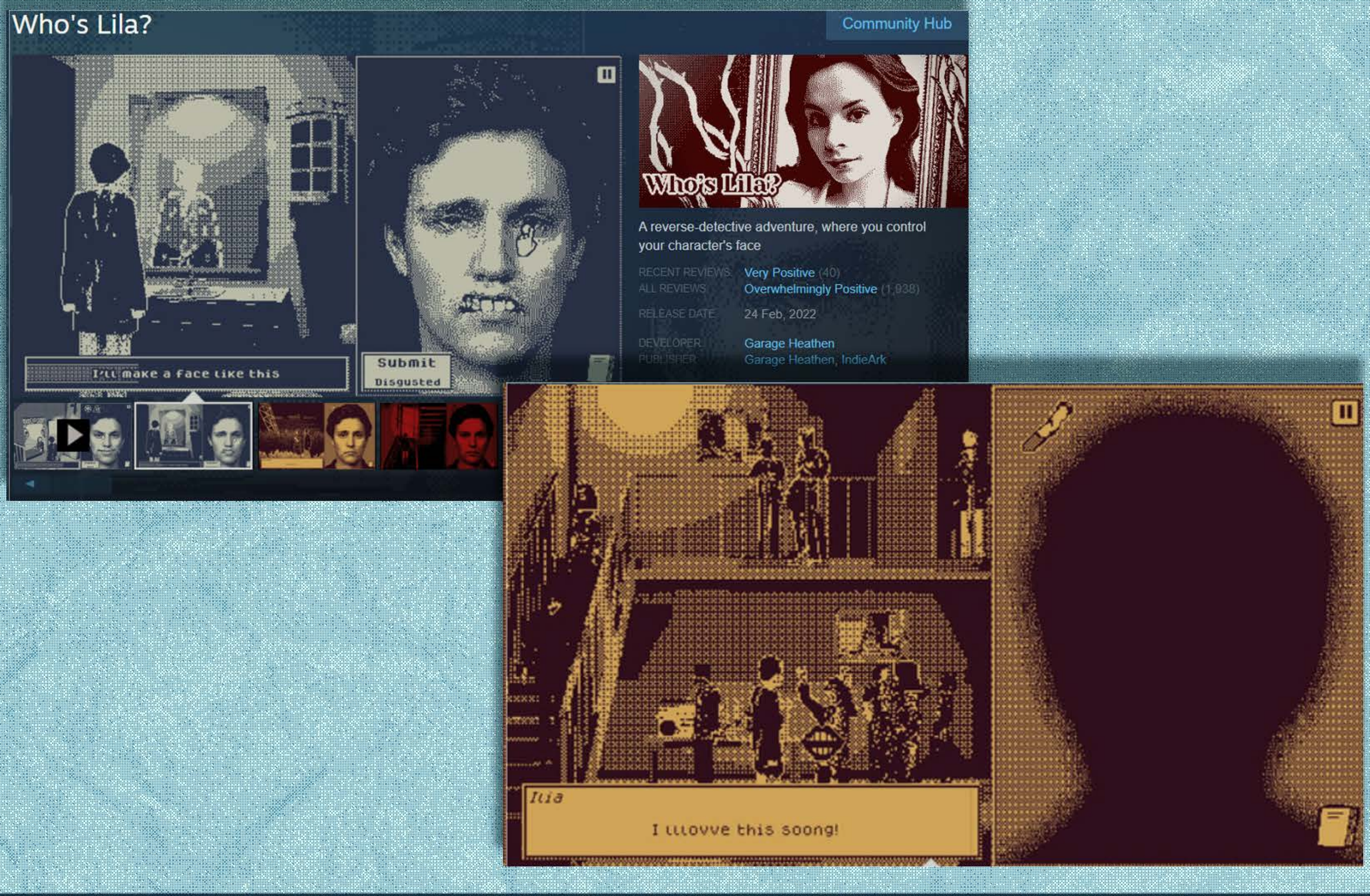
- I like the new weird talk forms mentioned in the game very much, which gave me a lot of thinking. The author of the game and I have been friends for many years, and under her inspiration and encouragement, I also began to build my own new weird Talk world view, that is, the game, and the beginning of the "Fog City Weird Talk" world view.

- At the same time, I was also inspired by the game's background environment.

MuLuoCanTu (2023) First Seven on 66rpg.Available at: https://www.66rpg.com/game/1632199

REFERENCE &INSPIRATION (GAME)

Who's Laila?



- Who is Lila? It is a game with an interactive story at its core, which often combines puzzle, role playing, and choice driven story elements. The game is known for its complex story and character development. The story frame design is very rich. Every choice the player makes affects the direction and ending of the story. The game itself also contains meta elements, as a kind of new weirdo with meme-pollution, which can be said to be quite successful in giving players a sense of cool behind after playing.
-
- Through this game, I got some inspiration for the narrative of meta-fiction and the treatment of scene construction. This aspect of design really gave me a lot of inspiration. I hope my game can make people feel that the story is real. I liked this half-tuned screen style, so I used it in my games to put some mental pressure on the player to create a depressive atmosphere. This aspect of design has really inspired me a lot, and I want my games to make people feel like the story is real.

Garage Heathen (2022) Who's Laila on Steam. Available at:https://store.steampowered.com/app/1697700/Whos_Lila/

REFERENCE &INSPIRATION (Art style)

Puella Magi Madoka Magica

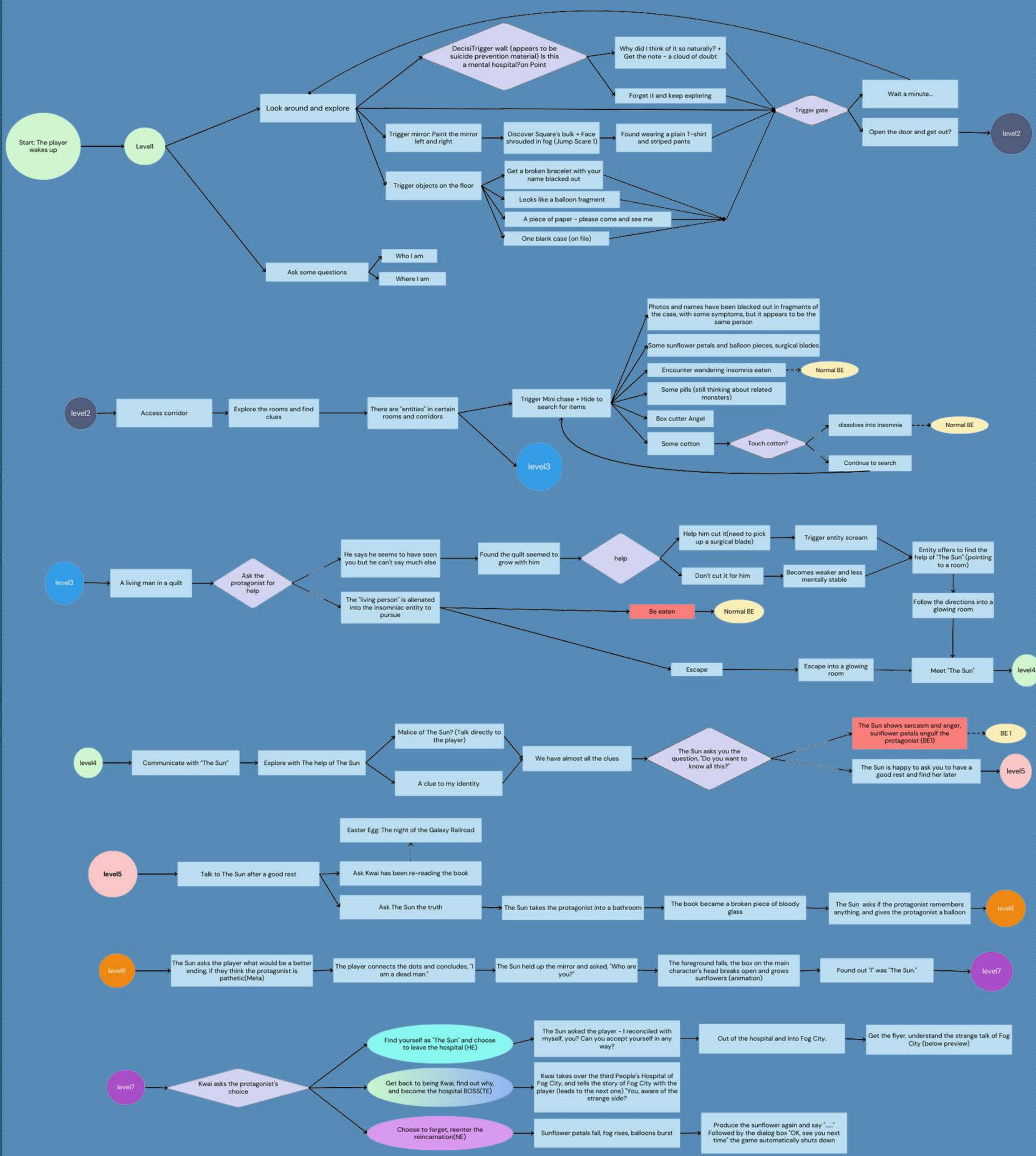
Xiao Yuan has always been one of my favorite animations, in which the realm of the witch is often expressed in surreal and abstract visual scenes, in stark contrast to traditional animation styles. This design tends to use unrealistic compositions and forms, giving a sense of unease and distortion. This vibrant use of color reinforces the dreamy and nightmarish texture of the scene.

I really like collage and pop art, which have greatly inspired me in character and monster design. I hope the characters and monsters I design will give players a very dreamy dream core sense and bring players an uncomfortable experience. At the same time, in the design of the character, I gave the character some distortion of some real things in real life, just like this animation, in order to increase the feeling of the story happening in reality.

Madoka Partners (2011) Madoka Magica.

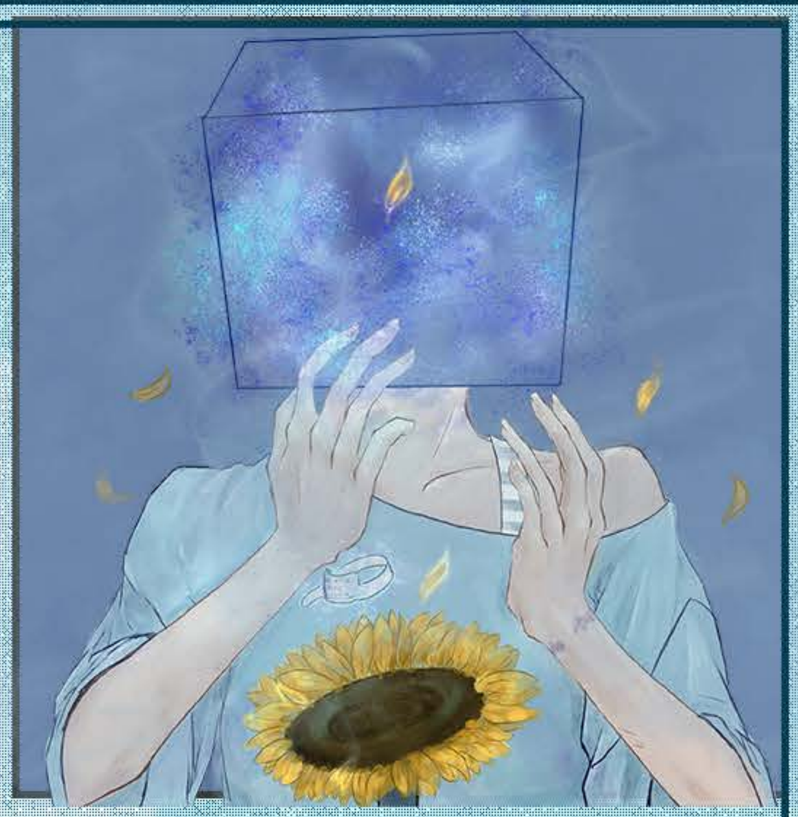
FLOWCHART

Fog CIty Third Psychiatric Hospital



I divided the flow of the game into seven levels, and as the player continues to explore the game, the game clues will be progressively advanced.I also use this icon to create ideas.

WRITING

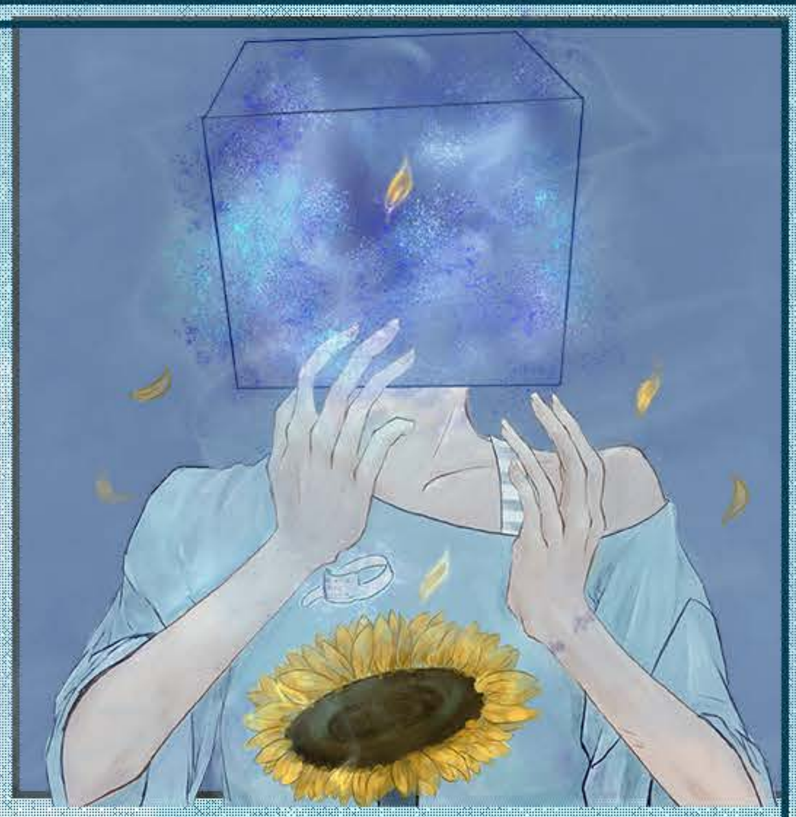


Story background: Fog City - This used to be a normal city, until one day, there are some light blue, like ozone fog, and after contact with such fog, people's emotions will begin to be uncontrollable, until slowly slowly, completely swallowed by emotions and transformed into monsters...

***The story begins:** "You" woke up in a strange hospital room, this is a very strange place, the room is full of light blue fog, can not see anything clearly, "There should be a switch in the corner, a switch that can control the exhaust fan?" Strange. Why would I know that? The gas in the room seemed to fade a little after she turned on the switch, she thought. Holding her groggy head, she seemed to think she should wash her face and wake up. Looking in the mirror, she saw that her face was covered in a strange square. It was then that she realized that she could not remember not only her own face, but also her name and why she was there. There were strange noises outside the room, so she did some searching in the room and found some information about herself, and it seemed that she had some strange scars on her body.

***Inpatient area corridor:** Leave the inpatient area into the corridor, it seems that it is too quiet here, you can hear some strange sounds inside the various inpatient doors in the corridor, it seems that there are some unknown objects in the murmur. The clock on the lift at the end of the corridor seemed to stop running and stayed stuck at a quarter to three in the afternoon." "You" tried to push the elevator, there was electricity, but there was no response, "Please swipe your ID card," and there was a sign on the box next to the elevator, which made sense, to make sure that the seriously ill mental patients here didn't go somewhere else. "You" went down one floor and found an ID card on the ground, but when "You" tried to open the stairwell door on the next floor, it appeared to be locked. So "You" took the elevator card and went to the mild area on the second floor.

WRITING

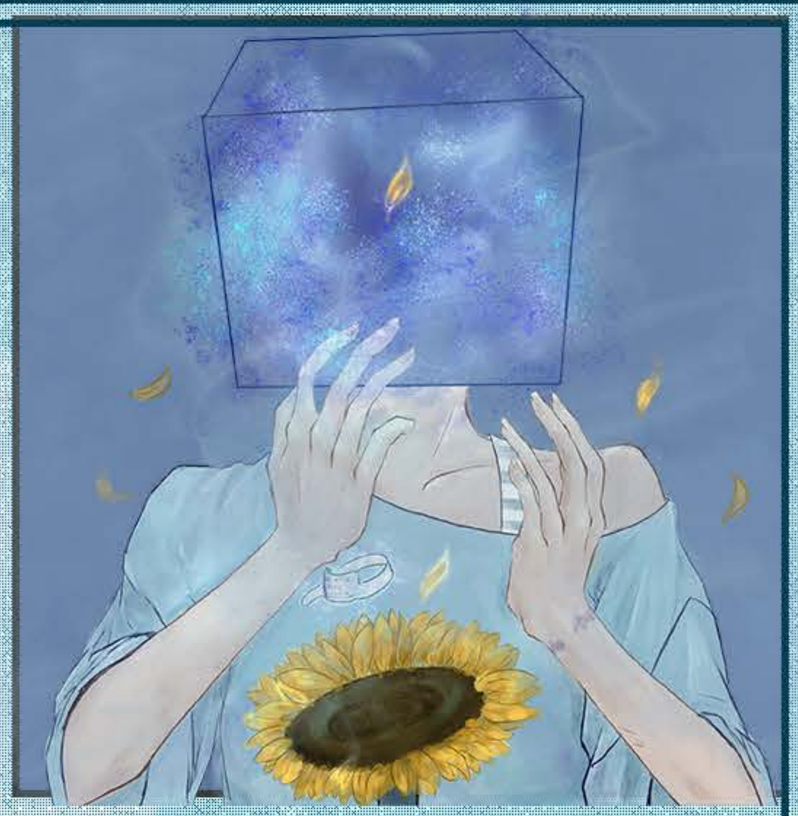


*The second floor corridor: the elevator door quietly opened, but there were some strange creatures wandering outside the door, which seemed to be some pillows wrapped in sheets from behind. Looking carefully, it seems that there are limbs of some characters, dragging in the ground with the wandering of unknown creatures, and some intermittent cotton falls with the wandering of these creatures. And further away, there are also some patients wearing bondage clothes crawling, but it seems that with their crawling there are some black fog spit out, "You" carefully in the monster to avoid while walking, did not expect to pass a box, suddenly dragged into...

*Strange man: There is a man in a suit and tie in The cabinet, he is wrapped in a thick quilt, a little weak and gasping for breath, he asks "You" for help, but when "You" tries to separate him from the quilt, he appears to be in pain, and there is blood flowing from the connection point, so he asks you to find "The Sun" to save him. It's in the glowing room up front.

*"The Sun" : In the glowing room, there is a woman with a breathing mask and wearing a hospital gown sitting in the air, holding a glowing book in her hand, and it seems to be connected to a heartbeat monitor and a non-convulsive electroconvulsive therapy device. Is the sound of the heartbeat monitor that you keep hearing from her? Her head seemed to be covered with many sunflowers, but the petals did not fall, they just floated around. She told "You" that she was watching Galactic Rail Night and asked if you enjoyed it. And agreed to go with you to the man. But it was no use; he transformed himself before you into the same monster that roamed the corridors." The Sun "sighed, and she released a sunflower petal, from which a transparent balloon emerged from the man." You "panicked and tried to run away, and you didn't know if that was going to happen to you."

WRITING

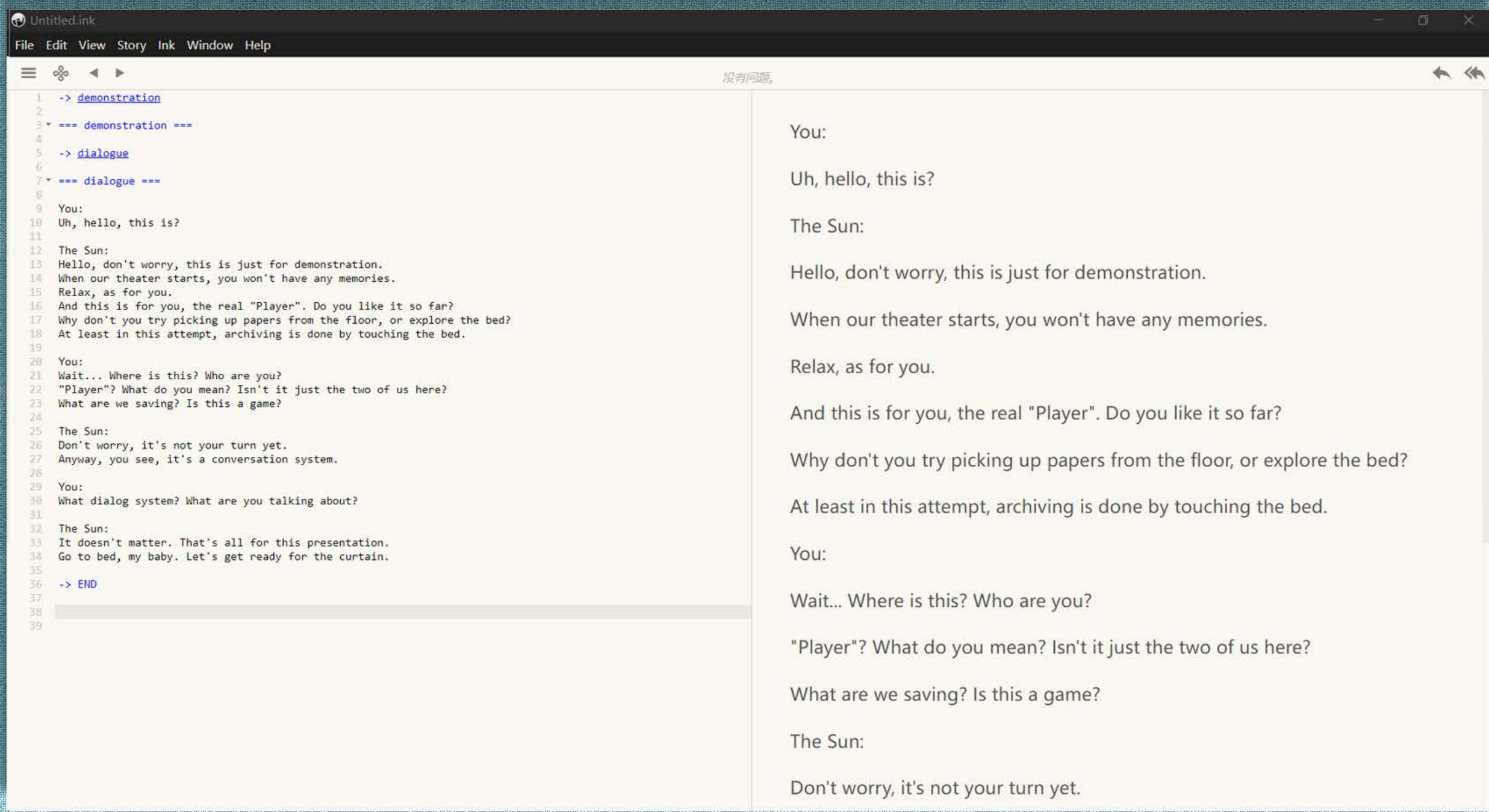


***Search:** "You" in The company of "The Sun", in the hospital while running to find clues, but things with the continuous discovery of information, the birth of a lot of clues. The truth seems not to be what "You" think.

***Truth:** At The end of the day, The Sun takes You to a bathroom with a thin water stain in the bathtub, and some dark red blood stains in the water stain. The headaches are overwhelming." You "finally remembered that he and" The Sun "are The same person, he has been killed in the bathroom due to depression, and the strong sense of self-denial and disgust at the time of death, making himself split into a monster with powerful abilities" The Sun "and a seemingly normal" You ". And "You" goes back and forth in a mental institution until she can accept her other side.

***Go to the Fog city:** After many reincarnations, "You" finally decided to accept yourself, sunflower petals fell, and they finally became themselves again. The Sun "opened the door of the hospital and walked towards the Fog City, from then on there was another legend in the Fog City.

***Meta:** "The Sun" tells the player that we can't really change anything, it's just a story that happens to "You," and it's probably happening right around you when the fog rises.

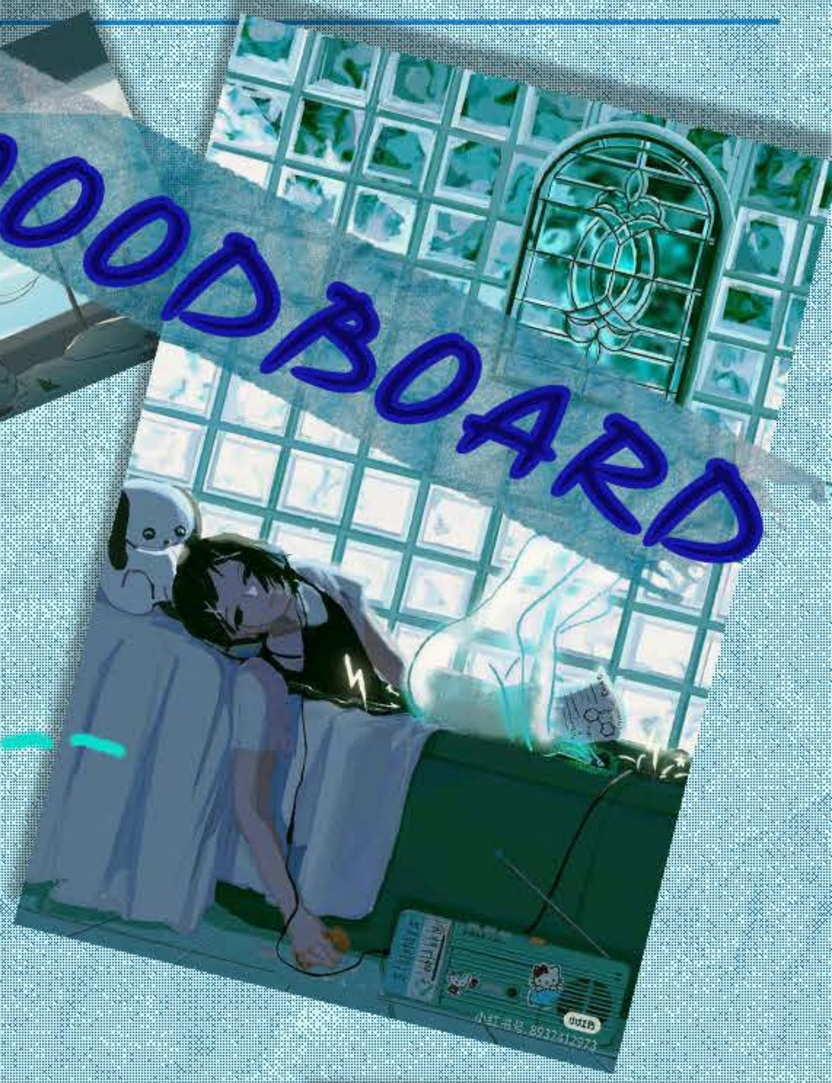


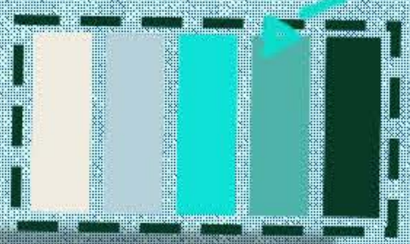
DIALOGUE SYSTEM

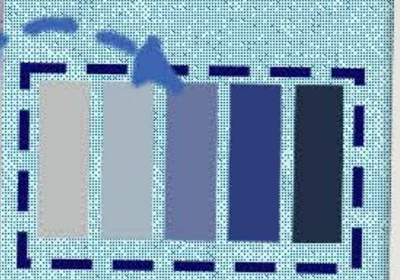
I mainly used Inkle to build my character dialogue system and some options, and here I mainly show a dialogue I created for demonstration and testing.

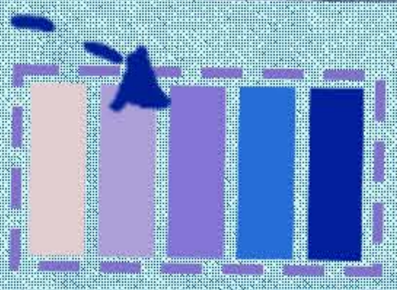
This system is very useful, I can even use different character name tags to switch between dialogue and vertical drawing.

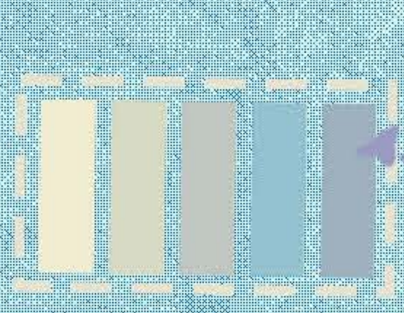
MOODBOARD



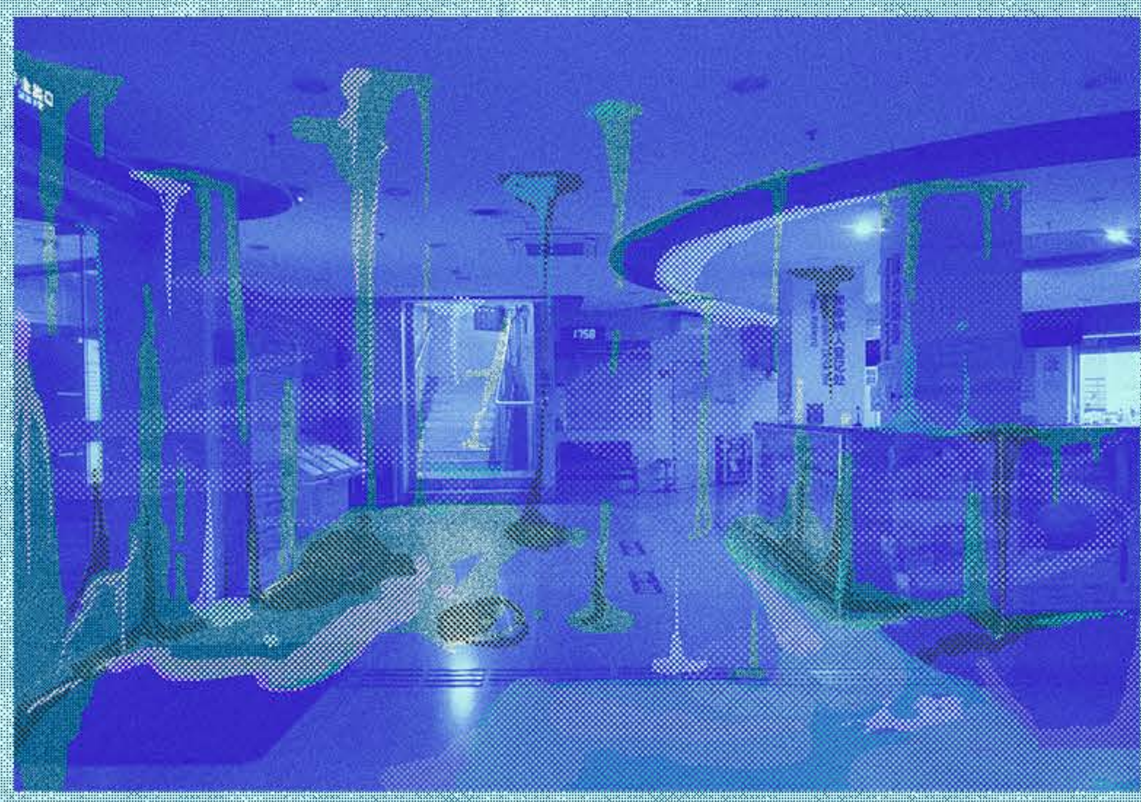








COLOUR PALETTES



CONCEPT ART

I will mainly use some processed real photos as the background map of my game, and the overall game style is more inclined to the new strange stories that happen in reality. Therefore, I hope my art style has some sense of surrealism and pop art, so I will process some realistic hospital pictures into the style of spreading half-tone grid silt climbing. This also means that "fog" is constantly eroding reality with meme-pollution.

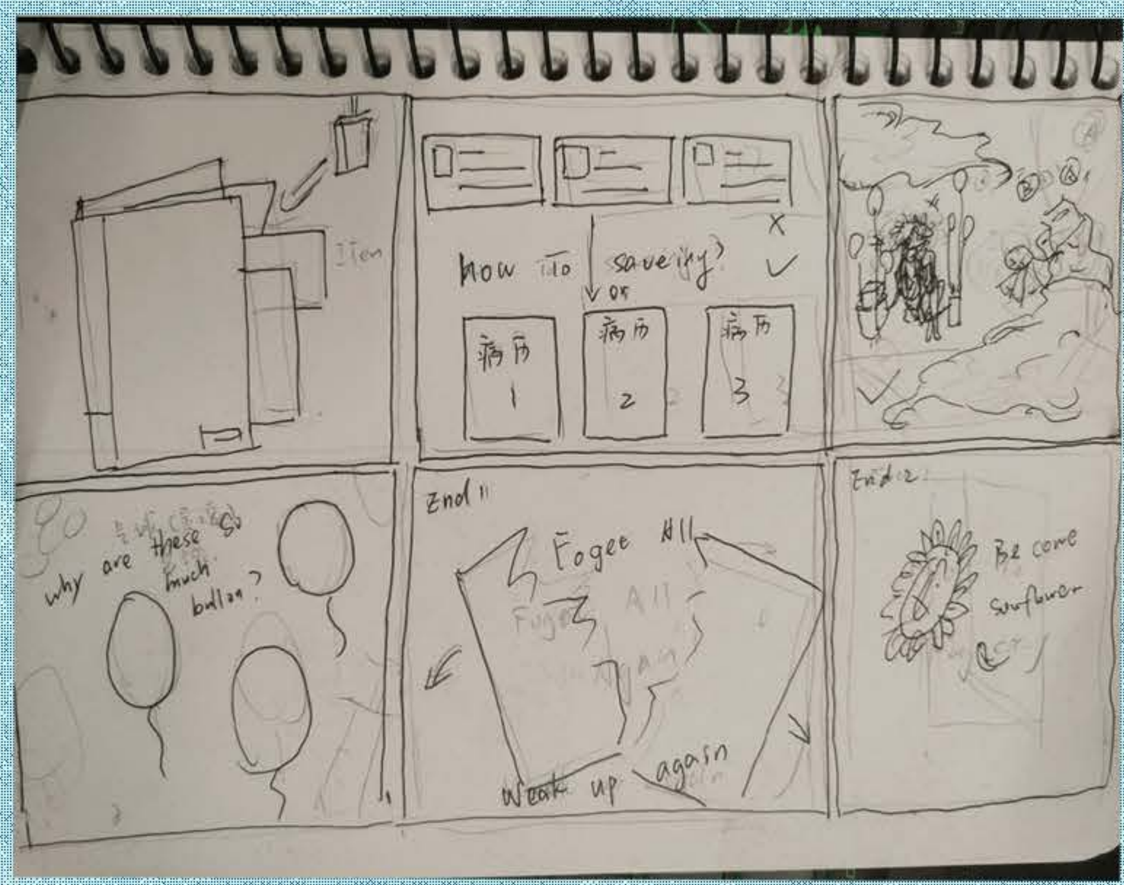
Characters or monsters will use a pseudo-thick painting style similar to the texture of watercolor, which is to make the characters who should be quadratic appear in the three-dimensional scene, strengthen the sense of "rumor" of the story itself, and give the player a more absurd feeling.

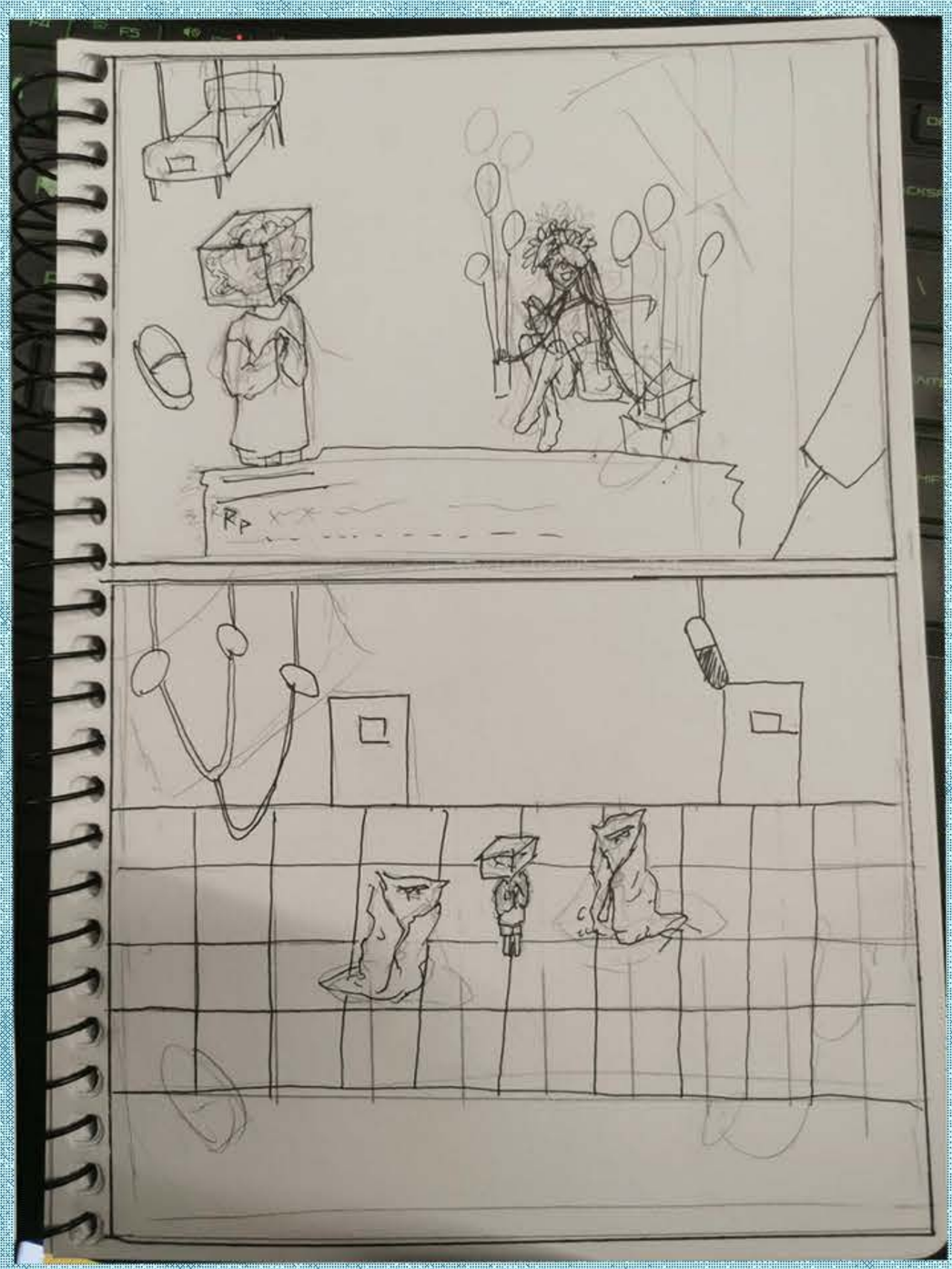
At the same time, some real-life capsules will be used to make a similar collage foreground, which is being made and will be presented later.

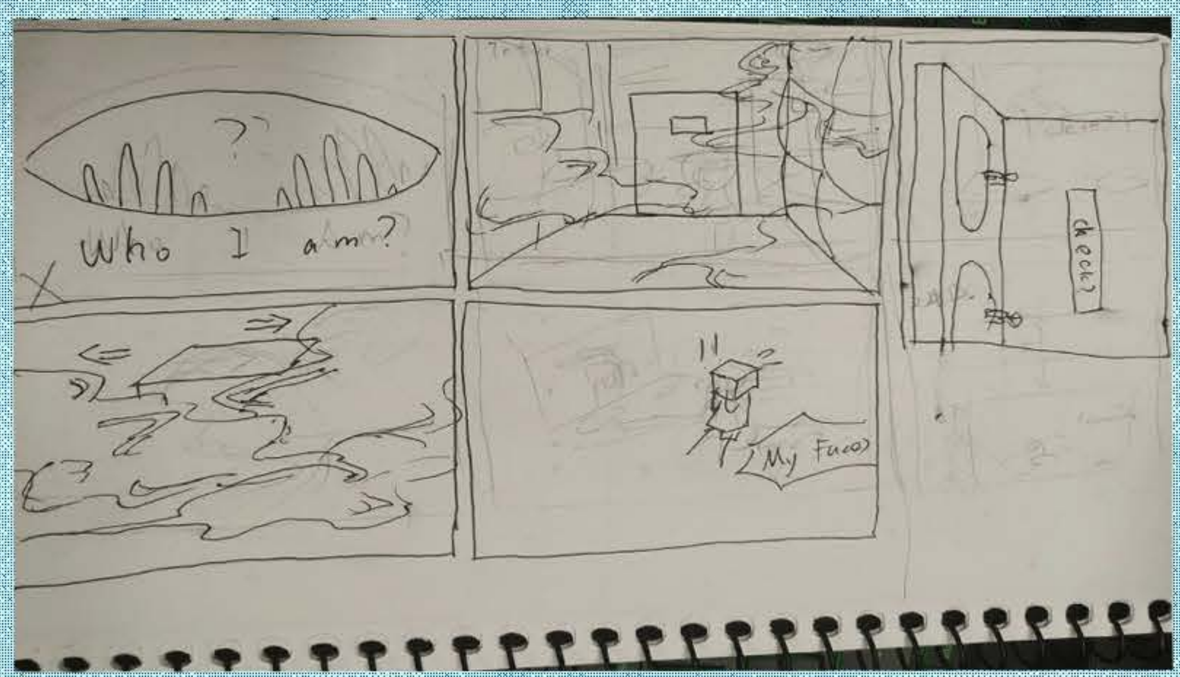
Talk with Friend
Fog city
Sympathy
Characters?
The Sun
My Face?!
Start
Find who you are / where you are?
Search around
Go out room
Start again

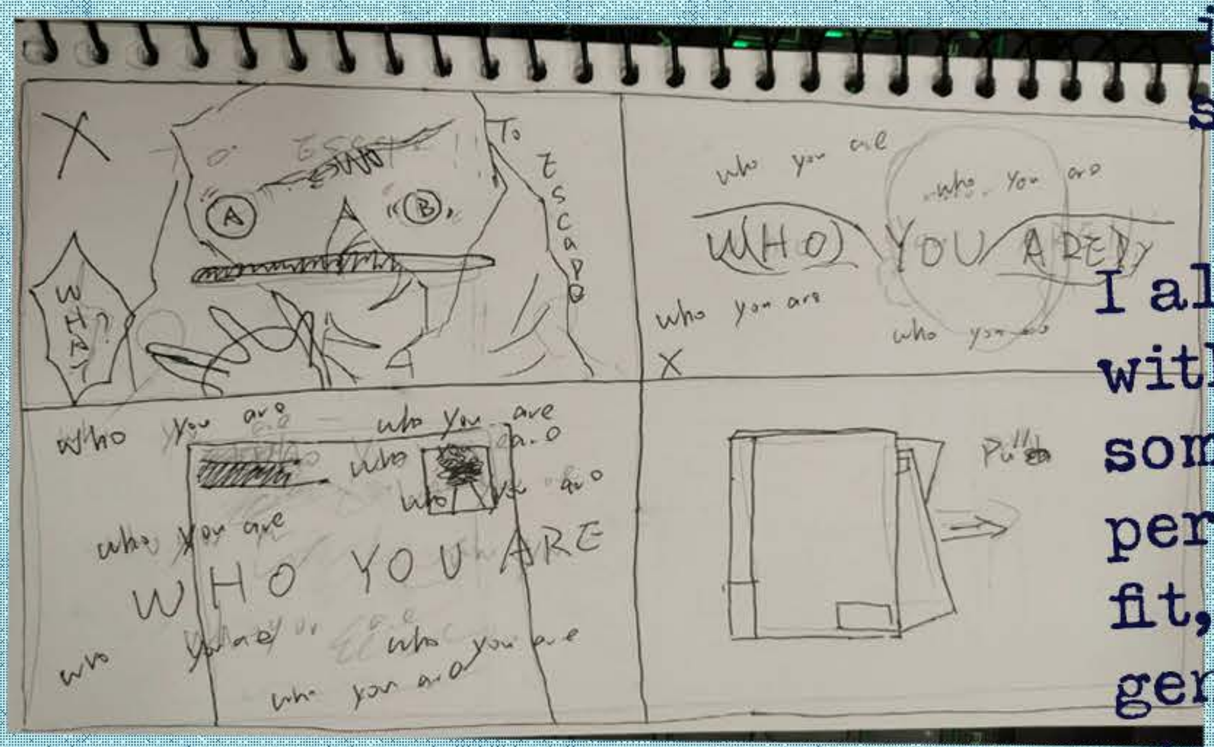
SOME DRAFT

1 MINUTE THUMBNAILING





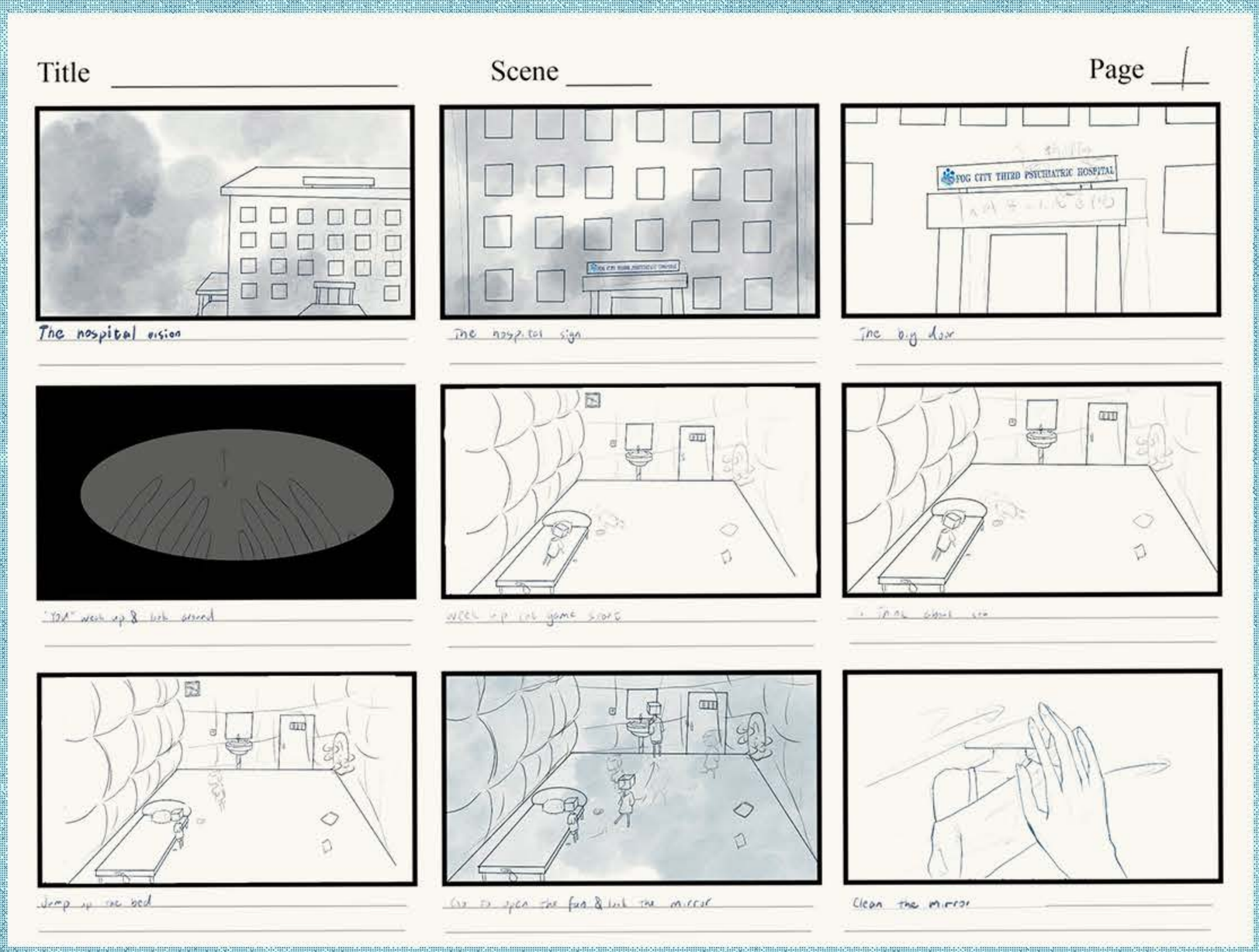




I did this 1 minute thumbnailing in week 2 with fr-iends like Screlet,Rebecca, etc. These drawings mainly help us to find some inspiration for story boards and game narratives and game performances. I gave up some UI interfaces and game performances that didn't look very good. It also gave me a lot of inspiration for game writing and storyboarding.

I also tried a lot of ways to interact with characters and monsters, but some of them seemed to require perspective shifts and didn't quite fit, so I decided to give them up. In general, I want to maintain a 2.5D style camera Angle. At the same time, my storyboard was born in a few frames.

STORY BOARD



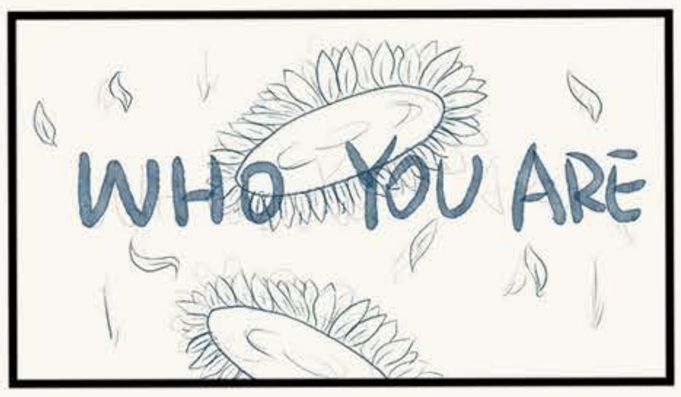
I drew up an entire storyboard, mainly for the game's promotional video, which I will be making using AE. The video shows the general story line and some of the game's features. Players can see the two main characters in my promotional video, and have a rough understanding of the personalities and relationships between the characters, as well as the clues of the real ending. I hope to arouse players' interest and make them more inclined to play my game.

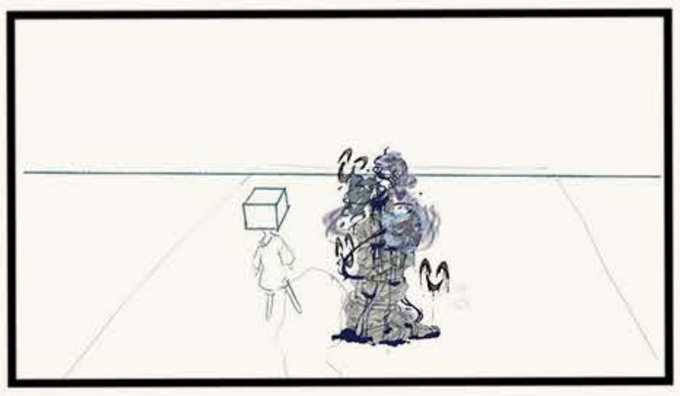
STORY BOARD Game promotional video

Title _____ Scene _____ Page 3

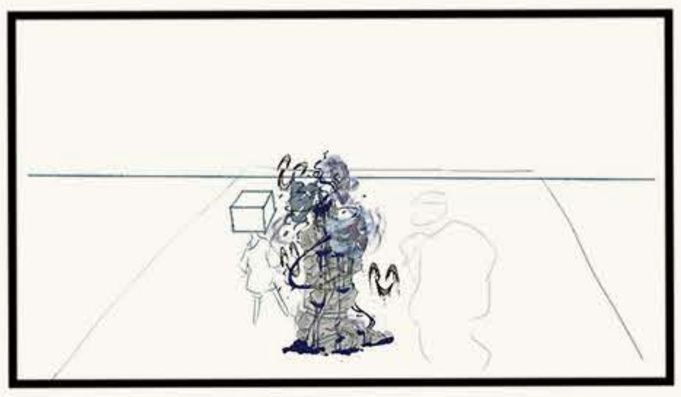
"The Sun" ask player the true goal

"The Sun" Show a little unkindness





The



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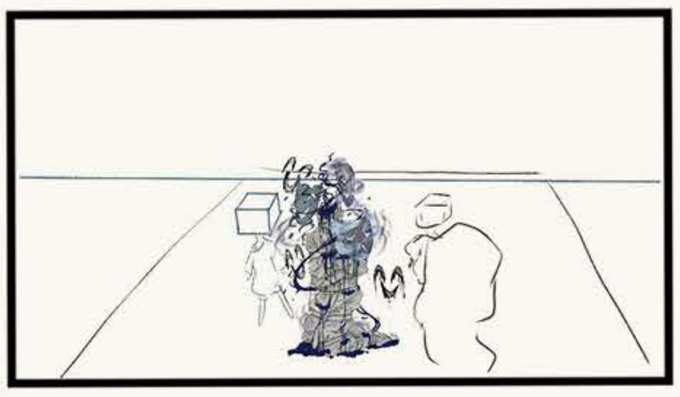
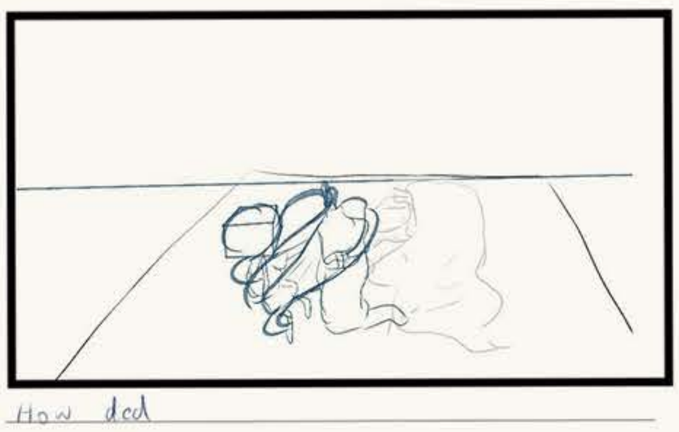
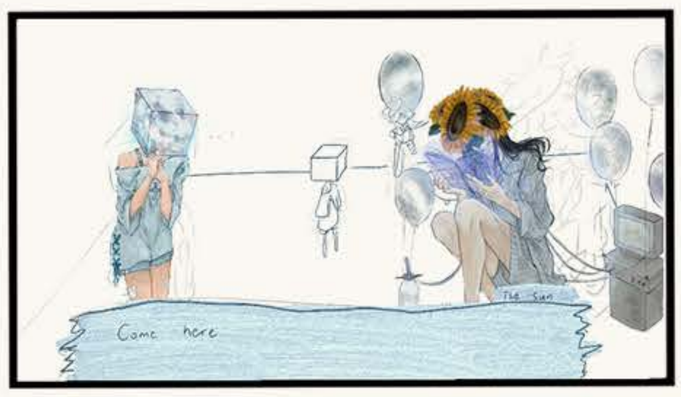


Part



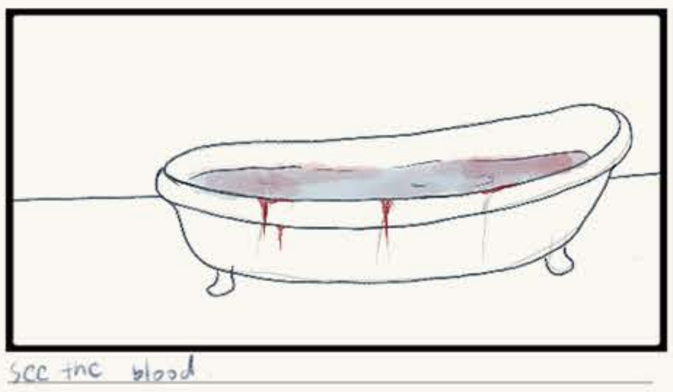
How ded

Game start again

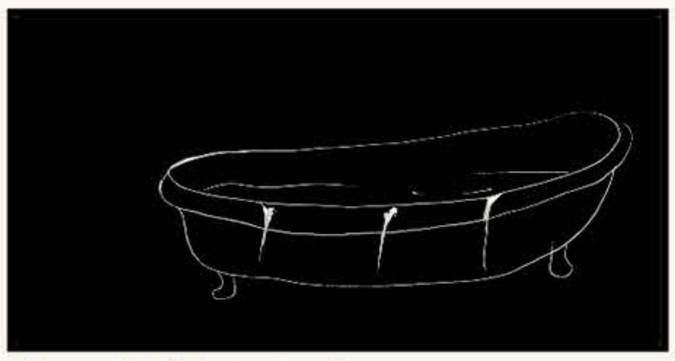


The bathroom to remember the scene

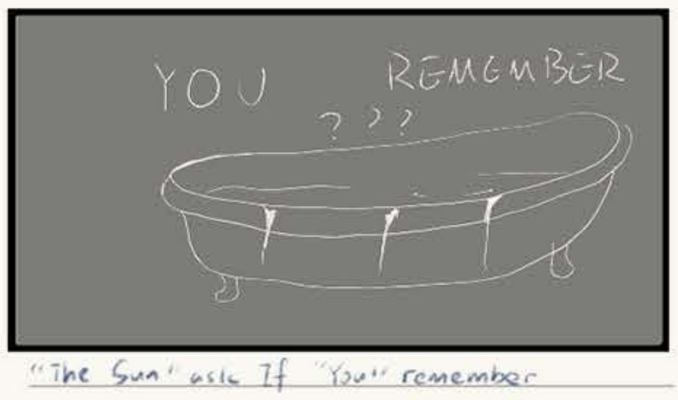
Title _____ Scene _____ Page _____



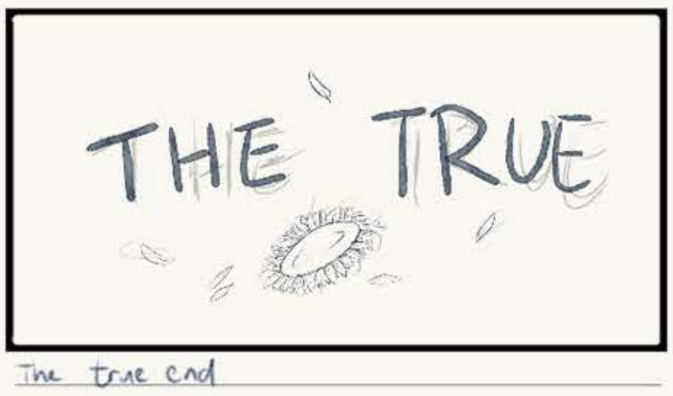
See the blood



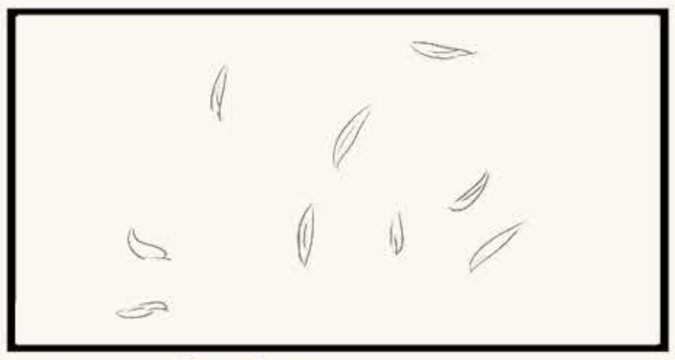
Some memory jump out



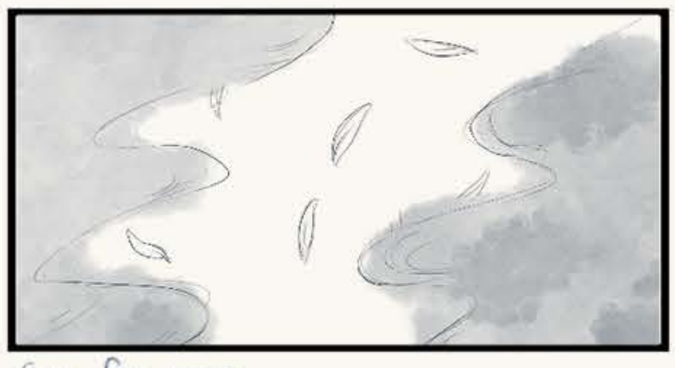
"The Sun" ask If "You" remember



The true end



Sunflower fall down



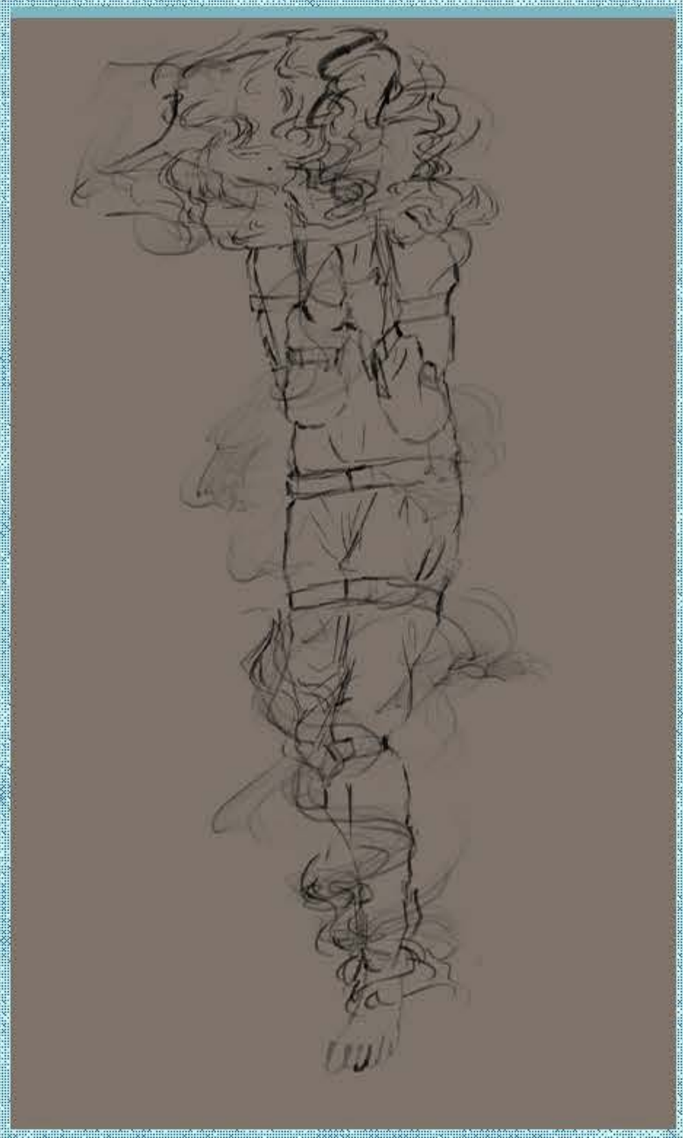
Some fog appear

Show next game & meta element

CHARACTER DESIGN

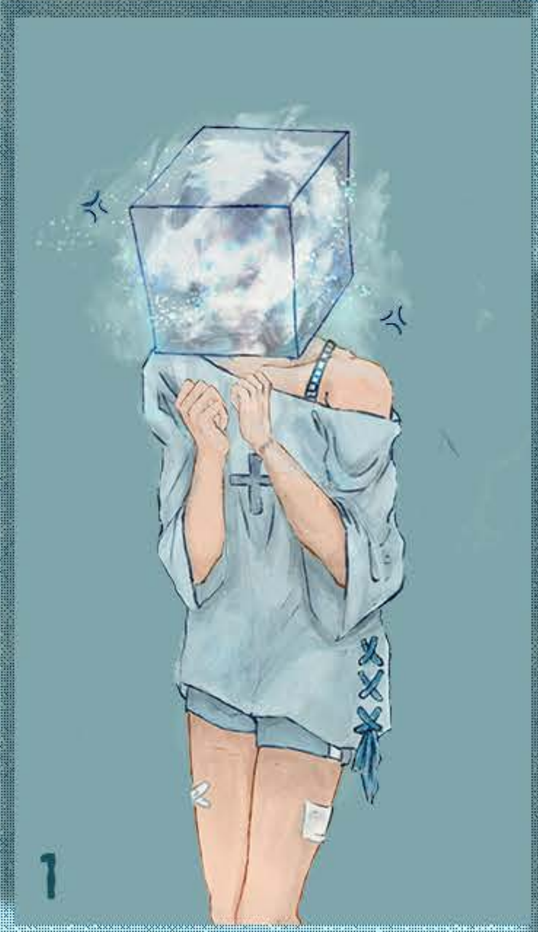
Some character

spin-offs and drafts



CHARACTER DESIGN

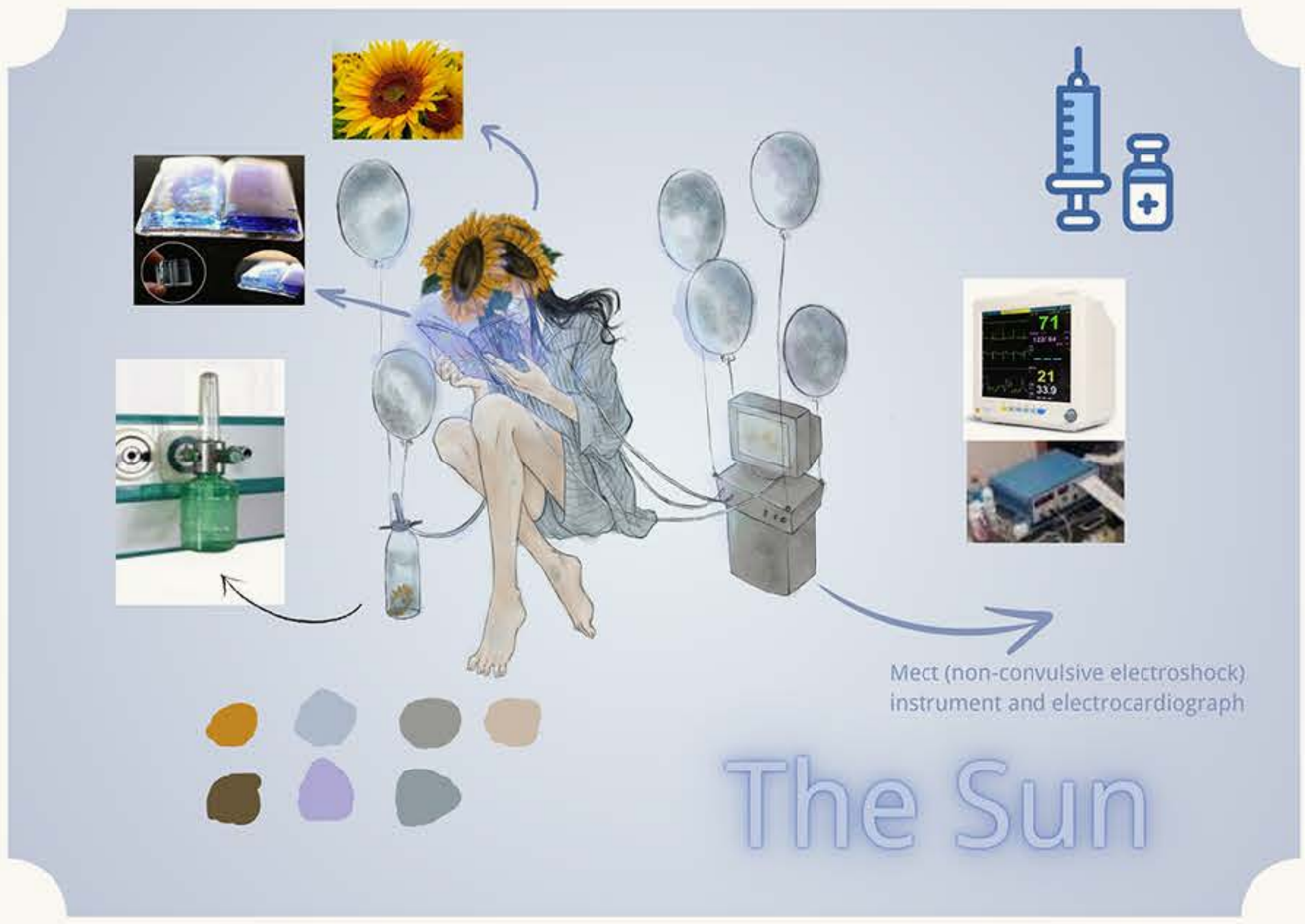
As for some sketches of the protagonist design, because I want to feel like a dream core, I choose a dreamlike watercolor style to draw my vertical drawing and difference. The overall game is the story background of the new strange story, and the protagonist himself is not an ordinary person, I don't want my protagonist to look too much like an ordinary person. With the loss of memory, I wanted both the protagonist and the player to be unable to see their own face, while enhancing the sense of weirdness and some sense of substitution. My companion Screlet and I discussed it, and we agreed that all three sketches were too un-human, so we chose the final version.



NAME:"YOU"

"YOU" IS THE PROTAGONIST OF THIS GAME, SHE WAS A DEPRESSION PATIENT, AND UNDER THE INFLUENCE OF THE FOG BECAUSE OF STRONG SELF-DENIAL AND SUICIDE, AND BECAUSE OF THE HEART OF THE SELF-SAVING EMOTIONS BECOME A MONSTER CONSTANTLY REINCARNATION TO FIND THE TRUTH AND MEMORY.
IT'S ACTUALLY AN INCARNATION OF "THE SUN." THE BOX IS NOT AN ENTITY.

1: GET ANGRY
2. RESIST
3: SHOCK
4: CURIOSITY
5: SAD
6: FEAR



At the same time, in order to ensure that the main character is a dead person and dies of depression, I designed the Mect (non-Convulsive electroconvulsive therapy) element to represent the weak body and the balloon element to represent the human soul (here, inspired by the death blowing bubbles, bubbles are often used in the sculpture to represent death and soul). The book she holds in her hand is also an important element of the game, the Night of the Galaxy Railroad, which will be further explained later.

CHARACTER DESIGN

THE IMPORTANT ROLE OF "THESUN" DESIGN, THE FOG CITY SERIES ACTUALLY BEGAN WITH THIS ROLE. I TOOK A LOT OF ELEMENTS INTO CONSIDERATION WHEN DESIGNING THE CHARACTER TO FIT THE THEME, AND ALSO HID SOME "EASTER EGGS" TO GIVE THE PLAYER A HINT OF THE STORY. BECAUSE THE PROTAGONIST OF THE GAME DIED OF DEPRESSION, AND THE "THESUN" IS ACTUALLY PART OF THE PROTAGONIST, I WANTED TO CREATE SOME CONTRAST, SO I CHOSE SUNFLOWER AS THE ELEMENT, SUNFLOWER POSITIVE ATTITUDE, HOPING TO CREATE MORE CONTRAST.

Name: The Sun

"The Sun" is "You" after the suicide death of the monster incarnation, she and powerful power, has been reading the fairy tale called "the night of the Galaxy railway", but it seems not to be watching.
Floating balloons represent spirits, and "The Sun" soothes the spirit of the monster, which is why she can control the third Mental Hospital in Fog City.

1: Be happy
2: Sad
3: Apathy
4: Get angry

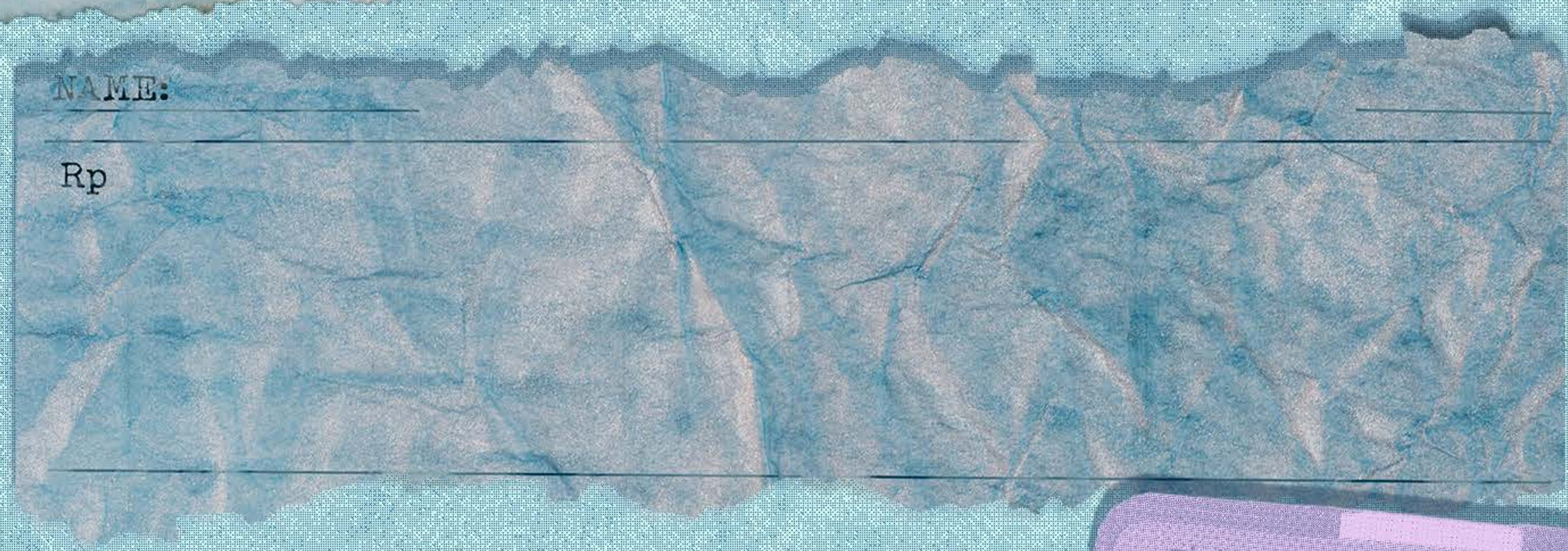
Just a difference in expression

UI DESIGN

UI in games

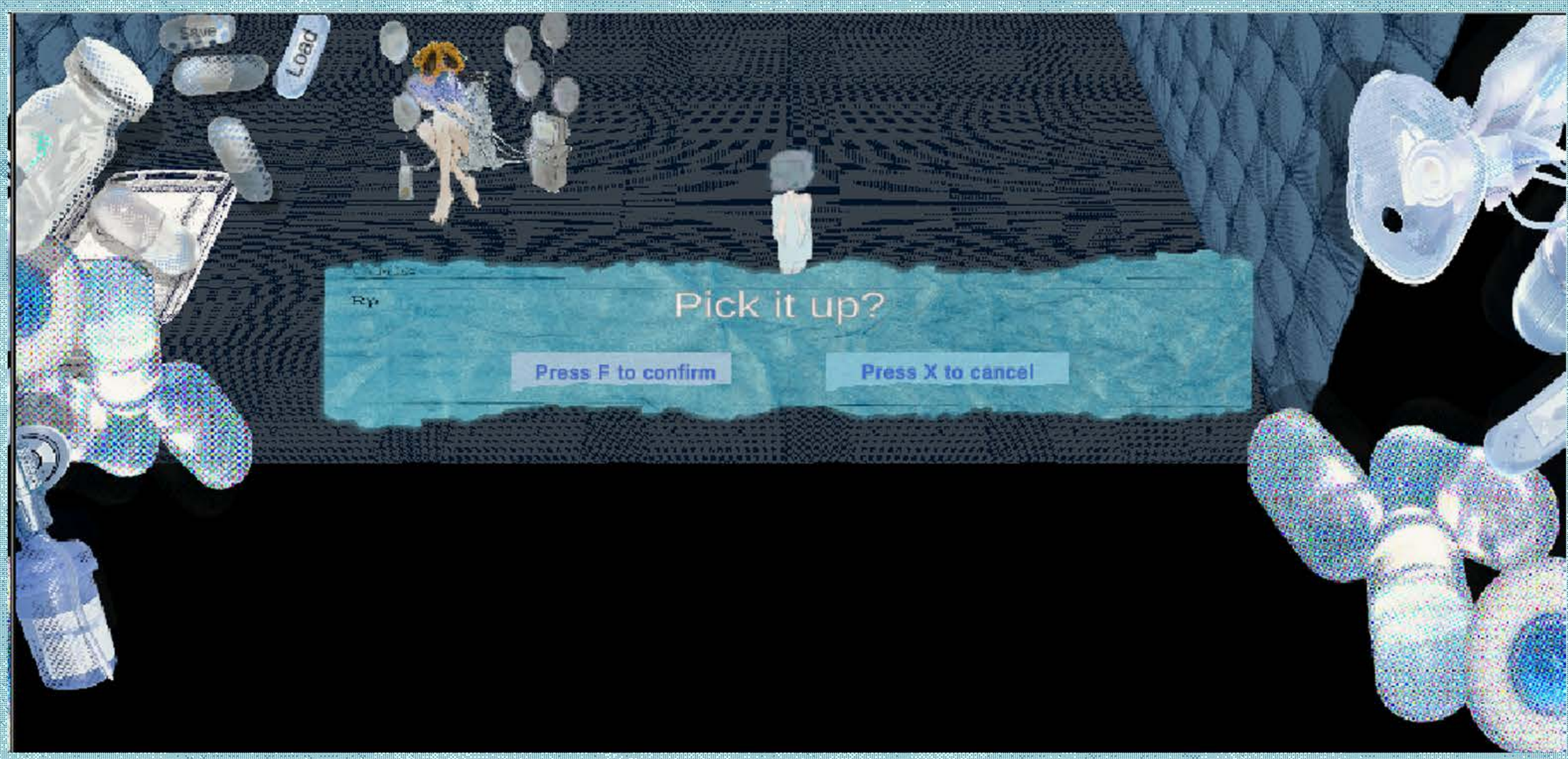
Press F to confirm

Press X to cancel



Save

Load


Save
Load
Pick it up?
Press F to confirm
Press X to cancel

Save
Load
You
Uh, hello, this is?

Save
Load
The Sun
Hello, don't worry, this is just for demonstration.

SESSION SYSTEM CONTROL

```
using UnityEngine;
using UnityEngine.UI;
using Ink.Runtime;
using TMPro; // 引入 TextMeshPro 命名空间


public class InkDialogueSystem : MonoBehaviour
{
    public TextAsset inkJSONAsset; // Ink 文件导出的 JSON 文件
    public GameObject dialoguePanel; // 对话面板
    public TextMeshProUGUI dialogueText; // 对话文本
    public TextMeshProUGUI nameText; // 说话者名字文本
    public Image playerImage; // Player 立绘
    public Image npcImage; // NPC 立绘
    public GameObject promptText; // 按 F 提示文本

    private Story story; // Ink 的故事对象
    private bool isPlayerNearby = false; // 玩家是否在 NPC 范围内
    private bool isTalking = false; // 是否在对话中


    void Start()
    {
        dialoguePanel.SetActive(false); // 隐藏对话面板
        promptText.SetActive(false); // 隐藏提示文本
        playerImage.gameObject.SetActive(false); // 初始隐藏 Player 立绘
        npcImage.gameObject.SetActive(false); // 初始隐藏 NPC 立绘
    }


    void Update()
    {
        // 当 Player 在范围内按 F 键
        if (isPlayerNearby && Input.GetKeyDown(KeyCode.F))
        {
            if (!isTalking)
            {
                StartDialogue(); // 开始对话
            }
            else
            {
                DisplayNextLine(); // 显示下一句对话
```

```
        }
    }

    Unity 消息|0 个引用
    void OnTriggerEnter2D(Collider2D other)
    {
        if (other.CompareTag("Player"))
        {
            isPlayerNearby = true;
            promptText.SetActive(true); // 显示提示
        }
    }

    Unity 消息|0 个引用
    void OnTriggerExit2D(Collider2D other)
    {
        if (other.CompareTag("Player"))
        {
            isPlayerNearby = false;
            promptText.SetActive(false); // 隐藏提示
            EndDialogue(); // 离开范围时结束对话
        }
    }

    1 个引用
    void StartDialogue()
    {
        if (inkJSONAsset == null)
        {
            Debug.LogError("Ink JSON Asset is not assigned!");
            return;
        }

        isTalking = true;
        dialoguePanel.SetActive(true); // 显示对话面板
        promptText.SetActive(false); // 隐藏提示文本
        story = new Story(inkJSONAsset.text); // 创建故事对象

        DisplayNextLine(); // 显示第一句对话
    }

    2 个引用
```

I use UNITY scripts and Inky scripts to control my dialog system and character drawing. In this way, the text I write can be a whole text, which makes my ideas more holistic. Moreover, because my game is a linear narrative, relatively simple, and there are not too many options and branches, so it is enough for the time being.

Of course, it's also because Unity's built-in dialogue system plug-in is too expensive, I may consider buying it later, but not now.

Save
Load
FOG CITY THITD PSYCHIATRIC HOSPITAL
WHIMSY OF FOG CITY
NAME:
DATE:
FOG CITY THITD PSYCHIATRIC HOSPITAL
WHIMSY OF FOG CITY
NAME:
DATE:
FOG CITY THITD PSYCHIATRIC HOSPITAL
WHIMSY OF FOG CITY
NAME:
DATE:
FOG CITY THITD PSYCHIATRIC HOSPITAL
WHIMSY OF FOG CITY
NAME:
DATE:
FOG CITY THITD PSYCHIATRIC HOSPITAL
WHIMSY OF FOG CITY
NAME:
DATE:
FOG CITY THITD PSYCHIATRIC HOSPITAL
WHIMSY OF FOG CITY
NAME:
DATE:

Save
Load

Save
Load
Save?
Yes
No

UI scenery design

When I design the UI level, I use some collage elements to create a sense of hierarchy. I hope such UI design can make my game look like a pop-up book or a theater. At the same time, I used some collage-like elements, because I wanted to give the player a sense of breaking down the fourth wall of the game, making my new weird story and real life have some absurd fusion.

UI DESIGN

UI in games

Environmental design (mainly showing the environmental design of the first room)

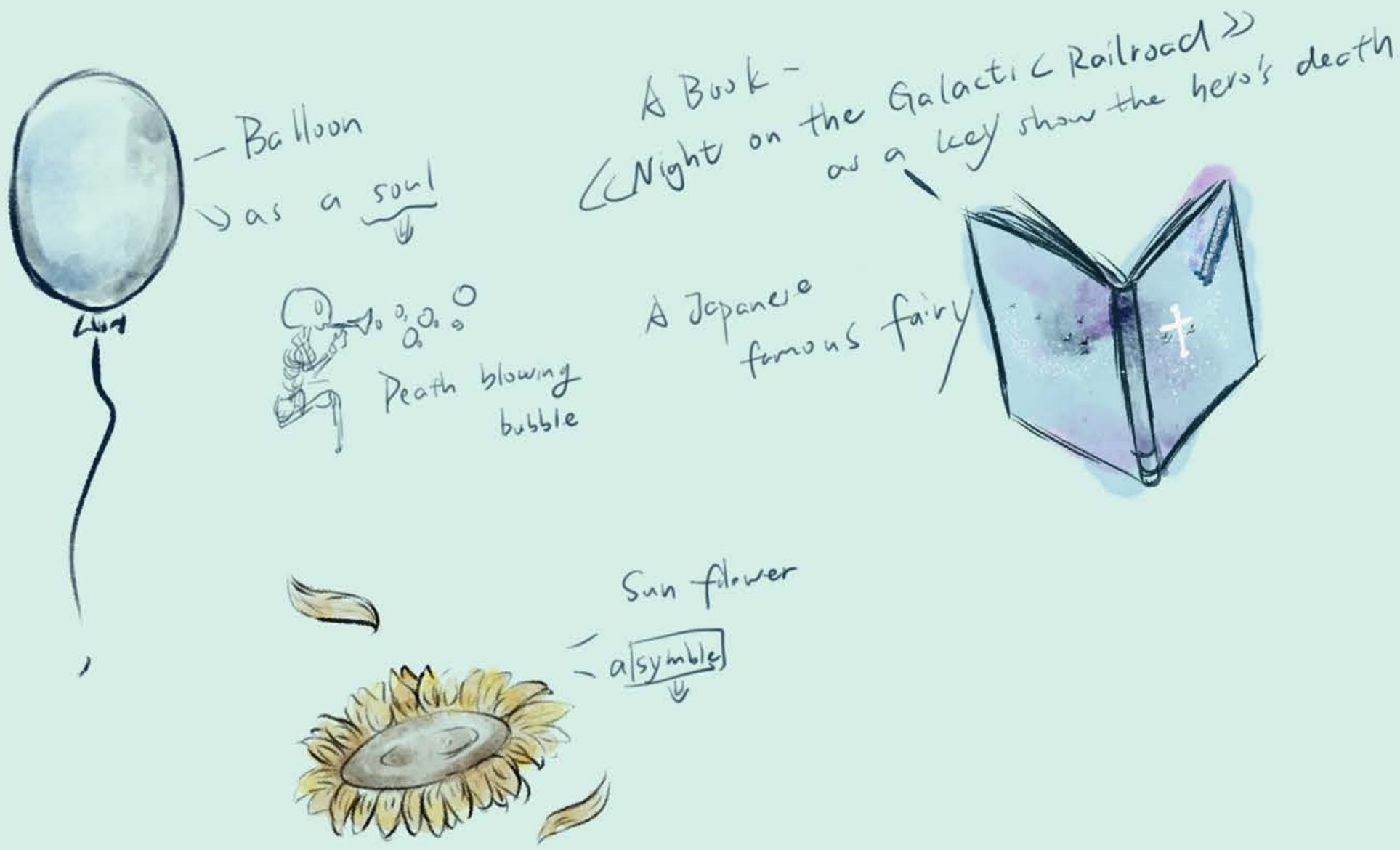
When designing the environment:

* I used the technique of half-tuned screen to deal with the floor of the game, because the theme of my game is also to care about depression and express some of my personal feelings about depression. In this way, the floor can be treated through some UNITY display reasons, so that the floor appears some noise, and see the noisy environment, will make the player feel some pressure.

* The same use of some watercolor style of similar collage environment scenery can also make players feel some absurd feeling similar to dream core when playing the game, which is exactly what I want.

GAME ITEMS AND ASSETS

Some items in the game

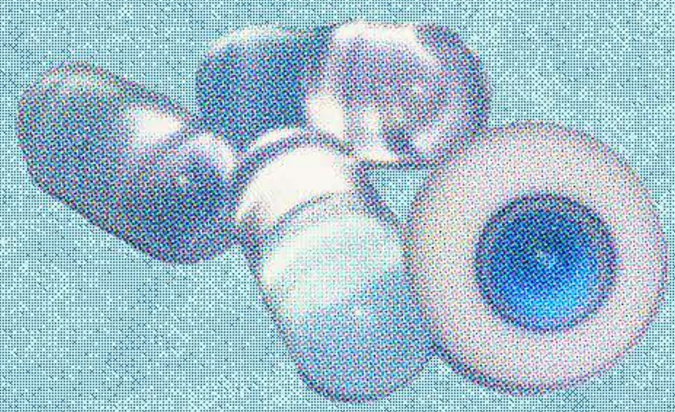


Special Item

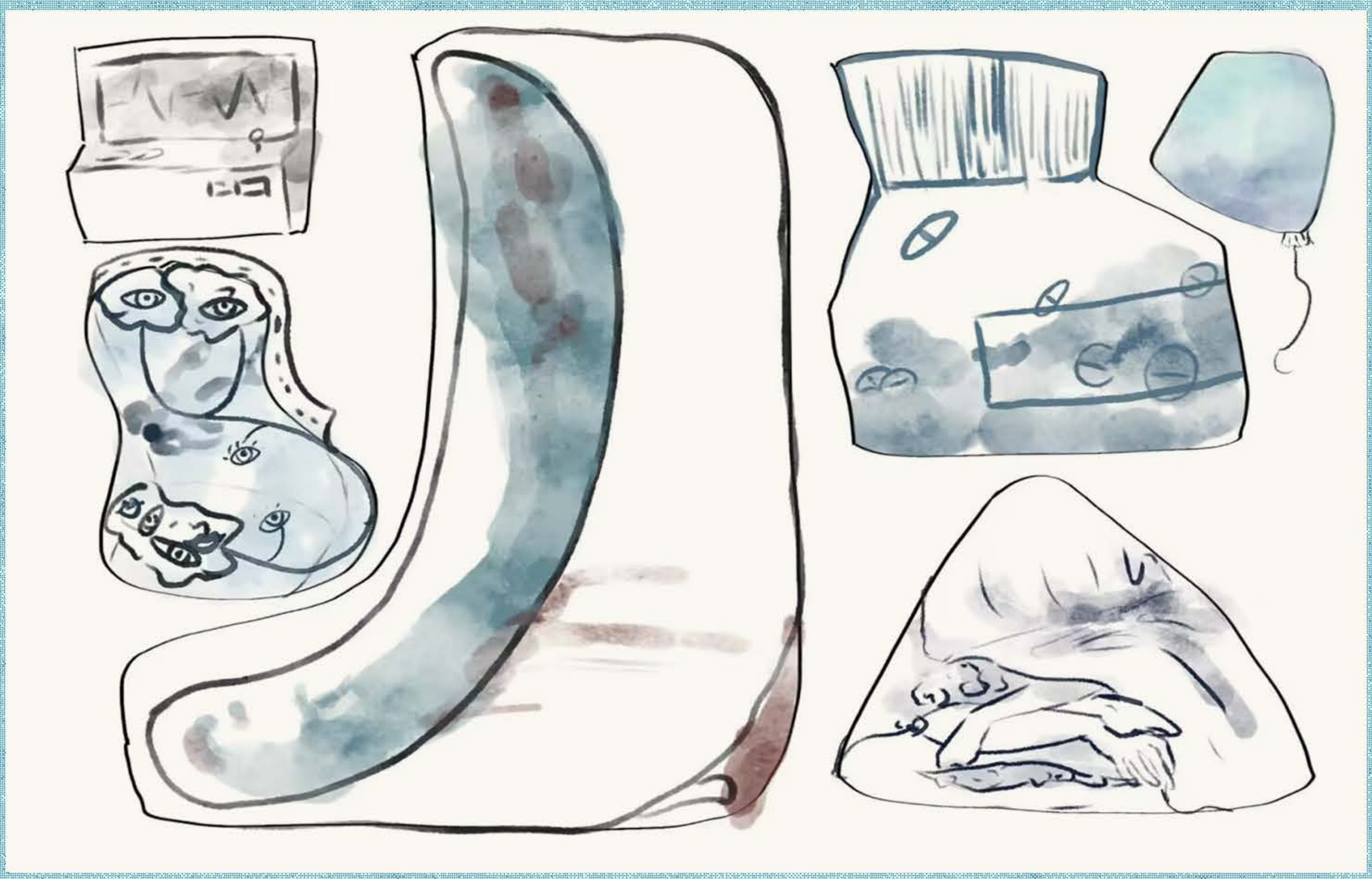
SPECIAL ITEM DRAFT

- Some important items that represent the meaning of the game, the book is "TheSun" has been reading a fairy tale called "The Night of the Galaxy Railway", in which the protagonist Chobani and Casebela ride on the Galaxy train to experience some fantasy and stories, and finally he found that his best friend has actually died, this is the train to heaven, It is used here to imply that the main character "You" has also died.
- Balloons - one of TheSun's personal abilities, turning people's souls into balloons, originated from a sculpture - "Death blowing Bubbles" Sometimes bubbles will be associated with souls, here I will transform bubbles into balloons.
- Sunflower, an important symbol of TheSun, also represents her character.

Special Item



* Some of my special items were focused on medical stuff because I wanted to give players more of a mental hospital feel. Players will also find many cases of "You" in the game.
* At The same time, another important item was a book called The Night of the Galaxy Railroad that was in the hands of The Sun. The book is also meant to imply that "You" is a dead person.
* Sunflower also has a strong symbolic meaning in my game, because I think there will be a strong contrast between depression and The words of sunflower, and "The Sun" is separated as the savior. I hope she has some sunny parts, so I use the intention of sunflower.
* What I don't show here is a bloody bathtub, where the main character "You" kills himself. This is an important turning point for the protagonist, so I wanted it to be reflected in the game art.

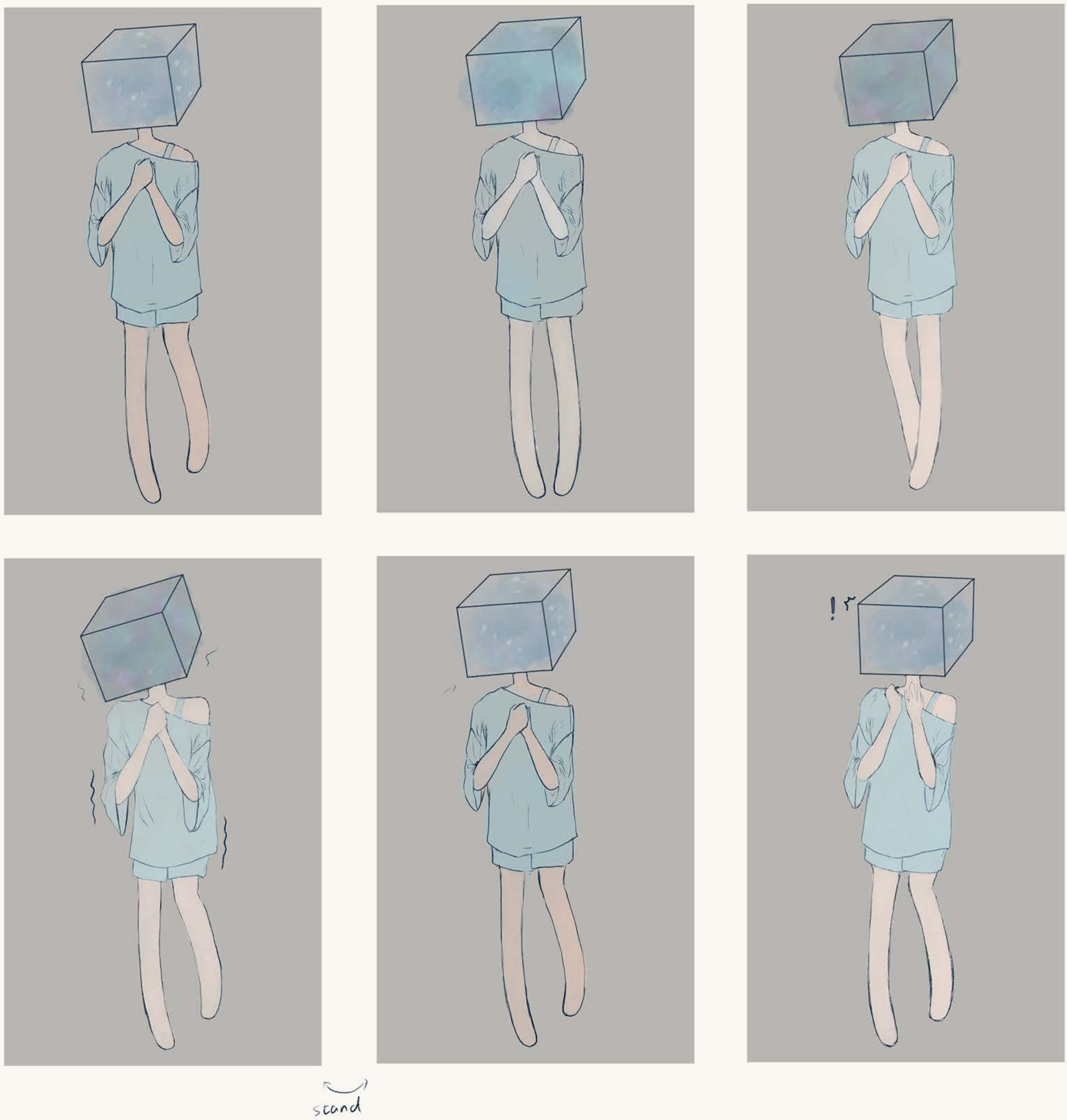


RADOM SHAPES

After exchanging shapes with companions, draw some suitable for the exploration of this game.

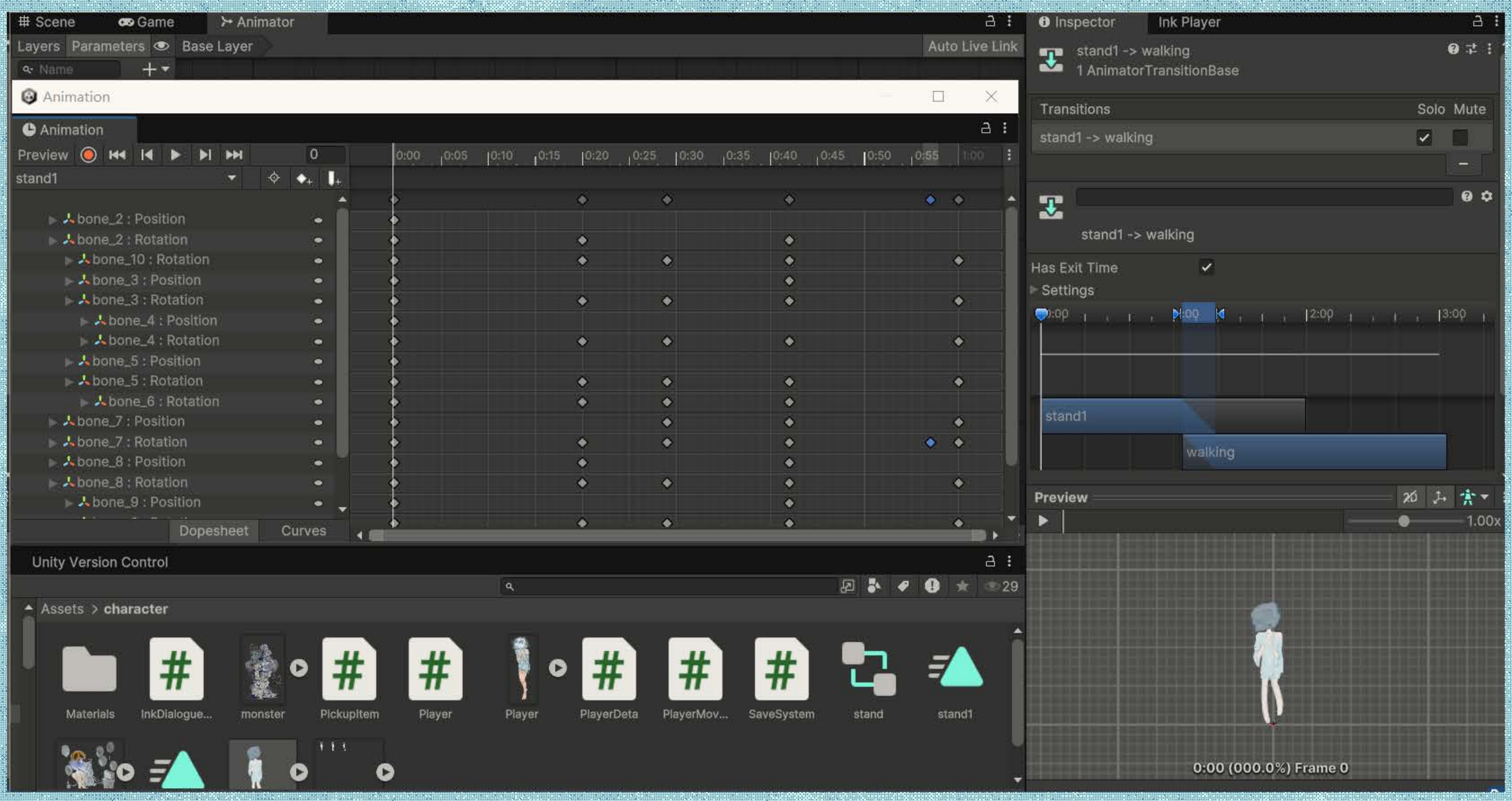
PROTAGONIST ANIMATION REPRESENTATION

Animation setting



CHARACTER DYNAMIC

At the beginning, I considered using animation frames to make dynamic animations when players control the protagonist, but I found that this effect was not particularly good after testing in the game, and I hope to have a more obvious animation performance.



BONE ANIMATION

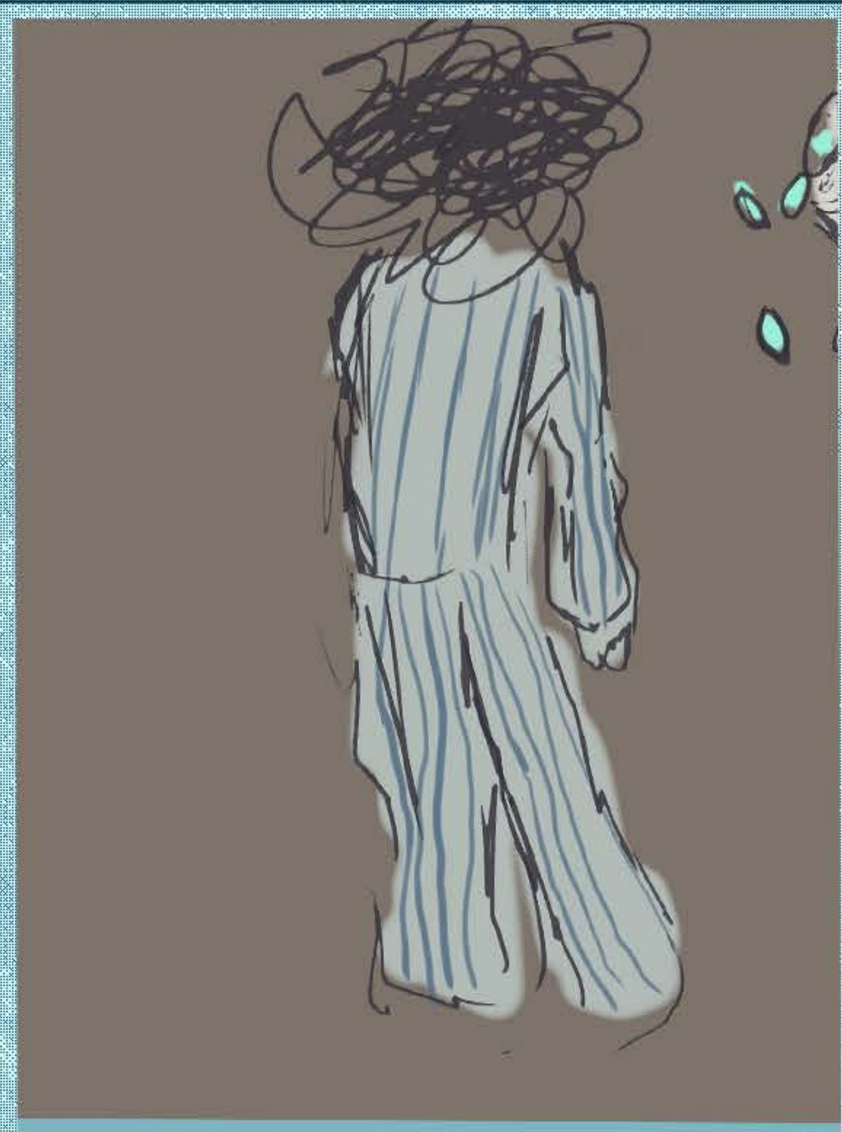
After I tried it, I found that I liked the skeleton animation.

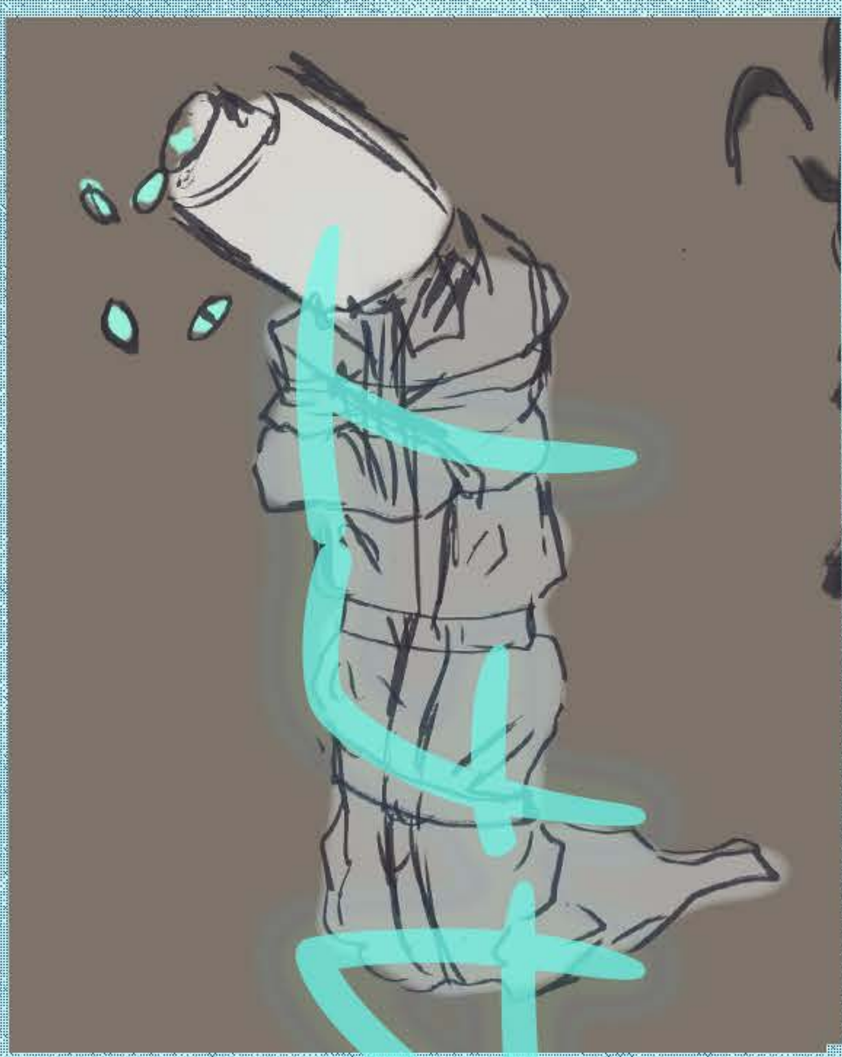
Because the skeleton animation can make the character dynamics more like shadow play. The characters move without any sense of support, but instead appear to be pushed by something unknown.

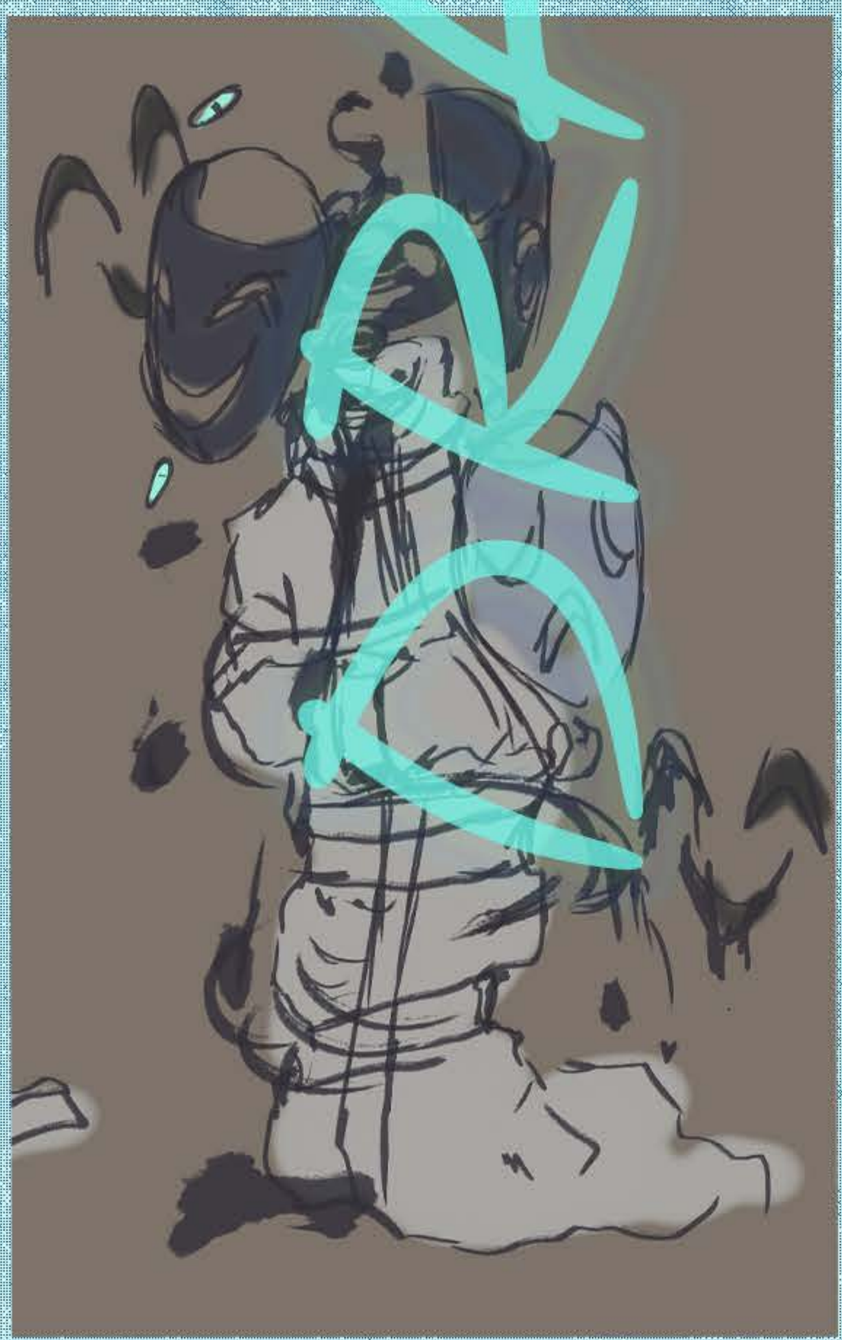
This dynamic allows the player to feel less involved, enhancing the Meta feel of the game.

MONSTER DESIGN

Monster design and character comparison







MONSTER DESIGN

Out of the game where the story takes place, I changed some of the modern mental illness to make it feature fireworks in the form of monsters.

The first is an idea that was born a long time ago - insomnias, pronounced "shimianzhe" in Chinese, which sounds like cotton cotton, so I designed the monster as a pillow with cotton constantly exposed and wrapped in a quilt, and I added some human limbs to it to make people understand its threat.

Then there is the "categorical mask" shown here, a monster that evolved from schizophrenic patients and is surrounded by various hallucinatory masks according to the manifestations of the disease. And because it is often aggressive, the overall form is a straitjacket for mental patients.

Because the game focuses on a strange kind of "pollution" of humanity. So the spawn of both monsters can infect humans, making them monsters.

MONSTER RATIO

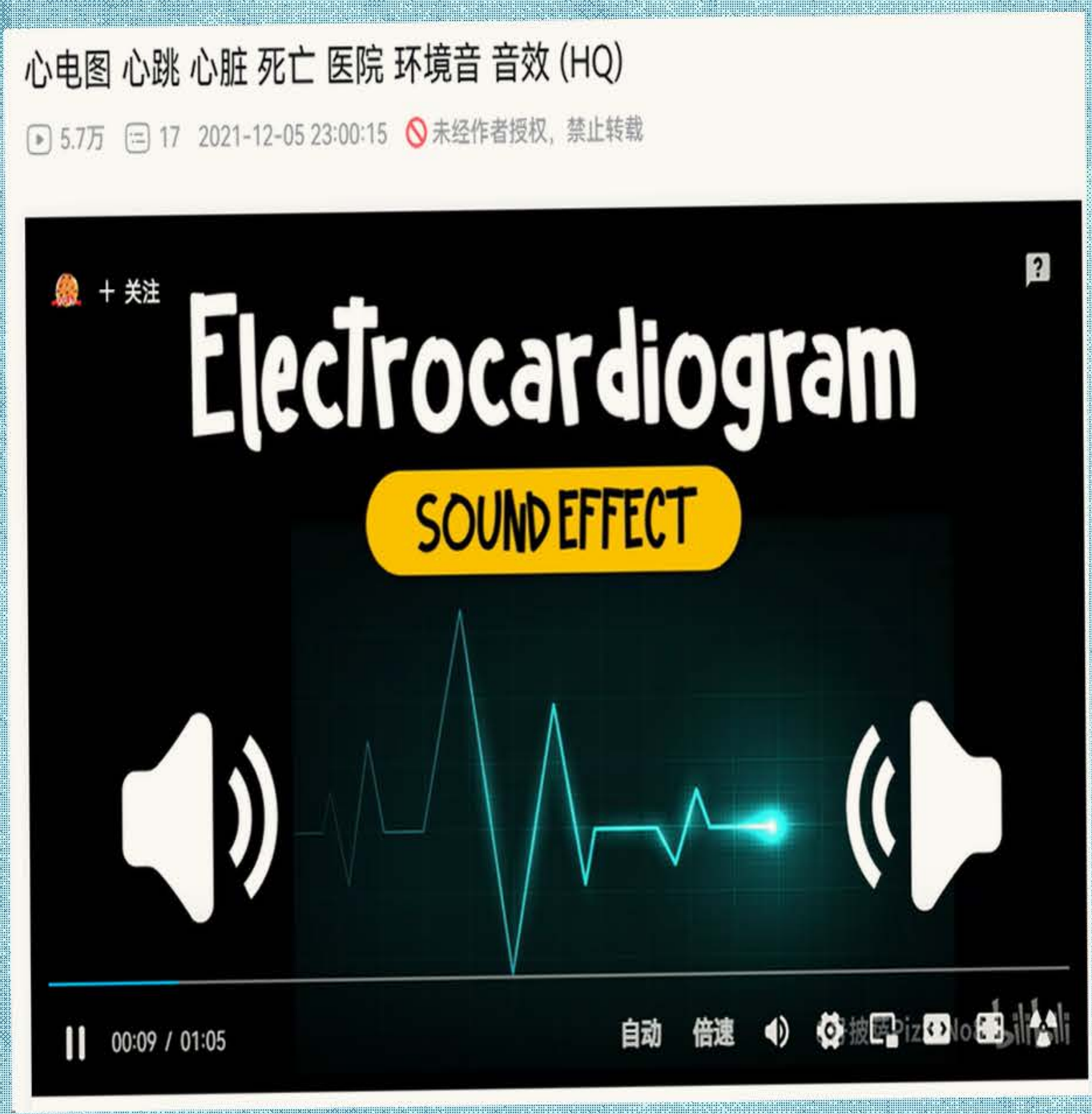
BACKGROUND MUSIC

Background music setting to enhance the atmosphere

SOUNDS

I will find myself playing piano and dealing with some more dream-core music, which can make the whole atmosphere of the game more empty, adding to the weird atmosphere of the absence of humans.

VIOCE



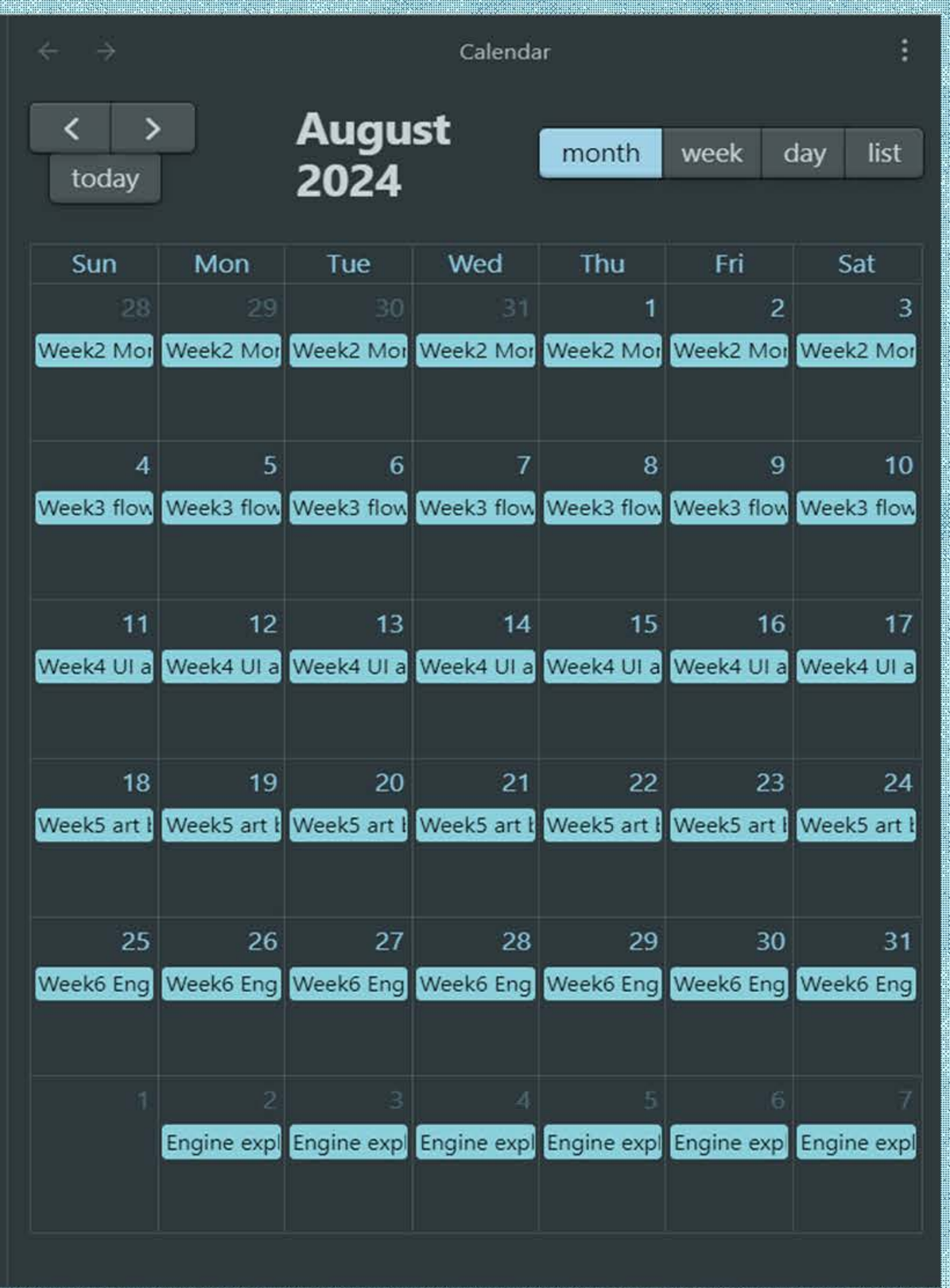
The background music will add the sound of the heartbeat monitor to add some hospital atmosphere and tension to the player. At the same time, adding a buzz to simulate tinnitus allows players to personally experience the feelings of mental patients, increasing some empathy and irritability.

TIMELINE AND TO-DO LIST

Some of my plans

TIME LINE

Calendar
today
July 2024
month week day list
Sun Mon Tue Wed Thu Fri Sat
Week1 Char
Week2 Mon
Week3 flow


Calendar
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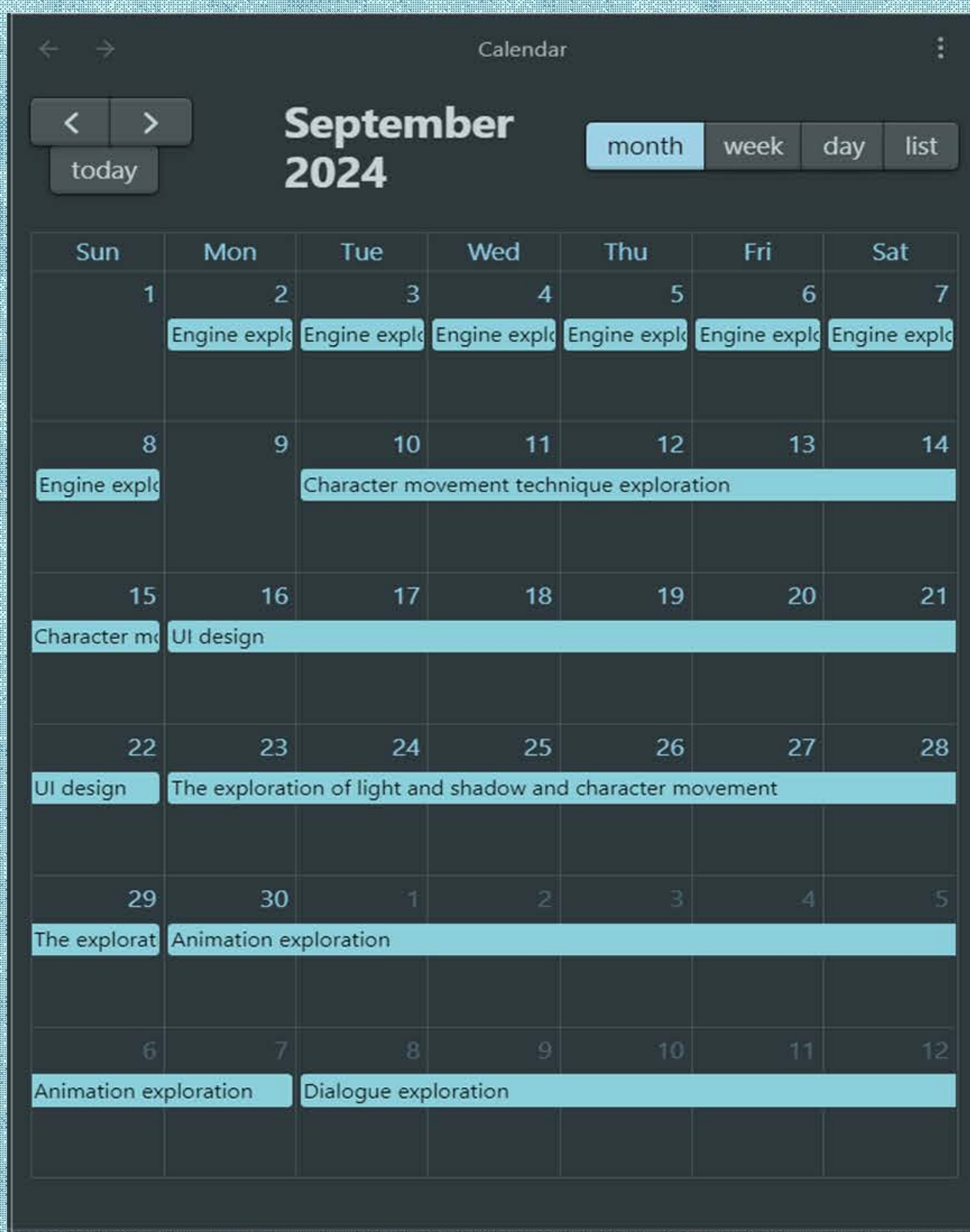
August 2024
month week day list
Sun Mon Tue Wed Thu Fri Sat
Week2 Mor
Week3 flow
Week4 UI a
Week5 art
Week6 Eng
Engine expl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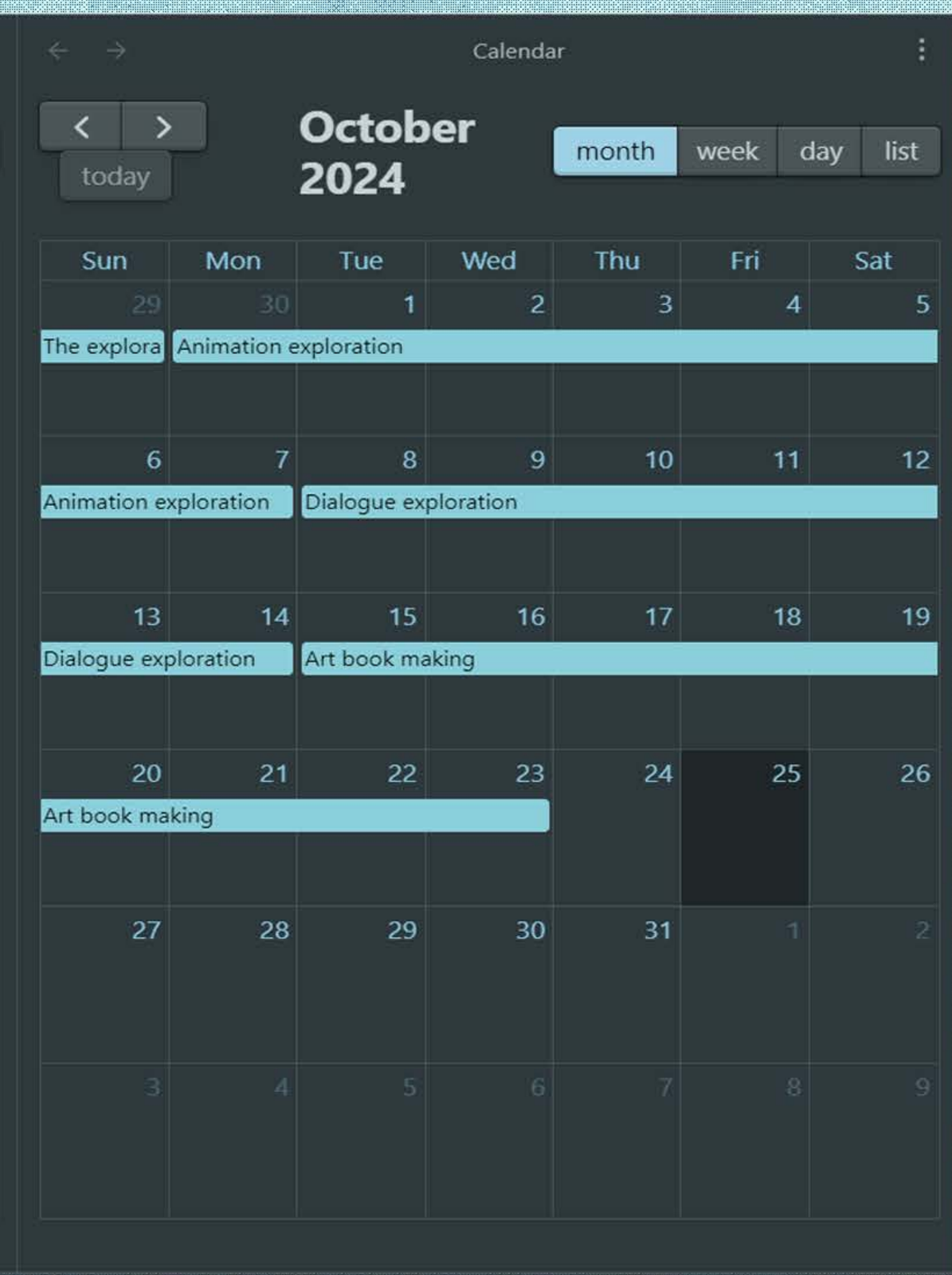
Character movement technique exploration
Character mo
UI design
The exploration of light and shadow and character movement
The explorat
Animation exploration
Dialogue exploration


Calendar
today
October 2024
month week day list
Sun Mon Tue Wed Thu Fri Sat
The explora
Animation exploration
Dialogue exploration
Art book making

WORKLIST/TIME PLAN

Calendar

today | Jul 21 – 27, 2024 | month week day list

Sunday	July 21, 2024
all-day	Week1 Character&backgroun Complete some basic character story setting and some character settingd
Monday	July 22, 2024
all-day	Week1 Character&backgroun Complete some basic character story setting and some character settingd
Tuesday	July 23, 2024
all-day	Week1 Character&backgroun Complete some basic character story setting and some character settingd
Wednesday	July 24, 2024
all-day	Week1 Character&backgroun Complete some basic character story setting and some character settingd
Thursday	July 25, 2024
all-day	Week1 Character&backgroun Complete some basic character story setting and some character settingd
Friday	July 26, 2024
all-day	Week1 Character&backgroun Complete some basic character story setting and some character settingd
Saturday	July 27, 2024

Calendar

today | Jul 28 – Aug 3, 2024 | month week day list

Sunday	July 28, 2024
all-day	Week2 Monster design & brain storm
Monday	July 29, 2024
all-day	Week2 Monster design & brain storm
Tuesday	July 30, 2024
all-day	Week2 Monster design & brain storm
Wednesday	July 31, 2024
all-day	Week2 Monster design & brain storm
Thursday	August 1, 2024
all-day	Week2 Monster design & brain storm
Friday	August 2, 2024
all-day	Week2 Monster design & brain storm
Saturday	August 3, 2024
all-day	Week2 Monster design & brain storm

Calendar

today | Aug 4 – 10, 2024 | month week day list

Sunday	August 4, 2024
all-day	Week3 flow Chart
Monday	August 5, 2024
all-day	Week3 flow Chart
Tuesday	August 6, 2024
all-day	Week3 flow Chart
Wednesday	August 7, 2024
all-day	Week3 flow Chart
Thursday	August 8, 2024
all-day	Week3 flow Chart
Friday	August 9, 2024
all-day	Week3 flow Chart
Saturday	August 10, 2024
all-day	Week3 flow Chart

Calendar

today | Aug 11 – 17, 2024 | month week day list

Sunday	August 11, 2024
all-day	Week4 UI and place design
Monday	August 12, 2024
all-day	Week4 UI and place design
Tuesday	August 13, 2024
all-day	Week4 UI and place design
Wednesday	August 14, 2024
all-day	Week4 UI and place design
Thursday	August 15, 2024
all-day	Week4 UI and place design
Friday	August 16, 2024
all-day	Week4 UI and place design
Saturday	August 17, 2024
all-day	Week4 UI and place design

Calendar

today | Aug 18 – 24, 2024 | month week day list

Sunday	August 18, 2024
all-day	Week5 art book draft
Monday	August 19, 2024
all-day	Week5 art book draft
Tuesday	August 20, 2024
all-day	Week5 art book draft
Wednesday	August 21, 2024
all-day	Week5 art book draft
Thursday	August 22, 2024
all-day	Week5 art book draft
Friday	August 23, 2024
all-day	Week5 art book draft
Saturday	August 24, 2024
all-day	Week5 art book draft

Calendar

today | Aug 25 – 31, 2024 | month week day list

Sunday	August 25, 2024
all-day	Week6 Engine exploration
Monday	August 26, 2024
all-day	Week6 Engine exploration
Tuesday	August 27, 2024
all-day	Week6 Engine exploration
Wednesday	August 28, 2024
all-day	Week6 Engine exploration
Thursday	August 29, 2024
all-day	Week6 Engine exploration
Friday	August 30, 2024
all-day	Week6 Engine exploration
Saturday	August 31, 2024
all-day	Week6 Engine exploration

Calendar

today | Sep 1 – 7, 2024 | month week day list

Monday	September 2, 2024
all-day	Engine exploration and learning
Tuesday	September 3, 2024
all-day	Engine exploration and learning
Wednesday	September 4, 2024
all-day	Engine exploration and learning
Thursday	September 5, 2024
all-day	Engine exploration and learning
Friday	September 6, 2024
all-day	Engine exploration and learning
Saturday	September 7, 2024
all-day	Engine exploration and learning

Calendar

today | Sep 8 – 14, 2024 | month week day list

Sunday	September 8, 2024
all-day	Engine exploration and learning
Tuesday	September 10, 2024
all-day	Character movement technique exploration
Wednesday	September 11, 2024
all-day	Character movement technique exploration
Thursday	September 12, 2024
all-day	Character movement technique exploration
Friday	September 13, 2024
all-day	Character movement technique exploration
Saturday	September 14, 2024
all-day	Character movement technique exploration

Calendar

today | Sep 15 – 21, 2024 | month week day list

Sunday	September 15, 2024
all-day	Character movement technique exploration
Monday	September 16, 2024
all-day	UI design
Tuesday	September 17, 2024
all-day	UI design
Wednesday	September 18, 2024
all-day	UI design
Thursday	September 19, 2024
all-day	UI design
Friday	September 20, 2024
all-day	UI design
Saturday	September 21, 2024
all-day	UI design

Calendar

today | Sep 22 – 28, 2024 | month week day list

Sunday	September 22, 2024
all-day	UI design
Monday	September 23, 2024
all-day	The exploration of light and shadow and character movement
Tuesday	September 24, 2024
all-day	The exploration of light and shadow and character movement
Wednesday	September 25, 2024
all-day	The exploration of light and shadow and character movement
Thursday	September 26, 2024
all-day	The exploration of light and shadow and character movement
Friday	September 27, 2024
all-day	The exploration of light and shadow and character movement
Saturday	September 28, 2024
all-day	The exploration of light and shadow and character

Calendar

today | Sep 29 – Oct 5, 2024 | month week day list

Sunday	September 29, 2024
all-day	The exploration of light and shadow and character movement
Monday	September 30, 2024
all-day	Animation exploration
Tuesday	October 1, 2024
all-day	Animation exploration
Wednesday	October 2, 2024
all-day	Animation exploration
Thursday	October 3, 2024
all-day	Animation exploration
Friday	October 4, 2024
all-day	Animation exploration
Saturday	October 5, 2024
all-day	Animation exploration

Calendar

today | Oct 13 – 19, 2024 | month week day list

Sunday	October 13, 2024
all-day	Dialogue exploration
Monday	October 14, 2024
all-day	Dialogue exploration
Tuesday	October 15, 2024
all-day	Art book making
Wednesday	October 16, 2024
all-day	Art book making
Thursday	October 17, 2024
all-day	Art book making
Friday	October 18, 2024
all-day	Art book making
Saturday	October 19, 2024
all-day	Art book making

Folio 1

- Story design
- Background design
- Character design
- Scene design
- Gameplay exploration
- Engine selection
- Engine learning

Folio 2

- Scene construction
- Game programming
- Game testing
- Game map rendering
- Game testing
- Art book

Reference

GAME

KiZ (2024) Illusion Carnival on steam. Available at: https://store.steampowered.com/app/2796340/Illusion_Carnival/#app_reviews_hash

MuLuoCanTu (2023) First Sevem on 66rpg.Available at: https://www.66rpg.com/game/1632199

Garage Heathen (2022) Who's Laila on Steam. Available at:https://store.steampowered.com/app/1697700/Whos_Lila/

SOUND & VOICE

NanGongHuang (2024) "Playlist" a distant and hazy dream dream core pure music .https://www.bilibili.com/video/BV1u7421o7CB/?spm_id_from=333.337.search-card.all.click&vd_source=62e09f5320da5df75c20a3e10dbb3684

PizzaNo. 8 PizzaNo8 (2021) ECG Heartbeat Cardiac Death Hospital Ambient Sound Effect (HQ). https://www.bilibili.com/video/BV1QR4y1t7i8/?spm_id_from=333.337.search-card.all.click&vd_source=62e09f5320da5df75c20a3e 10dbb3684

My Grey Box effect:

https://youtu.be/MMgqsvw9JeI

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