

REFORGE

2021.9 - 12

Group Work / Design, 2D Art



Reforge

-2021 Tencent Minigame Competition

Second Runner-up



Basic Information

Title: Reforge

Platform: Android

Engine: Unity2D

Feature List: 2D, puzzle, atmospheric, 1980s, story rich

Introduction

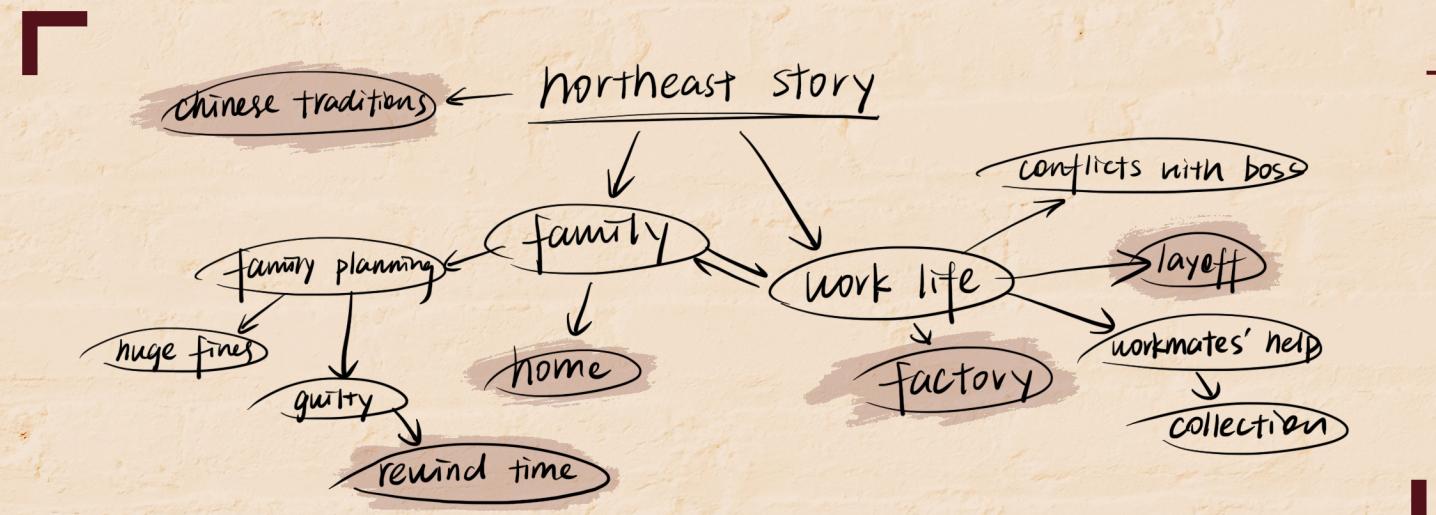
China implemented family planning in the 1980s, when a family with two children would be severely punished. Nan Jiang was born as the second child of the family. He cannot stand the fact that he was the cause of the family poverty, and he did something to change.....

Whom do we design it for?

Reforge is designed for families who have survived the most difficult period in which their children have no siblings and their destinies have been heavily influenced by government in the 1980s.

The Northeast experienced a massive wave of layoffs in the 1980s. At the same time, China was instituting family planning, which means that families with two or more children would face harsh penalties. It had put many families in a difficult situation.

There should be a place where true stories can be recorded. Reforge is motivated by a strong desire to create a wonderland in which all miseries and misfortunes can be alleviated.



Game Story

2011

The family's second child was named Nan Jiang. As he grew older, he increasingly realized that he was to blame for his family's impoverishment: his brother was denied promotions and his father received a fine for family planning. He made the decision to change something by traveling back from 2011 to the past.

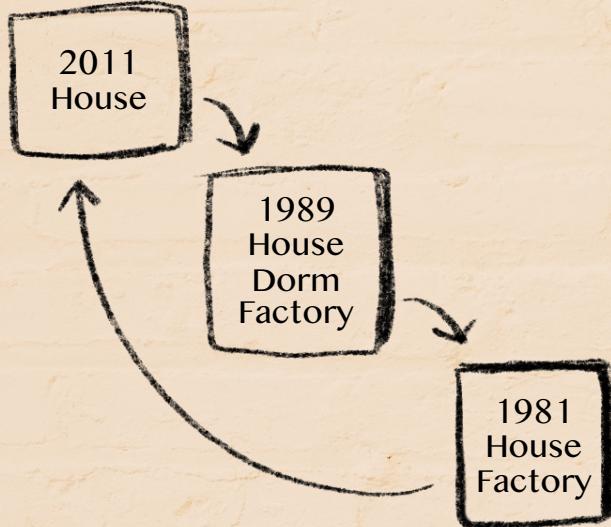
1989

He intended to cause troubles when he traveled to 1989, forcing himself—a younger boy who had just started elementary school to quit school and work. But he went too far. Accidentally, he fell from the furnace. The shift did not benefit his family in any way; rather, it made everything worse.

1981

Then he fled to 1981, the year of his birth. He came to understand that it wasn't about how he changed. The second child's presence was the root cause of all negative events, and the only way to put an end to this was to kill himself.

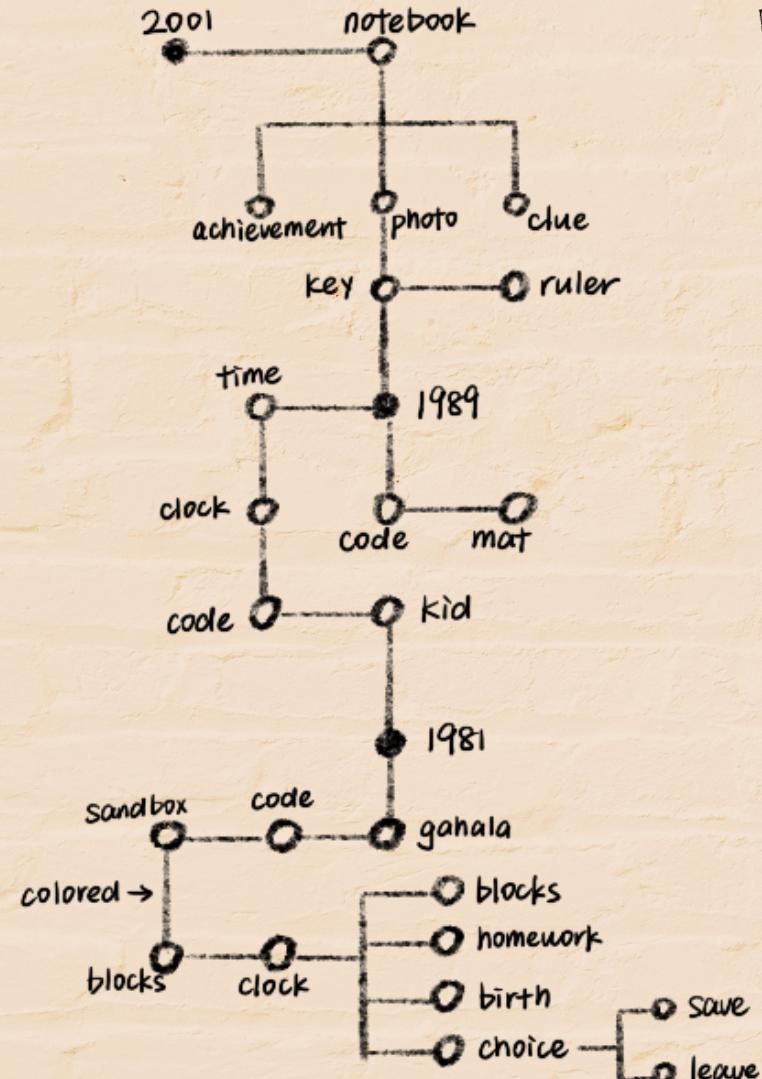
Level Design



The 2011 level is designed as a beginning tutorial for teaching basics. The player will learn all the skills needed for puzzles solving, including switching scenes and finding clues.

From 2011 to 1981, the puzzles are becoming harder and more complex.

At the end of the game, the player will be faced a choice of going back to 2011 or not. There are also two different endings decided by the choice.

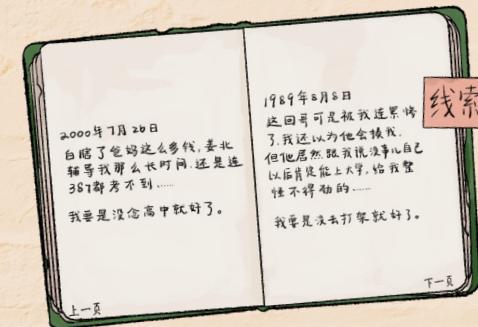


Gameplay



Scene Switch

As one of the story settings, Jiang Nan can move through different scenes by time travel. Players can click on the photo to go to the corresponding room



Clue

Puzzles solving can unlock clues about the story and the characters



Collection Items

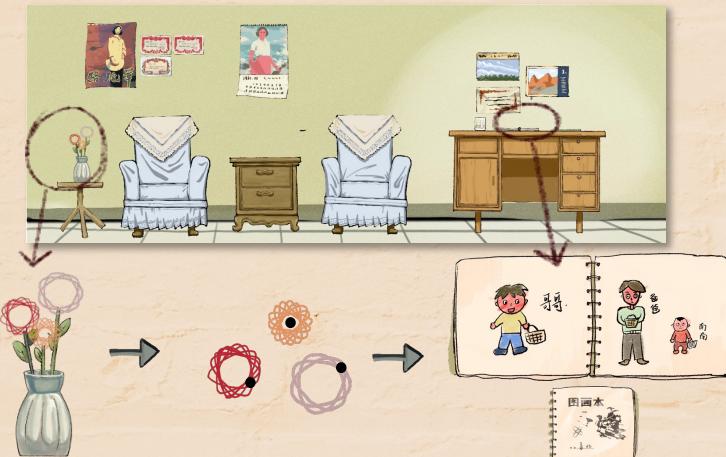
Players can get an achievement if they do specific operations



Puzzles Details

The idea is to mimic the steps of creating items as Jiang Nan used to do. We want player to grasp the meaning of the objects, then fully comprehend his past.

What is “spirograph”?



The flowers in the vase are drawn by spirograph, a traditional drawing device popular among children. The collected flowers can be put in specific order.

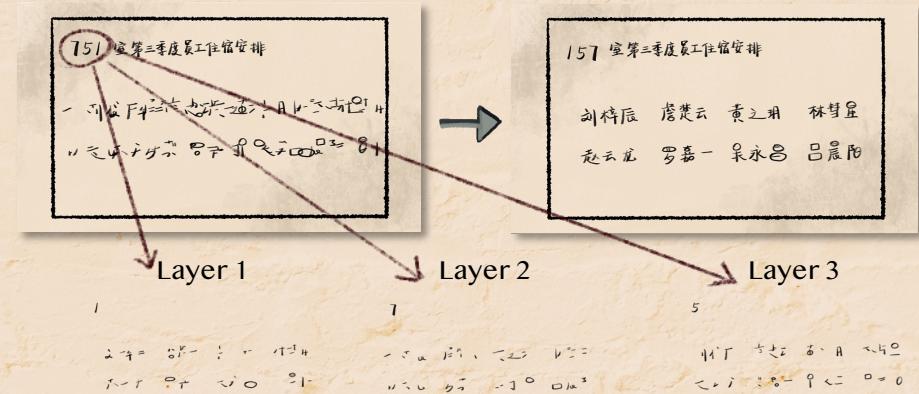
Secrets in Chinese characters

The paper ball can be painted in the same color of the sandbox.



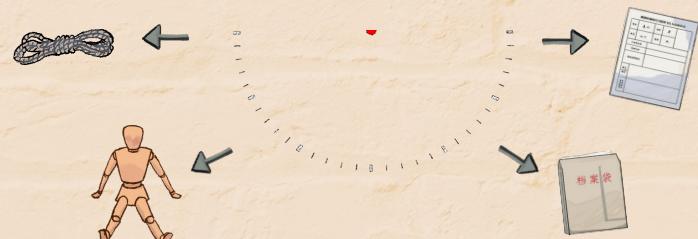
The words on the sandbox can form “辞” and “惜”. It's saying goodbye and cherish.

Enjoy our teamwork!



The schedule is chaotic at start. Player must find the proper dorm number and change the figures' order on the schedule. You can find the names of the team members if the number is correct.

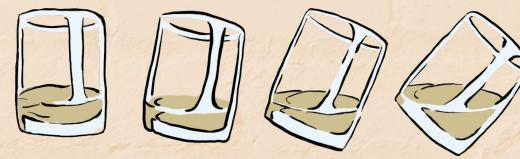
Time is everything



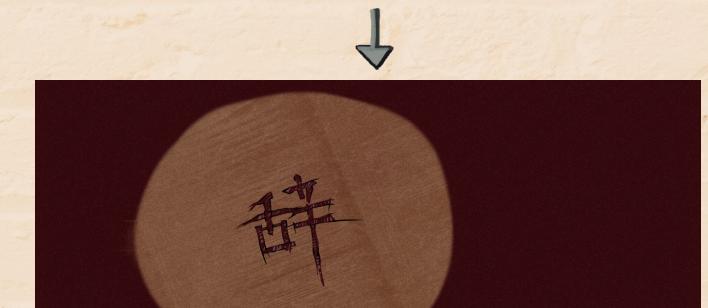
The huge clock is hung on the factory scene. Each time point is associated with a significant historical event. Player can go to different scenes by adjusting time.

Use your phone

We begin to consider how to generate some qualities that can only be fulfilled on a mobile phone based on that our game will be released on Android.

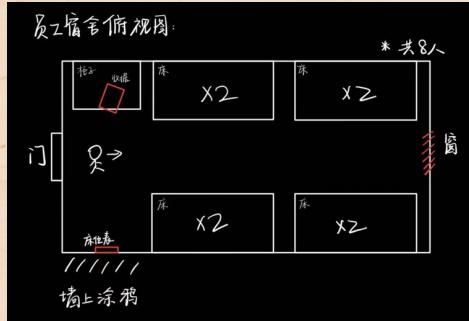


The water in the cup can change physically with the tilt of the phone.

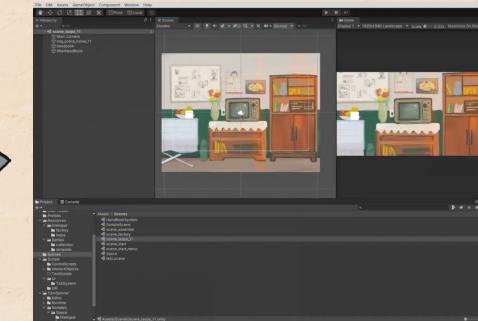


When it is too dark to see the scene, you can turn on the flashlight, then there will also be a light in the game.

Production Process



Draft



Duration of development: 3 months
Team size: 8
Instructor: Tencent TiMi Studio
My work: mainly design, part of drawing and engine work

Game Design Document



89年音效表				
场景	游戏操作	触发结果	特殊音效	
89年老家	奖状地区域放大	点击带锁奖状柜	无	发出金属“锁”碰撞的声音 (无法打开)
	木桌桌面放大	点击钥匙后点击柜门锁	柜门被打开	发出开门声音
89员工宿舍	下柜子区域放大	直接点击柜子门	柜子无反应	发出金属“锁”碰撞的声音 (无法打开)
	操作台界面	点击锁后点击柜门锁	柜子打开	发出开门声音
89车间A	钟区域放大	拖动指针至±200	桌子上出现雪糕	发出塑料杯装的食物品 (雪糕) 被放到桌子上的声音。由于是塑料制品的材质，需要特效师单独进行处理
	车间A的背景钟	车间A背景钟敲	发出大型机械启动声音	参考动漫人物机甲，需要特效师单独进行处理
PS: 在车间A期间背景音乐插入钟的滴答声，直到画面A出现停止				

Game Screenshot

