**Parting Thoughts**

Ludum Dare 58

**JJ**

# 

## **1 Introduction**

"In the wake of our parting, I will retreat to my cherished collection of impressions.

There, amidst the fragmented memories, I will realize that it is time to go."

## **2 Metadata**

**Title:** Parting thoughts

**Genre:** Experimental / Narrative / Walking Simulator / Impressionistic

**Platform:** Windows

**Develop Engine:** Unreal Engine 5.3

**Control:** Keyboard & Mouse

## **3 Production Group**

**Date:** Ludum Dare 58: 10/03 - 10/ 06 72 hour development

**Members:** Jerry Zhang, Alexander Su, Jasper Jang

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## **4. References**

**Art Direction:**

Geometric representation and composition

De Stijl, Suprematism, Kandisky, Malevich, El lissitzky, Jazz composition

Simple geometric shape models, simple colors

Heavy stylized texture imposed on the shape. Dotted cel-shading.

Environment made up of big shapes. Items rather detailed.

Soft flowing fog and fluid VFX to ease out the harsh, sharp, chunky environment

Item: books, hands rendered in a more detailed but also cel-shaded manner. Rather lighter color, more level of detail. 2D assets such as tickets drawing in a abstracted color block composition, then put inside the shading post process.

## **5. Interactions**

|  |  |
| --- | --- |
| Input | Action |
| Mouse movement | Camera rotation |
| ‘W’ / ↑ | Forward |
| ‘S’ / ↓ | Backward |
| ‘A’ / ← | Leftward |
| ‘D’ / → | Rightward |
| Left Mouse Button | Interact / Inspect item |
| Space | Follow (Scene 3) |
| Right Mouse Button | Camera zoom in |
| Esc | Quit game (Only in Credit scene |

Camera Rotation:

Limited rotation angle so that the player only see part of the environment on both sides.

The player should be able to see the holding hands, but can’t see more things on the side.

Camera rotation limited to in: All the scenes between intro and outro.

Camera rotation unlimited in: Train Station walk in the intro and the leaving scene (outro)

Walk with WASD in: Train station intro, Memory1, 2 and train station outro

Move by pressing SPACE in an increasing tempo in Memory 3 to follow the butterfly

## **Game Flow**

**Levels:**

1. Train station intro

2. Memory 1: Divergent road

3. Memory 2: Head on Shoulder

4. Memory 3: Chasing butterfly

5. Outro: Leaving the station

**Flow:**

**Level 1: The train station intro**

The player starts at the bottom of a flight of stairs. They walk up, enter the platform between the tracks.

It’s a geometric station platform consisting of red, paper yellow, white black and harmonious colors. It feels like morning, when the station is covered in this heavy, shifting light pink and greyish steam.

The player goes near the column and the camera gets fixated, it zooms in to the train anchored on the track on the left hand side and stops at a curvy, geometric figure in a distance. She’s close to the train’s door and is about to board.

The train blew, and the player’s right hand uncontrollably raised into the camera, trying to say some last words before the figure boards. The ambience stops, leaving only a slowed theme playing in the background. The player enters the moment.

Title card 1:

I raise my hand.

“ Wait”

Title card 2:

“Why don’t you come with me”

She says.

Title card 3:

“I don’t have the ticket”

I check my collection once more

(Back to 3D)

Now a ticket collection book showed up from the bottom left corner. It is opened with both pages filled with slots of unusable tickets.

They can click on every ticket, which shows a 2D display of a ticket whose information is not printed completely. When they click on the empty slots in the book, the player enters Memory 1 with humming, vibrating transition sound.

**Level 2: Memory1: The divergent path**

The player starts at one end of a curvy path leading to two subpaths. They are surrounded by bush and trees. The path is made by pebbles with grass dotted in between. The player’s field of view is limited, so he can only turn and see partially. Within sight, the figure is on the right and walking along with the player, holding hands together.

Title card 1:

“Let’s go back together”

She said

A type writer sound starts

The player proceeds to walk but no matter left or right, the branch will only lead to the same place where the road extends into 2 branches. After at most 3 occurrences, the player reaches a pavement road, just like the road from UC to Resnik. They then turn right, (the left hand side of Donner) and reach the road. Across the road are two 90 degree turns. At this moment, Title card pops up:

Title card 2:

“Thanks for walking me back”

Title card 3:

“I guess I’ll see you later”

She says.

Title card 4:

I wish I could follow.

But the body won’t turn.

The typewriting sound halts. When the player is turn left into the lane and when the try to rotate the camera back, they automatically gets fixated back to face the front, where on the end of this lane stands a ticket machine. If the player turns right, the figure will be gone and on the right lane lies fog. When the walk out of the fog they get back to the start of the divergence.

When the player walks down the left lane and get the ticket, the ticket will be shown in the middle of the screen and it transits back to the train station, when the book is opened. The only difference is that the slot right now is filled and the player has turned 60 degrees.

**Level 3: Memory2: Head on shoulder**

When the player flips the page from right to left with the mouse (click and drag, or maybe just click on the next page. They see same stuff as the first page. It’s just that every collected ticket is broken in half.

The player enter the memory 2 when clicking onto the empty slot

The player starts as first person by a seat under a light. The seat can be three types: theatre seat in front of a screen, bus seat next to a window and a bench in the park.

The player can only turn their camera slightly and can see the holding hands from the right. When the click onto the bench and take a seat, the camera zooms out into third person.

The figure lays its head on the player’s shoulder. This is a process that lasts probably around 5 seconds.

Then the title card pops out.

Title card 1:

“I hope I’m not too heavy”

She says.

Title card 2:

“You’re not.”

I replied.

Title card 3:

I wish I could support her longer.

But it just won’t hold.

After the title card ends, the scene switches to 2D. Dark background. A ball drops into a platform of geometric shapes. The player uses the mouse movement to control the left and right rotation of the platform. But the platform shakes more more until the ball uncontrollably falls off the platform. The whole 2D screen shatters at this moment.

The player returns back into the 3D scene and notices the broken ticket on the seat. The figure is already gone. Upon picked up, the player returns back into the train station and the slot is taken. Repetitions happen when the click on the other empty slots. They have already turned 60 more degrees from the train

**Level 4: Memory3: Chasing butterfly**

When the player flips another page and click on the collected tickets, the tickets are apparently fake, hand-made replicates. They enter the scene by clicking on the empty slot.

The player and the figure (holding hands) appear under a pinkish open environment similar to a small garden.

A butterfly takes off and make a trial in the air, then lands on a bush in a distance.

Title card pops up:

Title card 1:

“It’s so beautiful”

She says.

Title card 2

“I wish we could get a closer look”

I replied.

The player presses SPACE key repeatedly to approach the butterfly. Upon the approach, the butterfly takes flight again and lands on another bush. Same thing happens until the butterfly lands on the third bush and player has been pressing at an intense speed.

When the player gets close, the find the fake ticket in the shape of a butterfly on the bush.

Upon picking up, they get back into the train station and the empty slot has been filled.

**Level 5: Train Station Outro:**

The player right now has fully turned away from the train. The book now closes and exits the screen from the bottom left corner.

The title card pops up:

Title card 1

And I speak to myself:

Title card 2

“See? It’s time to go”

.

The player then walks down the platform, the train station sound effects come back and leaves the moment of thoughts. The train whistle blew once more, this time louder, then followed by the locomotive sound getting farther and farther. The scene fades out into black.

Title card 3

“Farewell”

I guess she would say

Title card 4

“Farewell”

Scripts turn into: “Parting thoughts” Lasts for 4 seconds and transition into the Guan logo. The game ends.

Press “Esc” to quit.