**Parting Thoughts**

Ludum Dare 58

**Jerry Zhang**

# 

## **1 Introduction**

An art game about recollecting impressions of love, loss and time.

When we part, I will skim through my collection and 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, Suprematicim, Kandisky, Malevich, El lissitzky, Jazz compostion

Simple geometric shape models, simple colors

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

Environment made up of big shapes. Items rather deatiled.

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 |
| … | … |

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:**

**Level1: 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 raised my hand.

“ Wait”

Title card 2:

“Why don’t you come with me”

She said.

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.

## **7. Artist / Designer Statement**