



9/7/2020

Character, World and Interface Design

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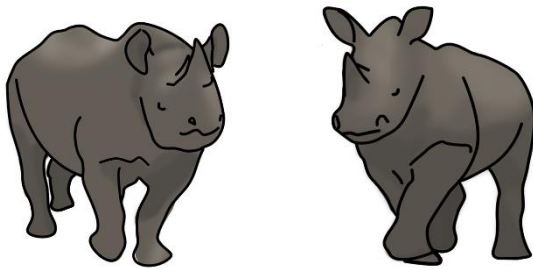
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Each character, their relationships and concept art:

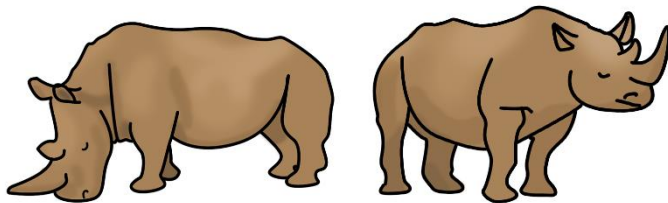
This will be broken up into two sections, the first being characters within the story book that will involve most of the gameplay elements and then secondly the characters reading and following the story of the rhino.

Book Characters:

- Main Rhino (Lulu); This will be the rhino whom we will follow throughout the game and play as in the story book. The Rhino will have a mother rhino who will also feature in the story. We will see Lulu mature through the book.



- Lulu's mom whose name is Clara. She will be featured in the book as we see Lulu grow up and will mainly feature in Lulu's younger years.



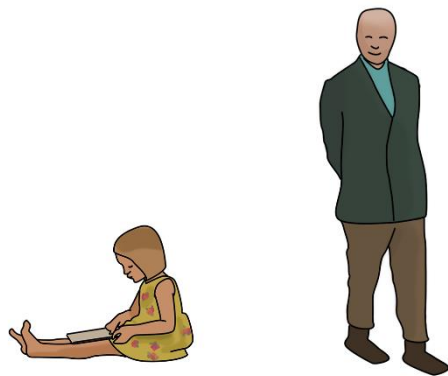
- The Poacher and Game Ranger are the other two characters within the story which are two opposing forces to one another. The game ranger is a caretaker of the rhinos and the poacher is the hunter and possible killer of the rhinos, making him our villain in the story.



Game Ranger

Reading Characters:

- Grandfather (George), this is the character who was around when rhinos were still alive and weren't all killed off. He provides a prospective of someone who has seen the wrong that caused his grandchild to not be able to see living rhinos.
- The child (Sarah) is the granddaughter of George and will provide a perspective of someone who has never seen rhinos before and sadly never will. This will provide an innocent view of the whole rhino poaching epidemic we faced.



Game world discussion:

The Game World:

This will be divided into two sections as we overview the world of the reader and the world within the story book that the readers playthrough.

Readers World:

General description:

The world that the child and grandfather exist within is an alternative world in which the rhinos have all been poached and are now extinct. This world is based on the typical idea that our grandchildren will never see the amazing creatures we see today if we don't act now. The players will not explore this world within the gameplay but rather through discussion while reading the story book.

Aesthetic:

The general Aesthetic will be oriented towards objects and environment related to a typical South African home. However, we won't really get any visual from the room as the focus will be on the story book. The visuals will be all 3D with a hand painted effect to create that story book associated environment, also linking to art that can be seen here in South Africa.

Levels:

The only level within this world will be the room in which the child and grandfather are reading the storybook.

Book World:

General description:

This environment is set in the same world as the readers, but before the rhinos were extinct in South Africa. The story book will have visuals like game reserves and wildlife centres. The scenery will include grassy plains and fields, watering holes and other areas within a game reserve. The world is also set in a time when rhinos were still safe, and poaching wasn't considered a problem yet.

Aesthetic:

The game will have a painted art shader effect over it to create a more story-book aesthetic that can be associated with South Africa and kids story books. The colours will be a mixture of safari and South African culture to bring the emphasis on saving our rhinos. The beginning levels and environment will be colourful and happy but slowly descends with the use of greys as we finish the story with a tragic end which will show how fast we can lose our rhinos here in SA.

Levels:

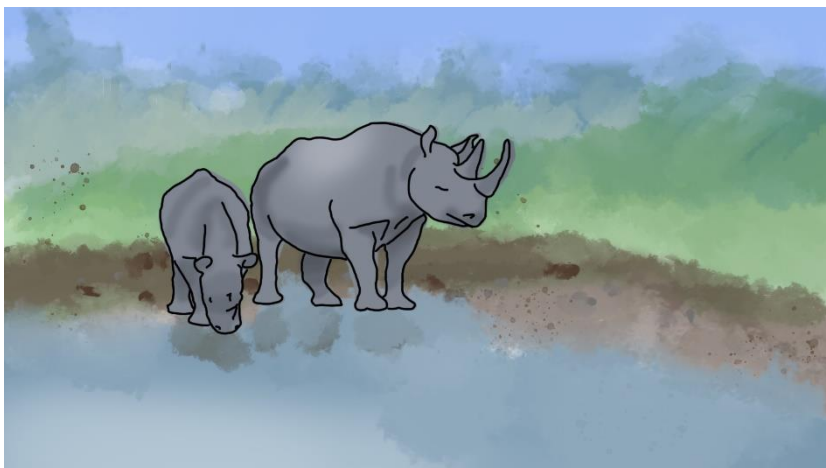
Chapter 1:

The grassy plains and tall grass with the first light of the sun to indicate the beginning of the end to this tragedy. It shows the beauty of the animals and how they make up the environment. The addition of well-known South African trees one might see within the game reserve to indicate resemblance for SA players and inform them of the possible setting.



Chapter 2:

Watering hole with tufts of green grass scattered around, as well as other animals. This indicates an abundance of life within the world and tranquillity from the still waters associated with the morning sun rise. The story is still in a point of normality and purity which is indicated with the environment around the rhinos.



Chapter 3:

This section of the game will symbolize the end of this happy carefree life that the rhino has been through as a storm is on the horizon with the darkness filling the light and colourful environment. A wind breezing through indicating the coming storm that is the rhino poaching within SA.



Chapter 4:

This will be a small light within the dark as the game ranger symbolizes the protector of the rhino. The storm will still be on its way but the game ranger in his clean outfit, looking like a knight will symbolize the hope. The encounter will end with the coming of rain which indicates the sad reality that will fall upon both the rhino and game ranger. The colours of the environment at this point will be neutral and dull to indicate the middle ground of the story.



Chapter 5:

This chapter will have the rhino go through the same environments with changes to some of the visuals we saw previously and colour slowly draining from the levels indicating the change that poaching is causing on the rhino and its life. The storms are here, and wind stirs throughout the grass and trees. The watering hole shallow and small with animals nowhere in sight. The rain will begin to fall and cover the lands.

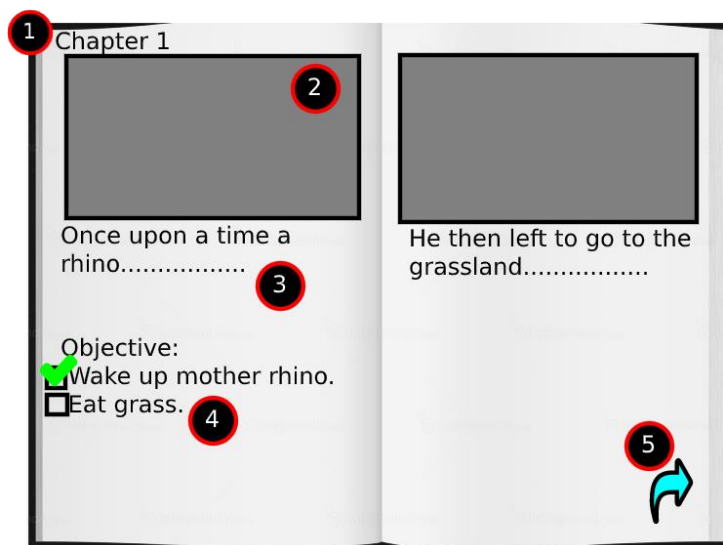


Chapter 6:

Finally comes the encounter with the poacher which is in the climax of the storm with thunder, rain and wind. The has the rhino traveling through all the scenes while the storm rages through all of them and hunters chase the player down. The colours slowly drain from the scene as we travel. Ending with a fade to black as the rhino finds itself where it begins its story and life, and where it will now find its demise.

UI:

Below is the UI design template that will be used to design the game and format the game:



1. This is the chapter UI text which will display what page and what chapter the player is currently on, like a book.
2. This is the gameplay area in which you will play as the rhino within these blocks in the environment. Most of the gaming will occur in these windows.
3. This is where the story will be told in text format as the player plays the game.
4. Beneath or between the story UI text will be objective UI which will indicate tasks or missions with the game before you move into the next chapter. A tick will indicate your success or completion.
5. This will be where the player will turn the page to a continuing chapter or new chapter. It will only appear when the player can continue.