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Cart 263 Section A
February 11, 2025

Final Project Proposal

Artistic Vision

Our game immerses players in a world with a visual style reminiscent of comic books. It blends hand-drawn aesthetics with an unsettling atmosphere.

The main concept and idea is to bring the users into the environmental realm of a book. Wanting to focus on the immersion and experience. One of the main things that we wanted to bring is the feeling of a physical book and how we can translate that connection and feel into a digital reading. We wanted to experiment with coding to see how we could emulate this immersion with the effects of page flipping, and tearing.... The environment will feature ink bleeds, warped illustrations, and aged paper textures, emulating the eerie qualities of an old, deteriorating cartoon book. These visual distortions will not just serve as artistic choices but also play a role in the gameplay, affecting the player's perception and interactions with the world.

The core experience focuses on atmospheric horror and environmental storytelling. Players will navigate a space filled with scattered clues, attempting to piece together what has happened prior to their arrival. Unbeknownst to them, they are on a hidden timer—after a certain period, the page will turn, potentially trapping them in the book forever. The challenge lies in solving the mystery and escaping before the world shifts beyond their control.

One of the challenges in approaching this final project is its broad scope. We had created so many ideas and quickly realized that there was a need to narrow them down. One way we addressed this was by structuring the game around book chapters, with each chapter representing a mini-game. The character must complete a mini-game to progress to the next chapter, ultimately working through all the chapters to finish the book and escape.

By focusing on this structure, we can better manage the project's scale. If we find that it is too demanding, we can reduce the number of mini-games and concentrate more on immersion and building tension between the player and the environment. This approach allows us to create a strong, atmospheric experience without spending too much time developing an extensive story and universe that would be beyond the scope of this project.

Technical Challenges and Implementation

One of the main technical challenges will be developing and implementing a realistic page-turning effect that alters the game world dynamically. This includes:

- Creating smooth **animated page transitions** that give the sensation of being inside a book.
- Implementing **visual distortions** such as ink bleeds, smudges, and paper tears that influence gameplay.
- We aim to design a **timed event system** where the environment dynamically reacts to the player's actions (or lack thereof) gradually increasing the sense of urgency. We want to integrate both visible timers and more subtle, hidden timers that only become apparent through environmental changes. Therefore with maybe animation events, like ink rising or part of the screen starting to be erased, the player will start to realize that they need to finish this minigame faster.
- Some events will have **explicit time limits**, such as completing a mini-game within a set period. Others will create a **creeping sense of danger**, where players remain unaware of the ticking clock until a visual cue—like ink rising or parts of the screen being erased—suddenly reveals their situation. These elements will heighten tension and reinforce the theme of a world slowly unravelling around them.
- Integrating **interactive elements** where players must uncover hidden information and solve puzzles to progress before they are permanently stuck.
- We are thinking of implementing event keys, therefore mouse pressed and key events. We are still in the decision of making it a 2d world where we would want to interact with certain elements in the universe, therefore needing mouse functions.

Mini-Game Concepts

In addition to the core mechanics, we plan to explore mini-games that reinforce the themes of tension, time pressure, and environmental manipulation. Some ideas include:

- **"Ink Whack-a-Mole"**: A version of whack-a-mole where ink-drawn figures pop in and out, requiring quick reactions before they fade away.
- **"Flooded Maze"**: A labyrinth where ink spreads, blocking old paths and forcing the player to constantly adapt before being submerged.
- **"Vanishing Floor"**: A challenge where parts of the floor are erased in real-time, requiring quick movement to avoid falling into the void.
- **"Melting Words"**: A memory-based game where words dissolve over time, requiring players to recall and reconstruct missing pieces.

Each of these mechanics ties into the overarching theme of instability and the feeling of being trapped within a world that is slowly erasing itself.

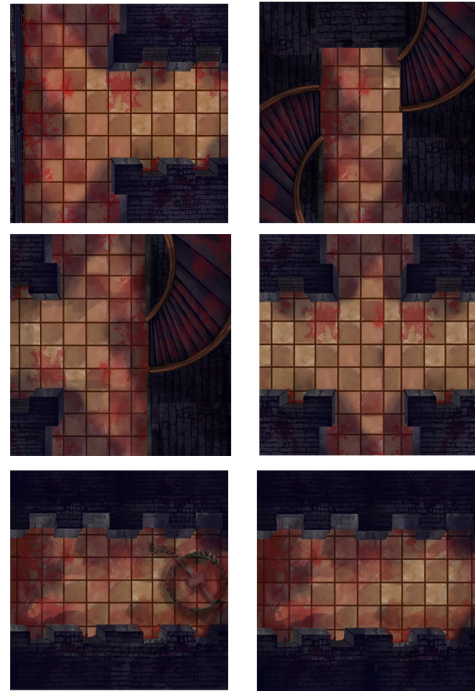


from Bendy and the ink machine

(Inspired style and feel. But will make it more our style, but it is the beginning inspiration)



(this is one of my past works, just too show the effect of some textures, And some of the styles, and inks)Not for the game



(another work but more of another possibility of style, not sure about the pov but I just wanted to depict the concept possibilities from past works)