3.7 Exercises

1. Check out concepts below

a. Didn’t have a group so not much to discuss differently

b. The linear story was easier to design. The story, core mechanics etc. were simpler when you have a straight line to follow. For the nonlinear your options and decisions are so vast it’s actually a lot harder to make choices on designing something that has multiple levels of choices and decisions which affect the stories outcome.

2. See below

a. Defeating bosses or collecting the rainbow pieces will give your character more power and make the end game simpler.

b. Game is definitely all Real time based.

3. Rainbows to collect, Health and power items would be intangible resources. Points score accumulated from killing enemies and gaining items. Some Compound Entities on the pause screen and normal screen showing your health bar stats which power your using etc. For balancing and difficulty gaining the power ups from the bosses will result in an easier difficulty. Though if you choose not to use them the game can be completed still but using items will make the game a lot easier.

4. First off I chose to use a Linear Layout it just seemed the best suited for this game design. Being a platform game and basically having one direction Linear seemed the most obvious choice.

\*Lighting will be simple to go with the black and white contrast of the level. The only colour palette used really will be for the rainbow items spread out through the level. Weather will clear for this level. Special effects will be used when AI dies or when player uses powers. Music will be retro techno. Ambient audio and special effects will be little simple effects from the enemies and movements of the character or when an item is acquired. Pace of the game will begin slowly and go till mid pace by end game. I think a simple narrative tutorial at the beginning of the first level to explain the basics but show you as you progress through the first bit of the first level. Future instructions for acquired power ups and such can be quickly explained as a gain to that power and show a small scene of what that power does and how the player can use it. Keep it simple but easy to understand.

Emotional Madness – Linear Story

Platform: App game but could eventually become pc

Target Age: 13+

Genre: Platform

Concept: Mental Madness is a platform game in a black and white world. Your character is Hope the Kitty; she is a white cat who runs through levels searching for little rainbows to help bring your mind back from the emotional state the player is in. Each level is represented by a feeling or emotion like Sadness, Anger, Fear, Disgust, Surprise, Trust and Finally Joy but the joy level isn’t available until you complete all other levels. Each level has monsters that will try to stop Hope from attaining back her emotional stability and every end of the level has an emotional Boss fight which you must overcome that specific feeling. When you win a boss fight you get a power up for hope that will help you fight off another certain boss.

Control: Basic forward, back, jump, two attack phases one standing still and the other when moving or jumping. Shooting when power is acquired from certain level and using Power ups.

Power Ups:

Sadness = Rain, covers the screen in a storm soaking your enemies

Anger = Explosion, your emotion meter feels up till everything on screen explodes

Fear = Darkness enshrouds your screen covering everything but Hope the kitty

Disgust = shoot cat hairballs at your enemies

Surprise = become invisible for a limited time

Trust = Summon a ball of fighting cats that scroll across the screen killing everything

Joy = End game power, the screen becomes colourful and all enemies turn into hearts

The story is about the player and how they try to overcome daily emotions that we all deal with in our everyday lives. Hope the Kitty is the representation of your consciousness and what it has to deal with to overcome those emotions. The background is set in black in white because it shows how we categorize everything into just what we perceive as right and wrong, black or white but life isn’t that simple. The way we fight with the constant feelings or urges we have and if we allow ourselves to let it happen or fight against it. It’s simple enough for younger audiences but more psychological for older audiences, Its made to look cute but also open your mind to the struggles of daily thoughts.

Mental Madness - Non Linear Story

The story begins with Hope the Kitty. She represents your consciousness and the world she is in is your own mind. You will have the ability to make choices and decisions in the game that will affect the final outcome. When fighting through levels you can choose to collect all the rainbow pieces to get the happy joy ending you wish or you can choose not to collect any which will let you finish the game but won’t allow the happy ending you want. You will have the option of going back again and doing it over but it will be harder and the bosses will be stronger. There will also be certain points in the game for instance when fighting bosses, you will be given the choice of destroying each boss or saving them. If you save the bosses of the levels it will lead you to an emotional but satisfying end game. However if you choose to destroy the bosses it can corrupt your mind and not only make the game more harder but end with you destroying all emotions from your mind and becoming numb to the world. Do you save yourself and learn to accept your feelings and come back to reality or do you lose yourself into these emotions and never leave the world.