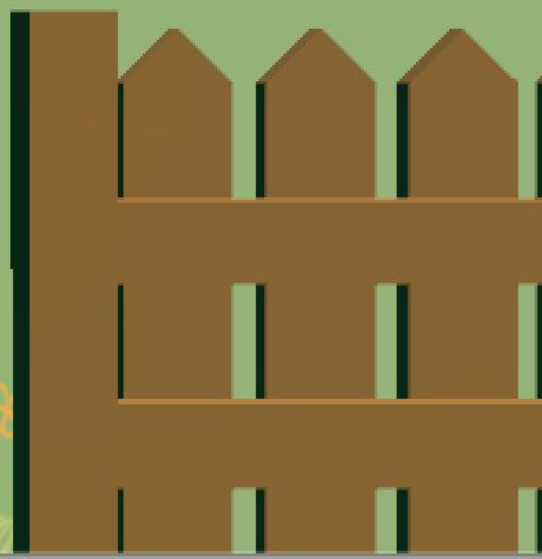
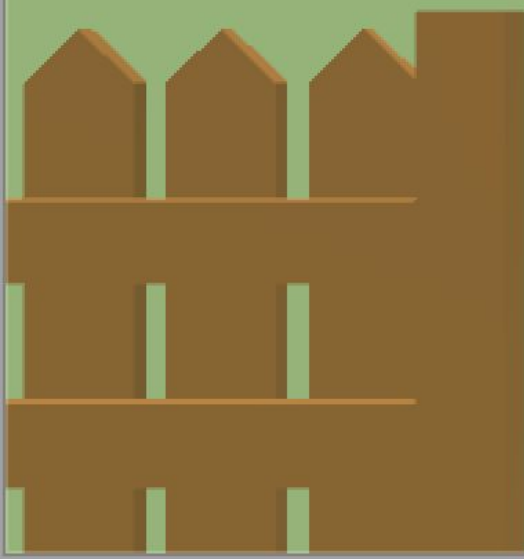


YardQuest



Game Objective

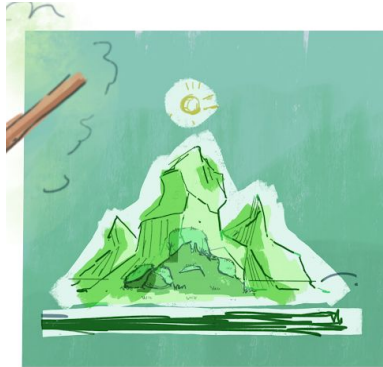
- ✦ Player: first person, representing a young kid
- ✦ Location: Backyard Treehouse
- ✦ Goal: Navigate through backyard to get to the house for dinner
- ✦ Circumstances: Player switches temporarily from their imaginative state to reality throughout the game



Art and Design (Initial)



Start:
Treehouse base

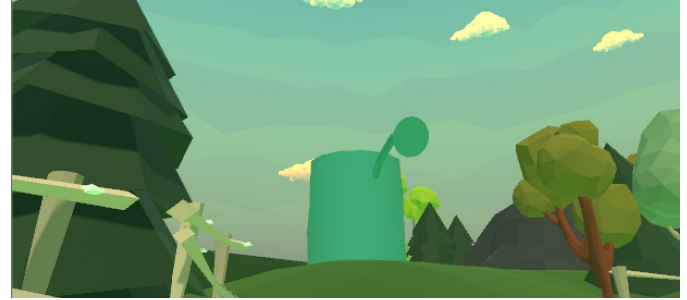
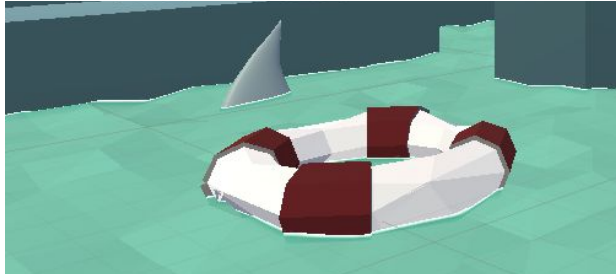


Finish

Art and Design (Final)



Start:
Treehouse base



Finish

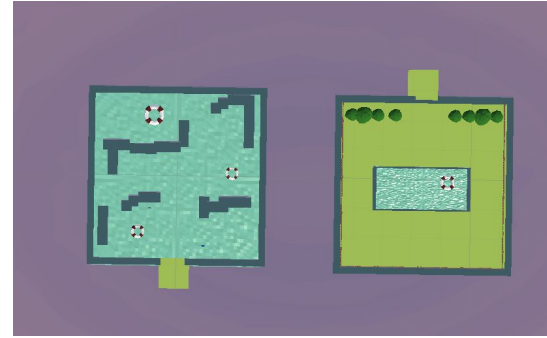
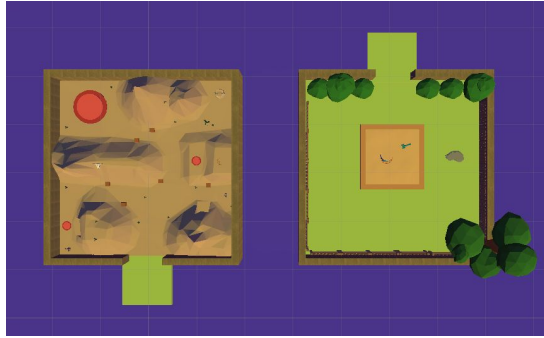
Art and Design (Initial)

General
Layout



Art and Design (Final)

Layout of
each zone



Conceptual Relevance

Mise-en-scene elements

- ✦ Experiment with light, color, staging to symbolize distortion
- ✦ Spatial perimeters that represent imaginary space
- ✦ Manipulation of audio components to help user interpret space

Interactivity

- ✦ Active role in the game rather than passive
- ✦ Giving the user a selection of actions to engage with
- ✦ Experience depends on what “path” the user takes but the game’s objective remains



Challenges

- + Transitions between zones and cutscenes
- + Camera and sequencing, synchronizing camera with audio
- + Syncing sub-animations
- + Trigger objects
- + Extensive audio recording (dialog, sound bites, distorted filters)



+ Takeaways

- + Creating a consistent design throughout entire game adds to the visual effectiveness (team focused on low-poly, bold colors)
- + Concept of presentation versus user immersion, having intention within the concept design rather than including weakly linked features with a generic theme.

