YardQuest

Inspiration

- Reflection on Individual Projects
- Combining and connecting concepts of home
- Bedroom/Comfortability vs Backyard
- Backyard Concept had more flexibility for ideation and interaction

Inspiration: The Imaginative State of Mind/Dimension Parallels

Backyardigans

+ Children's Show
+ Adventure/Exploration
+ Imaginative
+ Play space is routinely augmented into a different setting

The Backyardigans

2:49 - 3:46

Stranger Things

✦ Mystery/Drama/Thriller

✦ Upside Down Dimension:

an alternate dimension

discovered by Hawkins

Laboratory scientists.

✦ Alternate Reality

YardQuest: Our 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

✣ References from Backyardigans and Stranger Things

✣ Distorted filter

✣ Maze like puzzle terrain (pacman like pellet anchors)

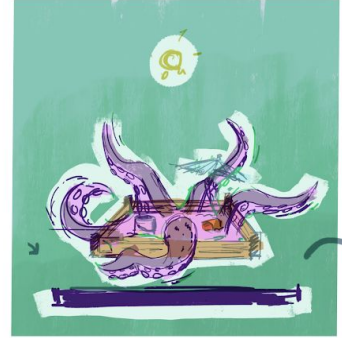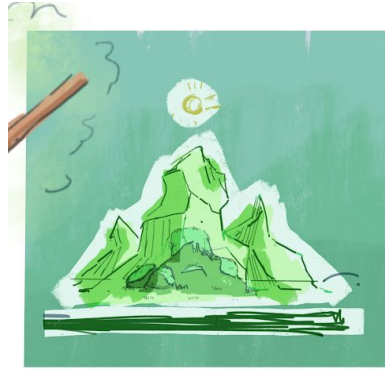Split terrain which conjoin when transitioning to next "mission"

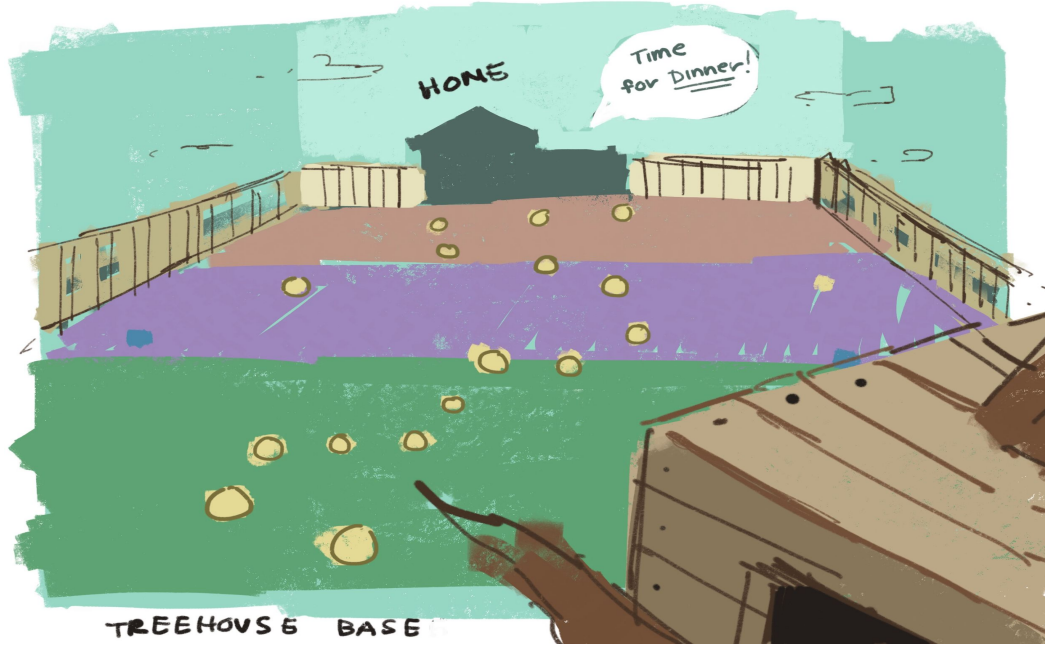# Art and Design (Sketches)

Start:
Treehouse
base

Home

Finish

Art and Design (Sketches)

General
Layout

Conceptual Relevance

Mis-en-scene elements

+ Experiment with light, color, staging to symbolize distortion

+ Spacial perimeters that represent imaginary space

+ Manipulation of audio components to help user interpret space, and differences between "imaginative state" and "real state"

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

Potential Challenges

✛ Transitions between these "missions"

✛ Triggers between imaginative state and "real" state

✛ Distortion effect (what they might look like needs exploring)

Work Distribution

✤ Camille: Video

✤ Parinia: Art and design

✤ Beatrice: Website

✤ Josh: Game implementation

Thank You!

Any questions?