

ENGL 255: Video Games and/as Literature (winter 2019).

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Final Project Artist's Statement.

Run in the Rain is a game influenced by Bonnie Ruberg's queer theory and inspired to invoke sadness in the players. The game involves two characters having to run through the rain in a world where rain is its only heat source. The player must guide the characters through the rain to the house before the rain outruns them. When the characters do get out of the rain, the warmth meter will deplete, and when it hits zero the character slowly freezes to death.

To run the game please open the index.html file found in the folder or follow this github link to play it online

<https://gmangray4.github.io/Cart263-2019/Eng255/GameRITR/index.html>

(Disclaiming if you have not played the game yet, then do so a few times before you read on from this point).

The game is designed with the intention that the player can never win the game so that the game's miserable and depressive themes can be achieved. Even if the player reaches the house, one of the characters comments that they have to keep running because their home is destroyed. Although, in the finale, there is an infinite flat stretch where the player, no matter how much he/she runs, can never keep up with the rain. The intention of this flat stretch is there for players who do reach the end of the game will watch helplessly as the rain slowly speeds past them. This method is used to invoke a sense of helplessness and hopelessness as the game is designed to be hopeless.

This game is successful in archiving sorrow emotions in the player as results from play testers have shown. Their reasoning for feeling sad stems from the death animation of the game, and general atmosphere. A tester of the game comments that, "The death animation is pretty tragic", as the way the characters die is miserably sad. Having both characters hold hands to keep warm with the use of their body heat as they freeze would make their deaths depressing. This held true as a lot of feedback had generally agreed that their deaths are generally tragic.

Some things that were removed from the game was the narrative that was planned because I discovered that the Construct 2 free version had a limit of 100 events. This is why you may have noticed a lot of things I discussed in the proposal was not followed through by

the end of this game's development. However, I am pleased that the game holds up without the narrative and am pretty happy that the game can achieve its purpose without one.

I did implement a score system into the game because I wanted to give the game replay value after the emotional effect wear off. It can be argued that the game is sad, but I wanted to give the player some motivation to play the game again after their first initial play through, which seems to have worked given the feedback I got from watching my friends test the game. The score calculates the player's x location alongside if the player has touched the two dead alien dogs they find in the first cave, the dead man they can find in the second cave, and if they reach the house which is destroyed.

Lastly, the song that plays in the background gets a lot of attention feedback as the testers say that the song works really well with the themes of the game. The song is called *Bardock Falls* and is from the movie *Dragon Ball Super: Broly* and is composed by Norihito Sumitomo. This song is one of the core inspirations of this project as I imagined my character's running in the rain to this song when I first came up with the game's concept. I would make my own song if I had more time, however, I felt this song resonated perfectly with the themes I wanted to achieve for this game.

Tools:

Game engine: Construct 2

Piskelap.com: <https://www.piskelapp.com/>

Work Cited:

Ruberg, Bonnie. "No Fun: The Queer Potential of Video Games That Annoy, Anger, Disappoint, Sadden, Hutt." QED: A Journal in GLBTQ Worldmaking. vol . 2. No. 2. 2015. Pp. 108-124.

Norihito Sumitomo, "Bardock Falls". Dragon Ball Super: Broly. Toei Animation. November 14, 2018. Film.

(Link where I took the song and rain from below.)

Alter Vitoko ART, Dragon Ball Super: Broly - Bardock Falls [Original Soundtrack]. Youtube.

12 Dec 2018 <https://www.youtube.com/watch?v=AQDERIZFEuY>

Lebaston100, Heavy Rain. Freesounds.org July 27th, 2014.

<https://freesound.org/people/lebaston100/sounds/243627/>