A photograph of a sunlit path through a forest of tall, thin pine trees. The sunlight filters through the branches, creating bright highlights and deep shadows. The path leads towards a distant, low hill under a clear sky.

GAME ART 3

ENVIRONMENTS



THE HUT AMONGST THE DUNES

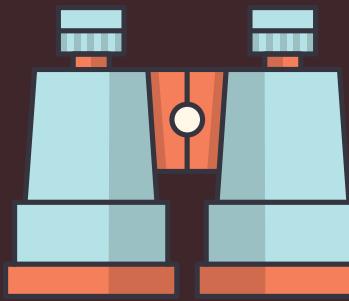
Process Doc

★ ILJA HAM ★

Game context

GENRE:

adventure Base Building game



CORE GAMEPLAY:

exploration & Building your base

CORE MECHANICS:

walking around, making choices in dialogue, sneaking around
gathering resources and Building



Game context

STORY:

During the war, many children were abandoned and lost their parents. They decided to live in the dunes, one of the only places where they could be safe and free.

You play as a boy named: "Nelis", the son of a carpenter who ran here trying to forget the trauma of his past.



CHARACTER INFO:

You are the 13-year-old carpenter's son "Nelis", whose father has gone to the war front and mother just died from tuberculosis. You lived close to the beach and often went into the dunes.

LOCATION:

An unspecified dune area based on 1940-1950 Zeeland - The Netherlands



Level Research

REFERENCE BOARD: the song of the sea

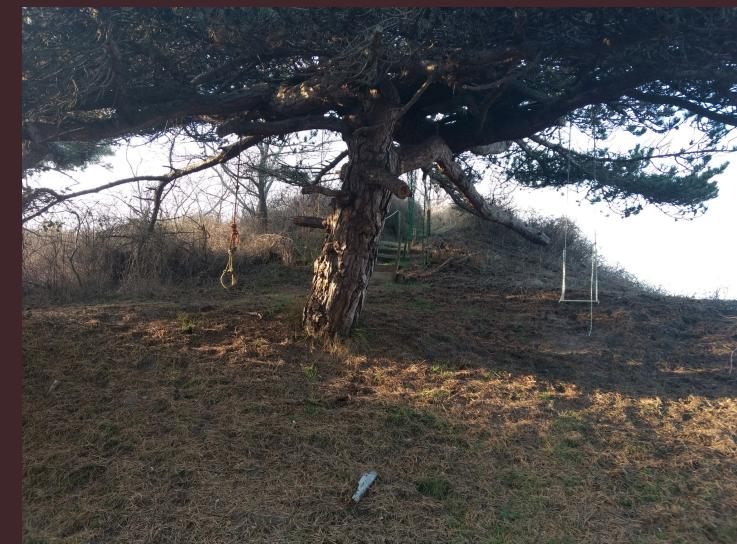


Life Is Strange

Firewatch

Level Research

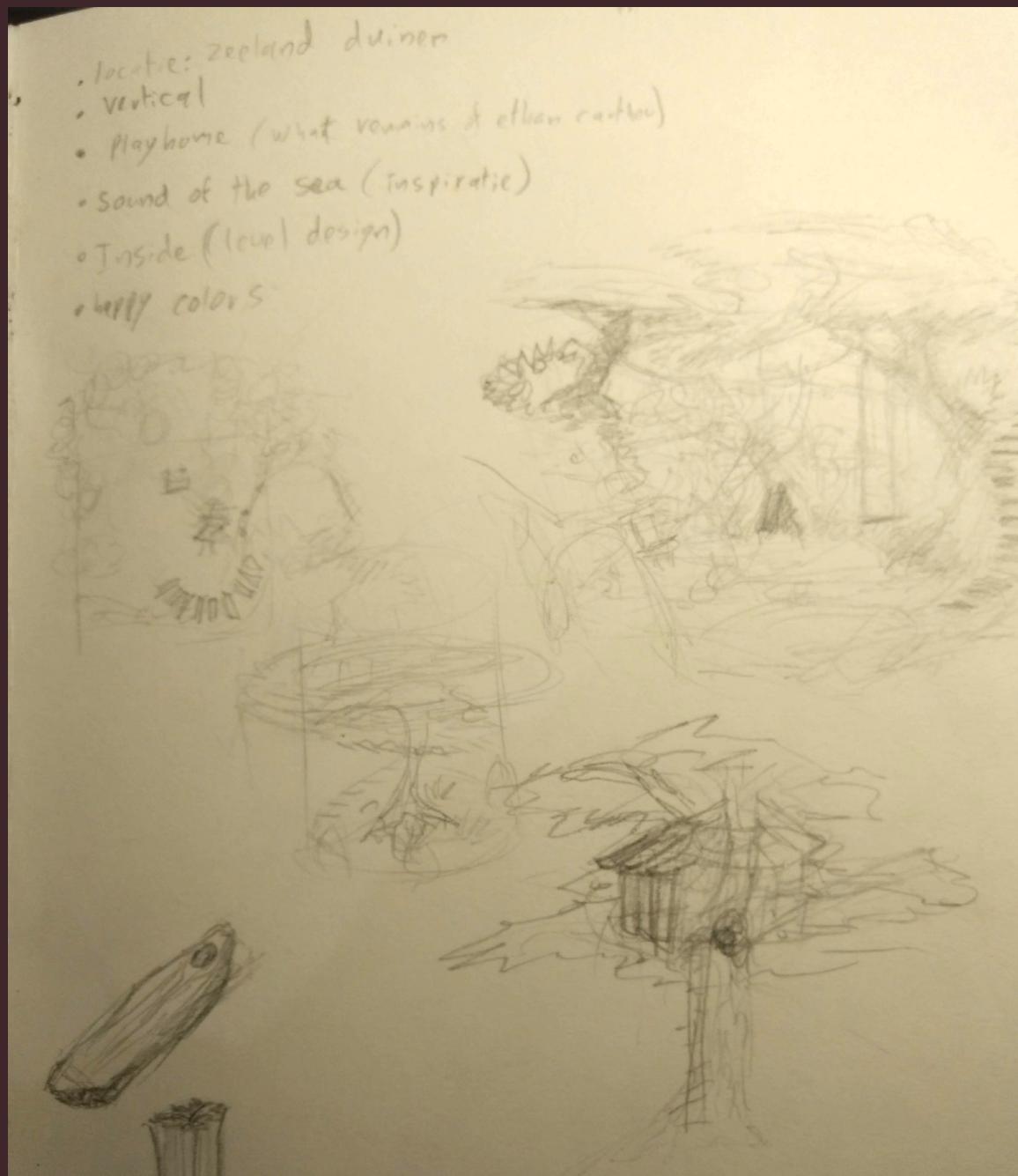
LOCATION RESEACH: Verklikker, Burgh-Haamstede





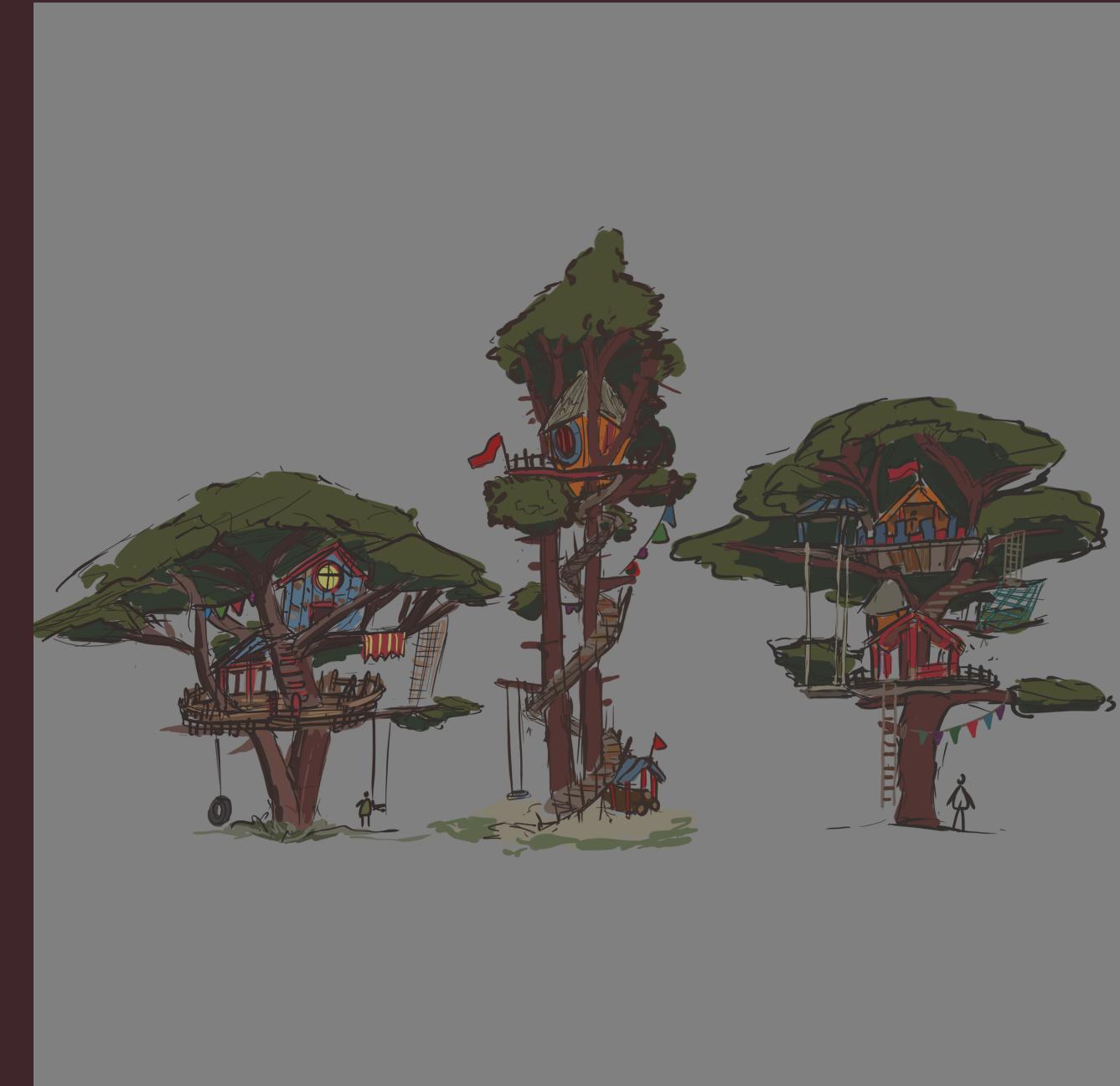
Concept Art

EARLY SKETCHES:



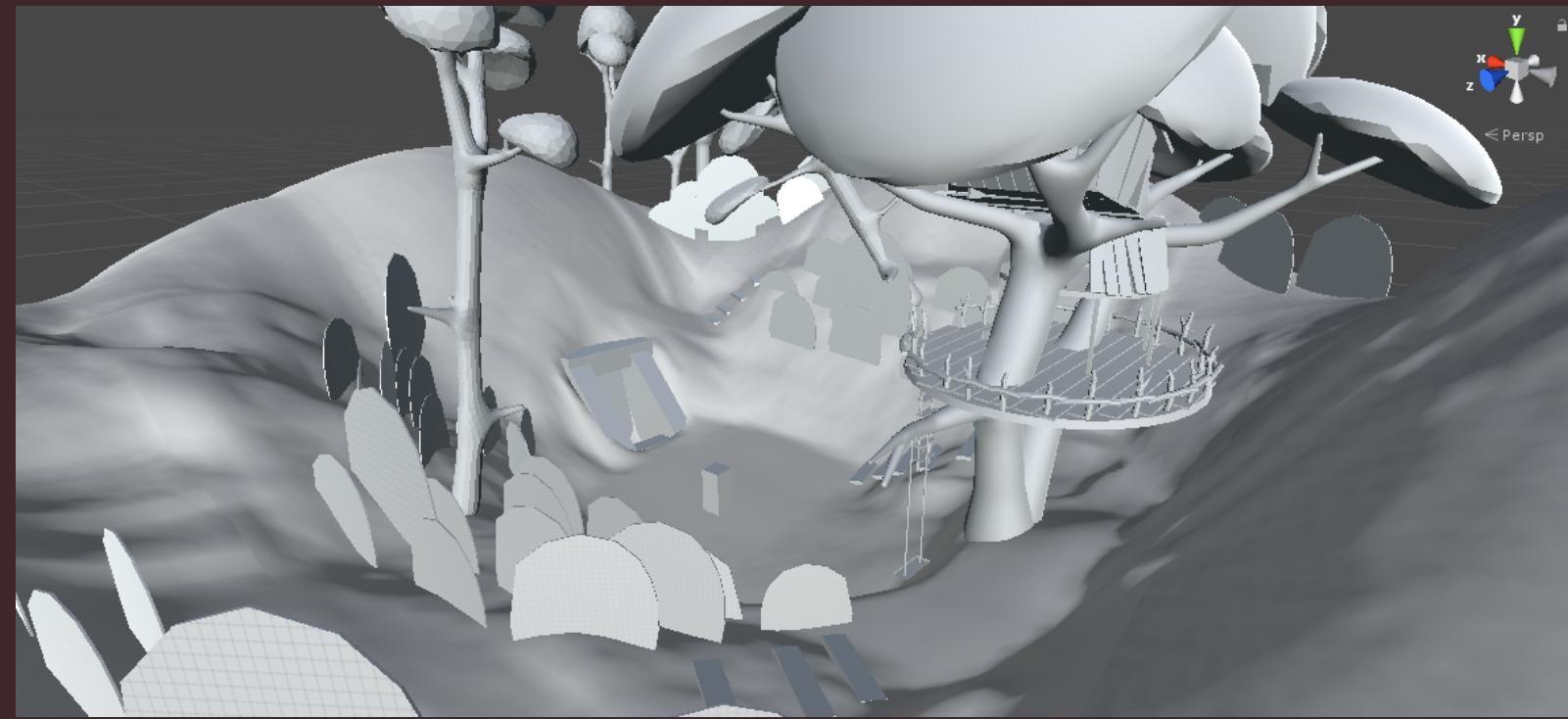
Concept Art

ASSET CONCEPT: treehouse

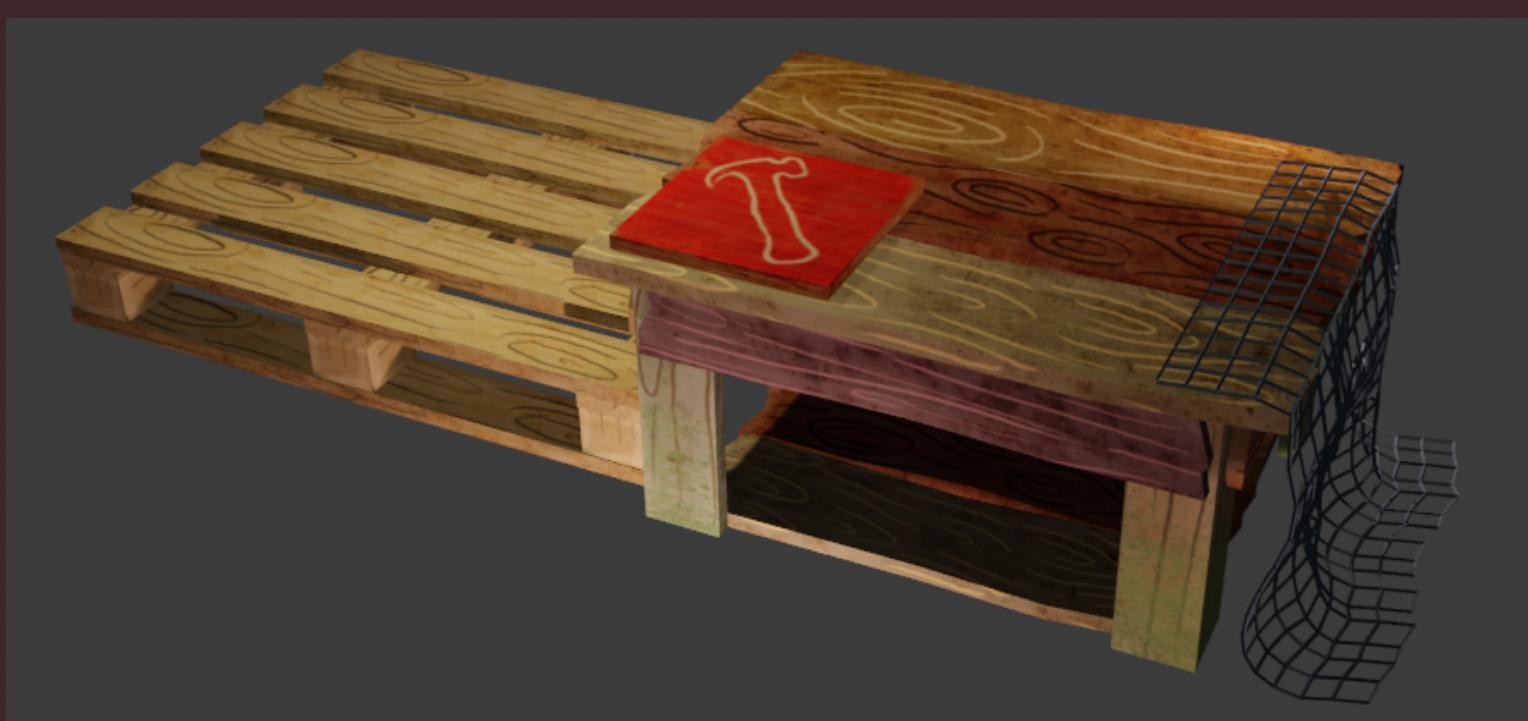
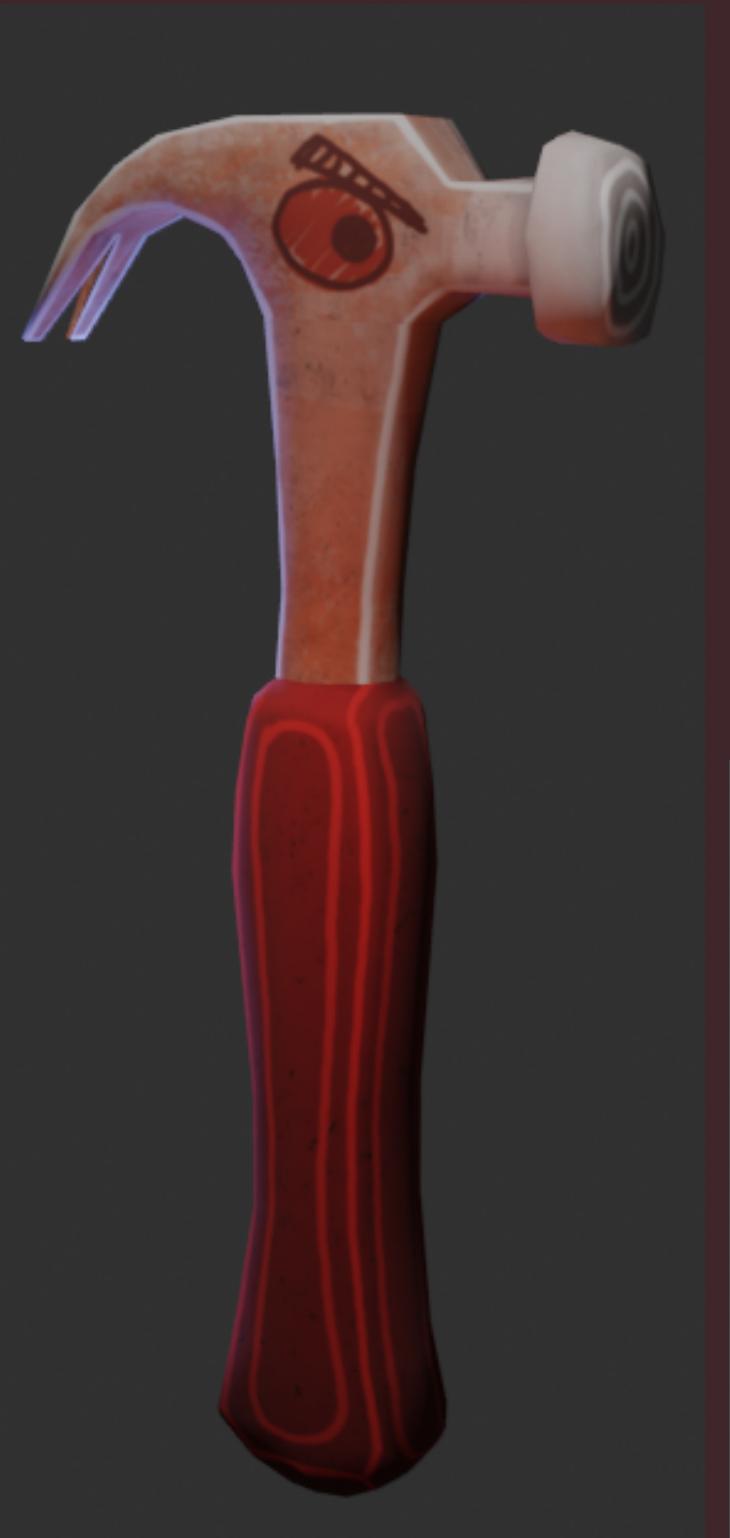


Blockout

BLOCKOUT:treehouse



Assets



Assets



Level Abstract

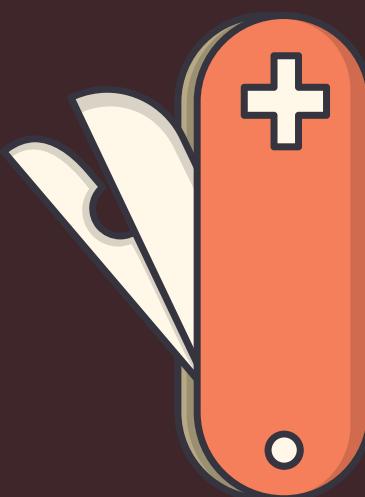
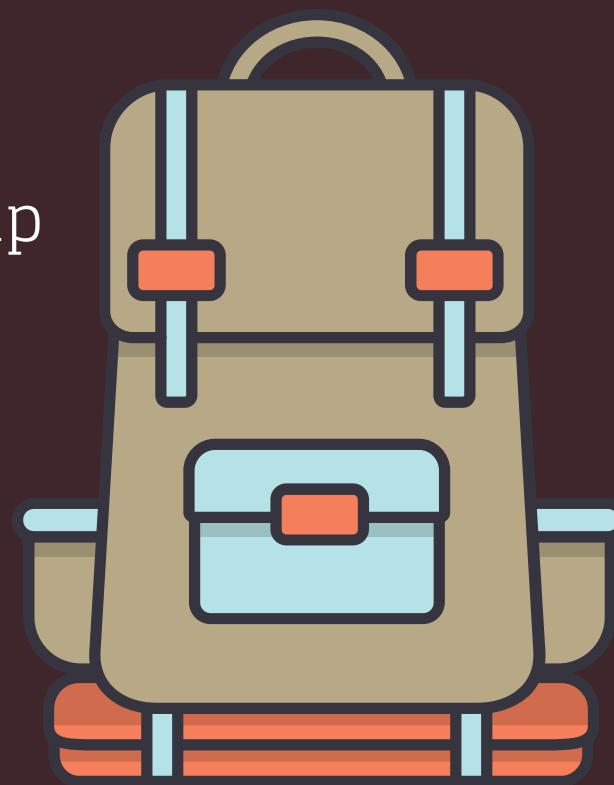
LOCATION: The hollow in the dunes where Nelis lives, his safe tranquil place

NARRATIVE: A storm is brewing and has already done a good bit of damage, the player must get into the treehouse quickly to protect what's important for him.

GOAL: Get into the small house in the top of the tree-home

OBJECTIVES: Find the broken ladder, search for remaining ladder parts, put the parts on the pallet, find the tool-bucket, lower the bucket, bring the hammer to the workbench, carry the ladder to the tree-home, get up the ladder into the tree-home.

GAMEPLAY ELEMENTS: Open-world, exploration, building



Controls



LEFT MOUSE CLICK: shoot pinecones (if you have them) from crosshair

LEFT MOUSE

CLICK: put pinecones in inventory (if on target location)

HOLD: pick up and hold (certain) objects (if on target location)

RELEASE: let go of object

W,A,S,D: movement

SPACE: jump

SHIFT: run





Link

LINK TO PLAYTHROUGH VIDEO:

<https://youtu.be/T59qT3PiELs>