

# Pen And Paper Studios

*Jaden Feliciano & Kayla Deer*

## Title Page



Be careful who you trust

*Kayla Deer and Jaden Feliciano*  
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## Executive Summary

We have ourselves a top-down, 2D, chibi animated game at our disposal. A game in which provides fantasy elements with a realistic, and perhaps relatable story. It involves the activity of the human psyche, and what people are willing to do that either oppose, or coincide with their morals. All the art is originally made, and the coding is organized and well compacted to benefit the programmer for changes if need be.

## Game Overview

*Genre:* Mystery/Psychological Horror

*Hooks:* Mayu's sanity bar can fluctuate during your choices, which can build suspense. The art style is also a contrast to the messed up events that take place in the game. The story is compelling and personal; as you play you feel more emotion for Mayu as a character and want to see her do well. Usually player's will find themselves relating with Mayu at certain points.

*Gameplay Highlights:* Mayu can backtrack to maps at any point to find the next task. Scenes in which you can make choices that can change the tone of the screen.

*Tech Highlights:* The use of AJAX, dictionary, and function objects to call texts for the cutscenes, using a .json file to write out script lines and their ID's used to call them, in certain door overlappings you can be brought to a "world map" layout to choose where to go, the main menu having buttons for new game, continue, and options

*Art and Audio Highlights:* The use of chibi sprites/assets to give the game a simple and innocent feel to compliment an overwhelming dark tone, all art is hand drawn/computer drawn, the animations for walking are clean and fit the chibi style

*Hardware:* Construct 3

### Production Details

*Current state of game:* In Alpha of the first scene in the hospital (has an extra home area for the future Beta)

*Development team:* Kayla Deer and Jaden Feliciano

*Schedule until due date:* Create more levels/areas and continue to test the text cutscenes

### High Concept Responsibilities

- Art- Kayla will be responsible for creating the art of the game. This includes but is not limited to, sprites, animations, background, assets, and music.
- Programming- Jaden will be responsible for programming the game mechanics. This includes but is not limited to coding movements, controls, behaviors, actions, dialogue.
- Story- Kayla and Jaden are responsible for brainstorming and writing the story. They must both equally participate in writing and/or brainstorming concepts. This includes but is not limited to, characters, Genre, setting, plot, conflict, resolution, etc.

### Life and Death

- ❖ Characters: Mayu Catelina, Shika Hideko, Sage Stephens, Chip, Orion the demon.
- ❖ Settings: School, hospital, dseomon realms, home, library

### Player Motivation

- ❖ The player will decide what kind of person mayu will become and what choices she makes. This is a morale compassed game and making certain decisions will determine your outcome. The player will also solve the mystery.

## Competition

Our game is similar of horror JRPGs. The difference lies in the execution. Games like Corpse Party by Makoto Kedōin focus heavy on the horror aspect. That game induces fear into the player. Life and Death will use it more as a storytelling element, rather than the main focus. Another game that is similar is Misao by sen. Misao and Life and Death will use the psychological horror to make the mystery.

## Game World

*Backstory:* Mayu was diagnosed with Arrhythmias at birth, and every since has been paranoid and very agile. (Arrhythmias are abnormal heartbeats usually caused by an electrical "short circuit" in the heart). On her first day of junior year, she gets teased for her hair color by her classmates. She snaps and ends up hitting the girls with a textbook across the head. The girl gets sent to the emergency room and Mayu is suspended. Her self confidence and paranoia breaks her down, and she tried one last time to reach out to her parents. They ignore her and that night she empties a bottle of pills into her hand. Right before she would end it, a mysterious and suspicious creature saves her from that decision. She makes a deal with the creature that puts her in a state of switching between life and death.

*Objective:* Choose between life and death and find out what the creature's true intentions are.

*Characters:* Mayu Catelina, Shika Hideko, Sage Stephens, Chip, Orion the Demon.

*Mission/Story Progression:* Each choice you make reflects how Mayu acts during the game. So most players will make it so that you'd want to make the best possible choice for her, sometimes not knowing which would be the better one. As well as the fact that you'd want to see how the story plays out as you go on. Mayu will inevitably succumb to her anxiety and paranoia and attempt to commit suicide. This creature will give the choice to Mayu weather to live her life sabotaging those who hurt her, or, to be erased from this world. This creature looks cute on the outside, but is actually a demon. Throughout the game you can

choose to sabotage certain people and the outcomes will branch depending on what you choose. The mystery is that Mayu doesn't know the creature is actually using her. He gains stronger if she hurts others because he feeds off of that negative energy. There are clues scattered throughout the game to help her figure it out.

### MDA proposal

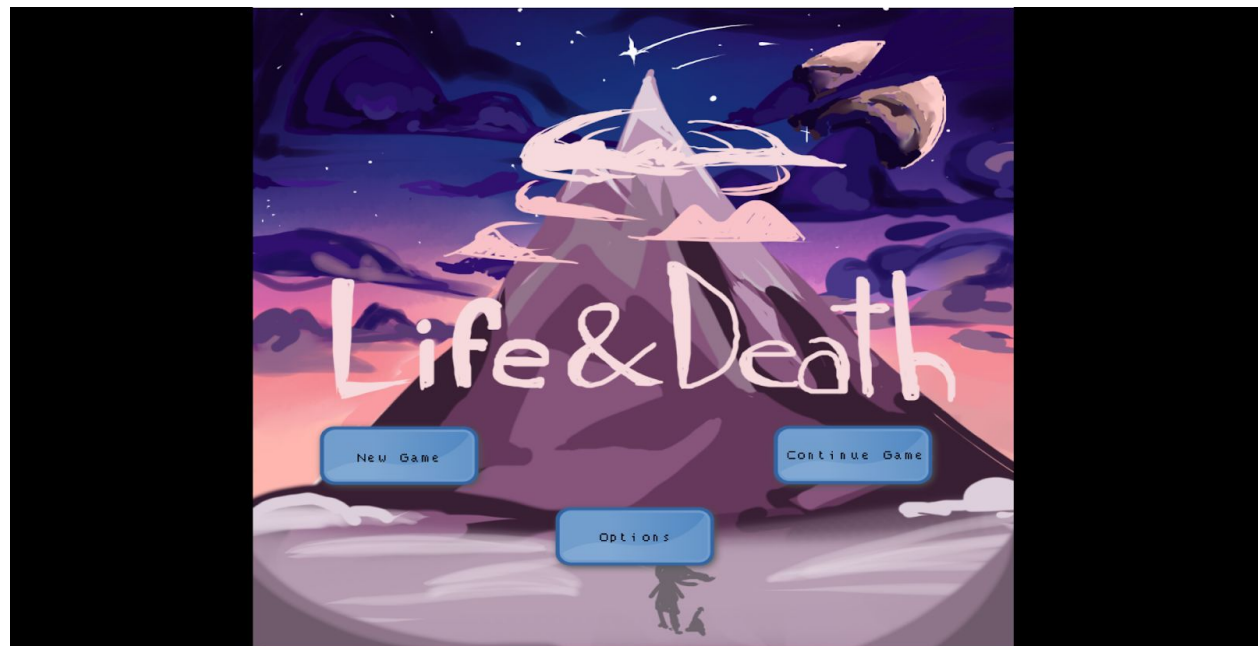
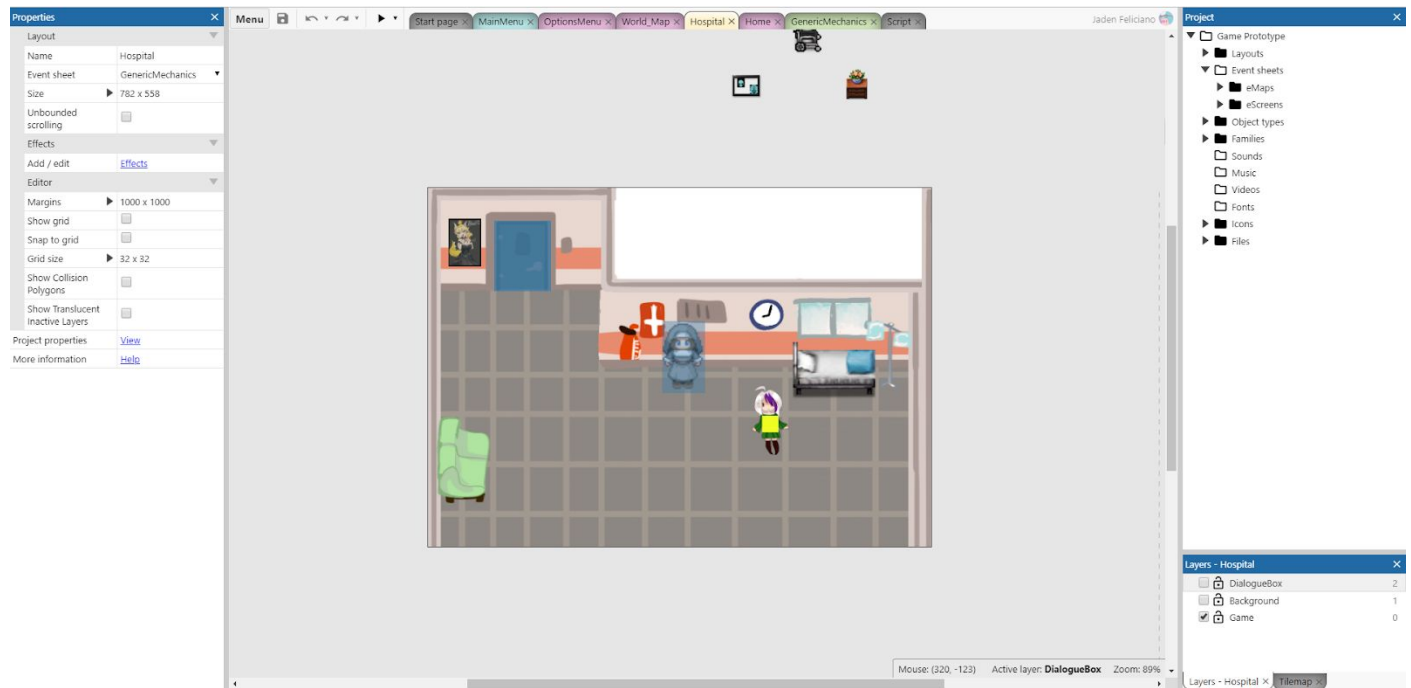
- The turns mechanic is applied to our game Life and Death through text boxes. Mayu will be talking to the npcs. The player will have to wait until Mayu is done talking to move onto the next segment. This dynamic moves into the aesthetic of narrative we are using turns to tell a story and on interaction.
- Hit points will act as the sanity bar. It's similar to traditional HP but works in reverse. The lower it gets, the more insane mayu gets. If it goes under 60%, she will move slower and the player's view will get dimmer. If it hits 0% its game over and you will have to respawn from the last checkpoint. This mechanic affects the sensation aesthetic.

### Concept art and character models



### Character diamonds-Kayla Deer

Shika Hideko is a NPC in our game. Her personality is closest to the character Seiko Shinohara from Corpse party. Shika has an upbeat, outgoing personality. She always tried to be there for her friends and crack a smile.



About

NameGame Prototype

Version1.0.0.0

Description

IDcom.company.appname

Authorauthor@example.com

Emailauthor@example.com

Websitehttp://www.example.co

Colors

Background color0, 0, 0

Splash color255, 255, 255

Use theme color

Theme color255, 255, 255

Startup

First layout(default)

Use loader layout

Loader styleConstruct 3 splash

Preload sounds

Display

Viewport size1136 x 960

Aspect ratio71:90

Viewport fitAuto

Fullscreen modeLetterbox scale

Fullscreen qualityHigh

OrientationsLandscape

SamplingLinear

Pixel rounding

Advanced

Editor

Preview effects

Pause on unfocus

Bundle addons

More information

Menu

Start page

MainMenu

OptionsMenu

World\_Map

Hospital

Home

GenericMechanics

Script

Jaden Feliciano

Project

Game Prototype

Layouts

Event sheets

enMaps

escreens

Object types

Families

Sounds

Music

Videos

Fonts

Icons

Files

Global number DialogueFinished = 0

Global number currentQuestion = 0

The current question number as part of its ID

Player

Player Movement

Player Dialogue

Use AJAX to call ScriptJSON (dictionary)

System On start of layout

AJAX Request Script.json (tag "Script")

AJAX On "quizQuestions" completed

Dictionary Load from JSON string AJAX.LastData

Function Call "loadText" ("ID" & currentQuestion)

Player Dialogue

Keyboard On E pressed

System Every 0.2 seconds

len(SourceText.Text)

len(TextFont.Text)

Set text to Dictionary.Get("Mayu, 1" & Function.Param(0))

Set text to leftSourceText.Text len(TextFont.Text) + 1 )

Add event to "Player Dialogue"

Map Mechanics

WorldMap

Doors to WorldMap

Keyboard On E pressed

System Is overlapping

Mayu DoorZone at offset (1, 0)

Go to World\_Map

Add event to "Doors to WorldMap"

WorldMap Location Buttons

Mouse On Left button Clicked on OverHospital

System Go to layout "Hospital"

Layers - MainMenu

Layer 0

0

Layers - MainMenu x

Timeline

