



# Mapmaker's Guide to Hawai'i

Visual Design Guide  
By Team Archipelapuzzle





1.

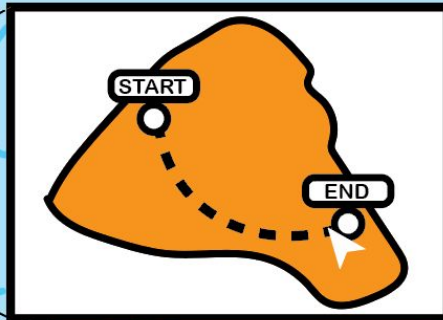
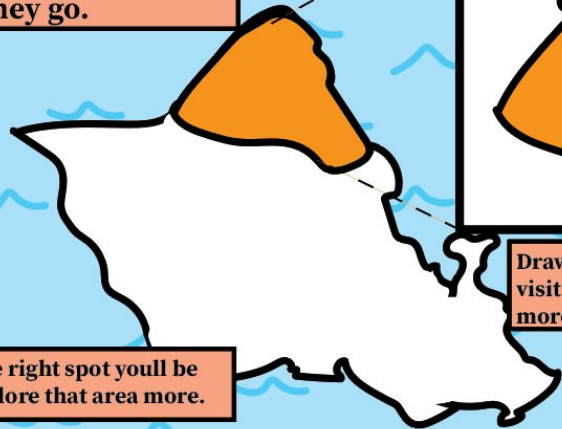
# Visual Design Summary





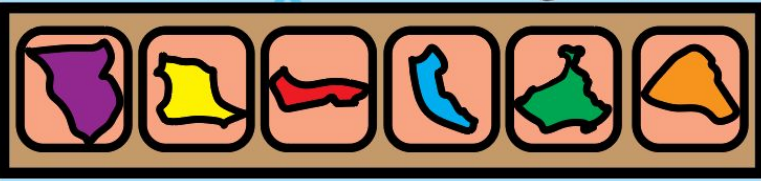
## Mapmaker's Guide to Hawai'i Visual Design

Drag and drop peices of the island and figure out where they go.



Draw a line from start to end and visit cultural landmarks to learn more!

Once in the right spot you'll be able to explore that area more.



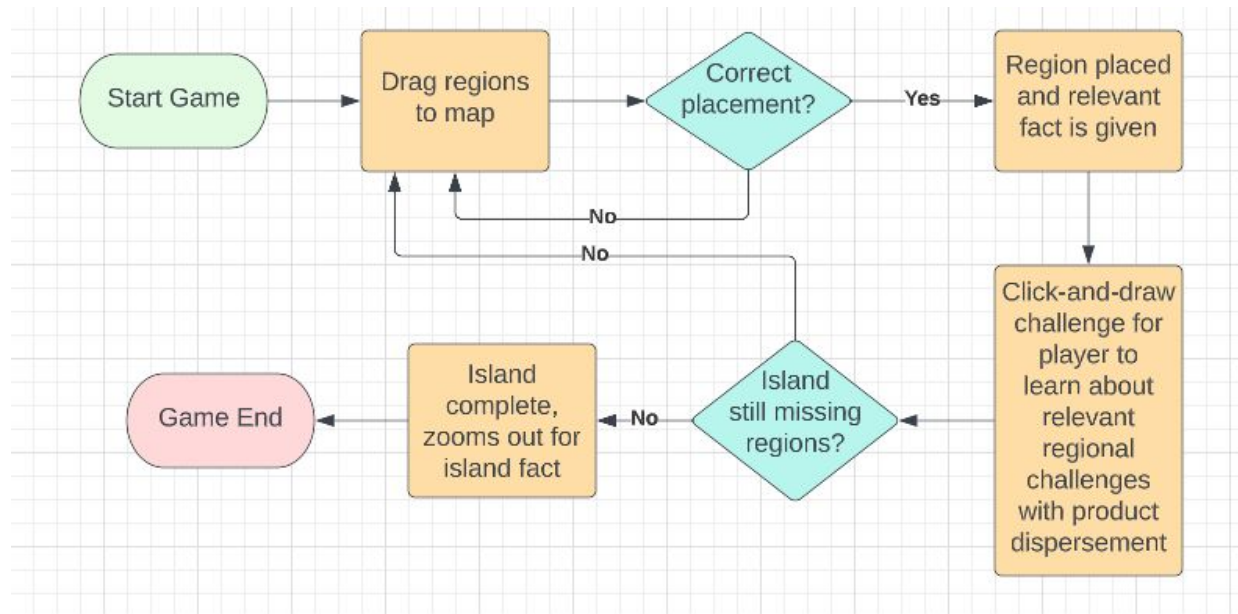
Each piece will teach you a cultural fact about the island.



## 2. Game Loop

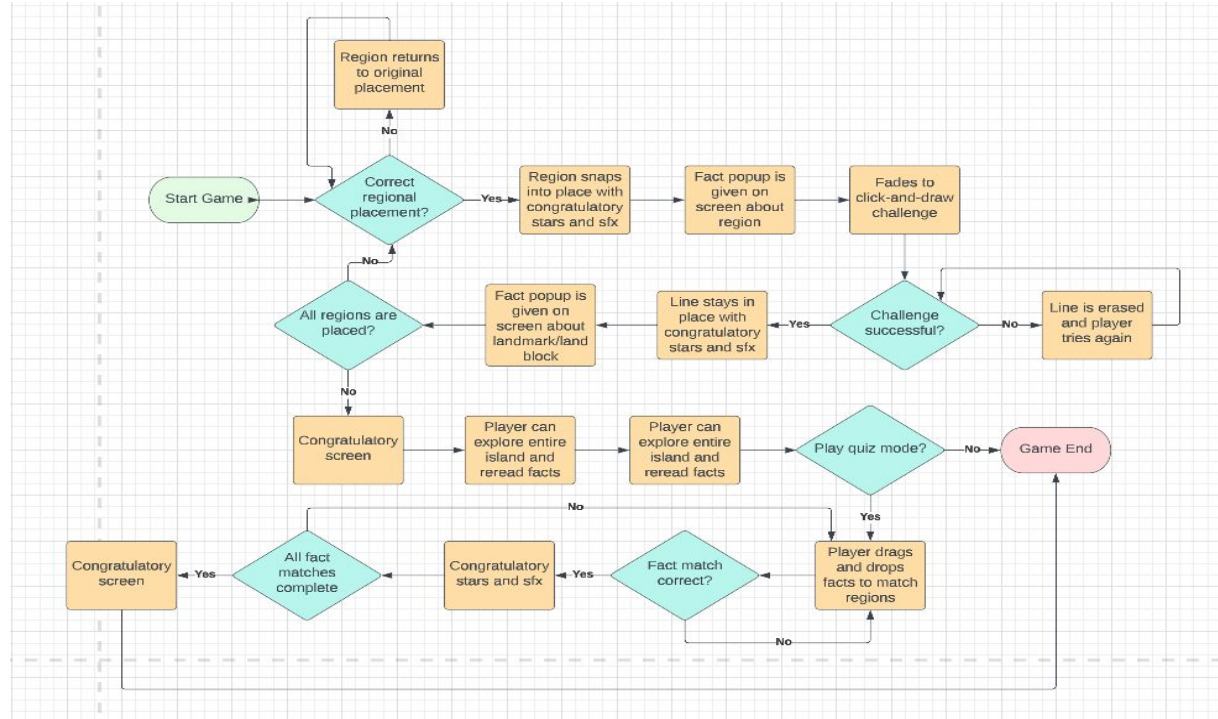


## Main Gamemode

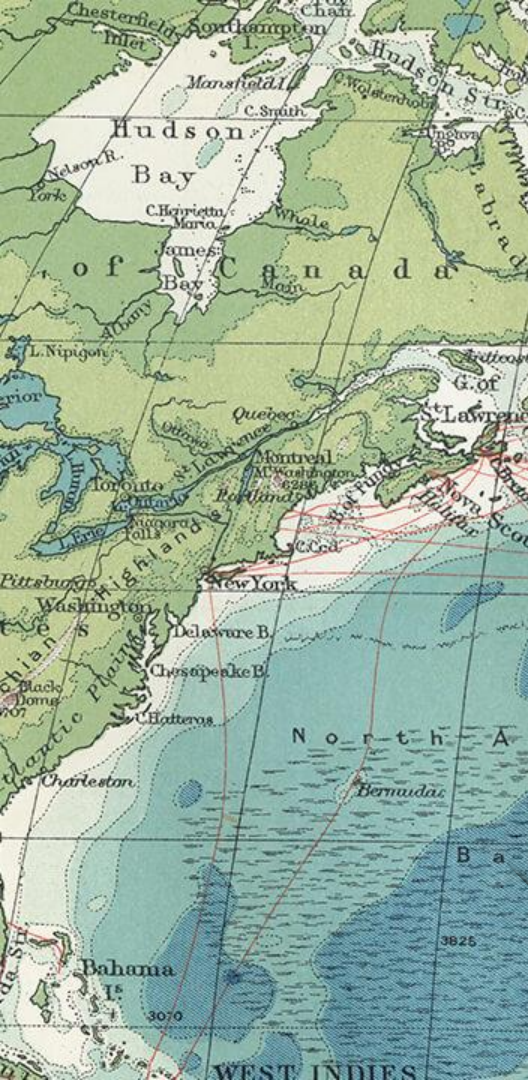




## User Experience / Interaction







# 3. Design Pipelines



## General Design Pipeline

1. Initial brainstorming at meetings
2. Scope check with Artists and Programmers
3. Concept Presented to peers for feedback
4. Check in with professor for scope check
5. Meeting to discuss any changes based on peer and professor feedback
6. Feedback used in design changes
7. Research done to erase potential cultural appropriation
  - a. No cultures are left out or ignored. If there are too many for a single region, the most common informations shared between all cultures is included
8. Updated concept added to backlogs
9. Stories assigned to sprint plan
10. Story priority assigned
11. Decide on any changes to concept before in-engine work
12. Git collaboration discussed
13. Work pushed in branches to avoid conflicts
  - a. Culturally appropriate art/music/information is added
14. Polishes made before final meeting





## Level/Region Design Pipeline

1. Research on chosen island with team
  - a. regional/cultural split
2. Choose 6 largest/most influential/most important regions or cultural identities for the region split
  - a. Hone in on major landmarks for each region
3. Research best use of a fact for each region/what would be the best information to teach for each region
4. Design region-based challenges using landmarks and regional production blocks that are played after placing region puzzle piece
  - a. Click and draw challenge based on moving materials around regional landmarks/blocks - based on real life research/things that realistically occur for people of those regions



## Information Incorporation Pipeline

1. Initial research done on region-based cultures and/or identities on chosen island
  - a. Split into 6 pieces
2. Additional research done with professional contacts to make sure information is correct and/or inquiring about new information
  - a. Contacted through personal and educational sources
3. Research region-based landmarks that present a quick challenge after placing regions
  - a. Challenges are click-and-draw based on moving materials/products around the island in a realistic route that includes regional landmarks.
  - b. Eg: moving important crops up or around a tall mountain range - teaching kids what problems the island locals are facing in day-to-day life
4. Decide on facts for each region shown after completing puzzle sections
  - a. Facts need to cover each region respectfully and cover enough of the important cultural material
  - b. Facts need to be run through a tool in order to be easily read by our young player audience



4.

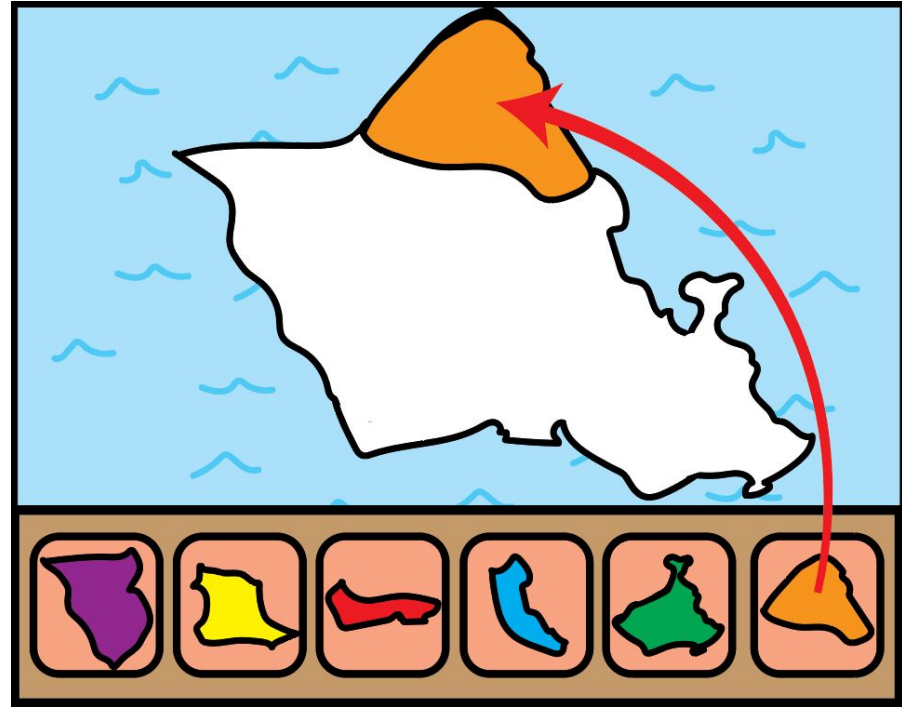
## Game Progression



## Game Progression - Part 1

The player is able to drag and drop pieces of the map.

Pieces place in the right spot will snap in place.

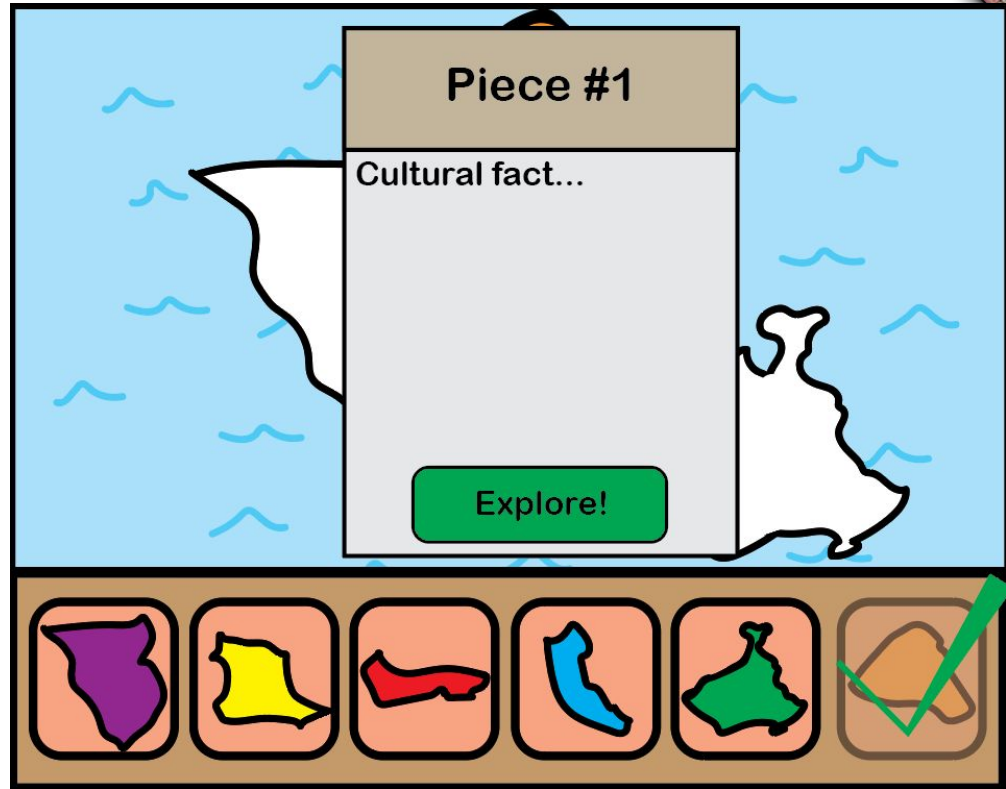




## Game Progression - Part 2

Once the player gets the right spot they will be given some cultural information about O'aho.

After reading the player can explore more of that area!



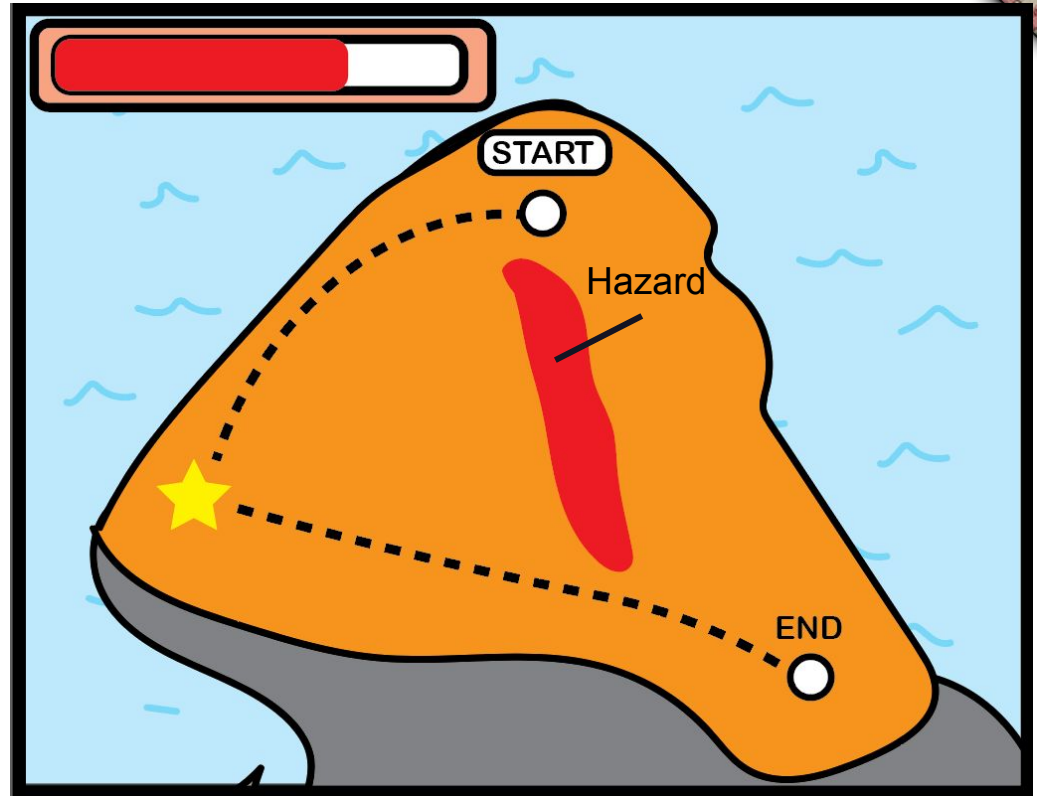
## Game Progression - Part 3

In explore mode the player zooms in on the area they just learned about.

The player must click and drag a line from the start point to the end point.

The player has a limited line distance shown from the bar in the top left corner.

Along the way they player must touch the landmarks of the area while avoiding the hazards.





5.

## Supplemental Materials



## Additional game modes

After completing the island the player can go back and take a quiz on what they just learned.

The player must now do the opposite and instead match the cultural fact to the area.

Once the player feels done they can check their answers and try again.

