



Fallopian Eggscapade

By Kaisha Gerhardt

Welcome to the jungle

Lets just flow right into it, this is a game about the menstrual cycle.

We start with a single egg that has a big journey ahead of him.

The time of the month is approaching and the eggs ready themselves to travel the natural wonders that the cavern of the uterus hold.

Collect 20 estrogen hormones to complete the cycle

Progesterone will lower your estrogen levels

Stay away at all costs from the swimmers

Characters & Collectables



Eggy Ovum

Player

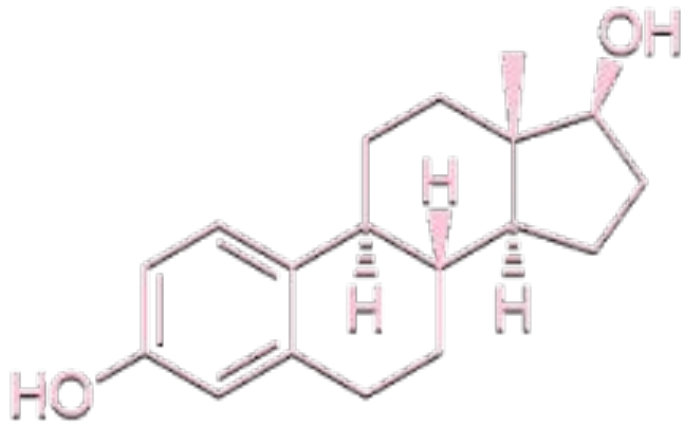
Eggy is the eagerly eggcided ovarian egg that plans to make the journey to the vaginal canal in order to announcements for the body.



EggBert

Eggbert is an NPC who is a but older than the rest of the eggs. As the elder, he teaches the younger eggs where to travel and what to watch out for. He's been in the ovaries longer so he's oxidizing.

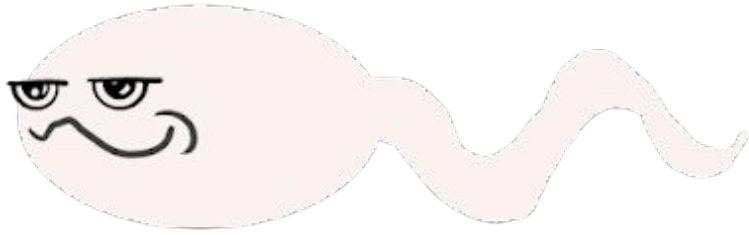
“Remember Eggy, estrogen is what keeps us going. Stay away from progesterone, they can stop us from completing our cycle! Eggy, by all accounts, stay away from the Swimmers! Just one will destroy our very existence and create something of a problem that could last for 18 years!”



Estrogen

Estrogen is the main ingredient that the eggs need to gather in order to come their cycle. Collecting estrogen will be equivalent to collecting health. Estrone plays a role as it thickens the lining of the uterus to prepare for pregnancy.

Enemies

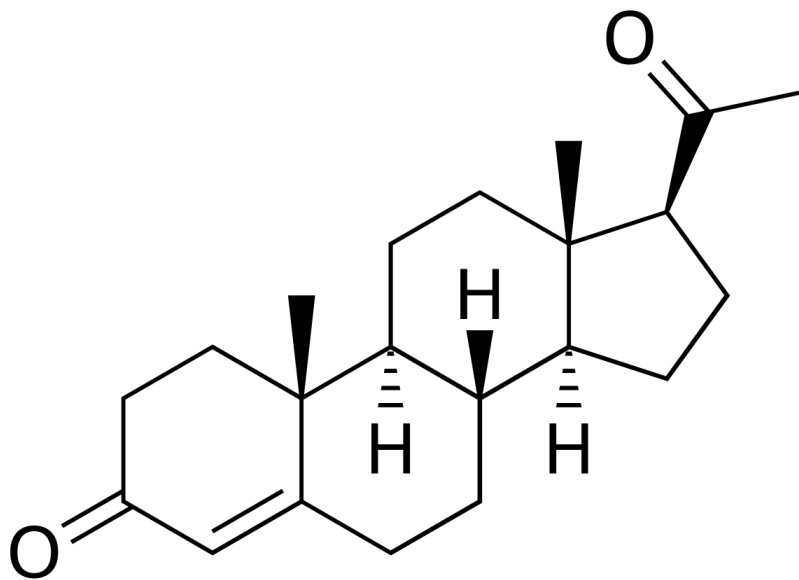


Swimmer

Swimmers are the main antagonist in this story.

Swimmers are semen, and their goal is to knock up Eggy's journey.

The player has to avoid the swimmers at all times, the game will end if they are touched by one. It only takes one



Progesterone

Progesterone is the chemical egg should avoid while traveling.

A lot of progesterone has the ability to cause the muscles to contract in the future that causes the body to reject an egg. Which is found in birth controls.

So in order for egg to complete his cycle. Getting hit by the progestine will cause your estrogen levels to decrease.

Other NPCs, Collectables, or Enemies

NPCS or Possible Players: Tampons, Birth Control pills, Nexplodon, and IUD, medications for yeast infections.

Collectables: Birth control chemicals,

Enemies: Bacteria that causes UTI, Toxic Shock element, Yeast infection

More ideas on the way...

Assets

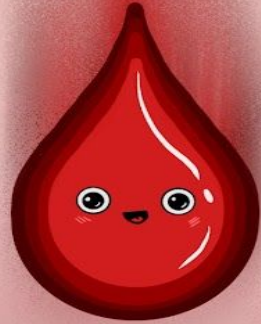
**Well... the other things
that aren't interactable**



Background

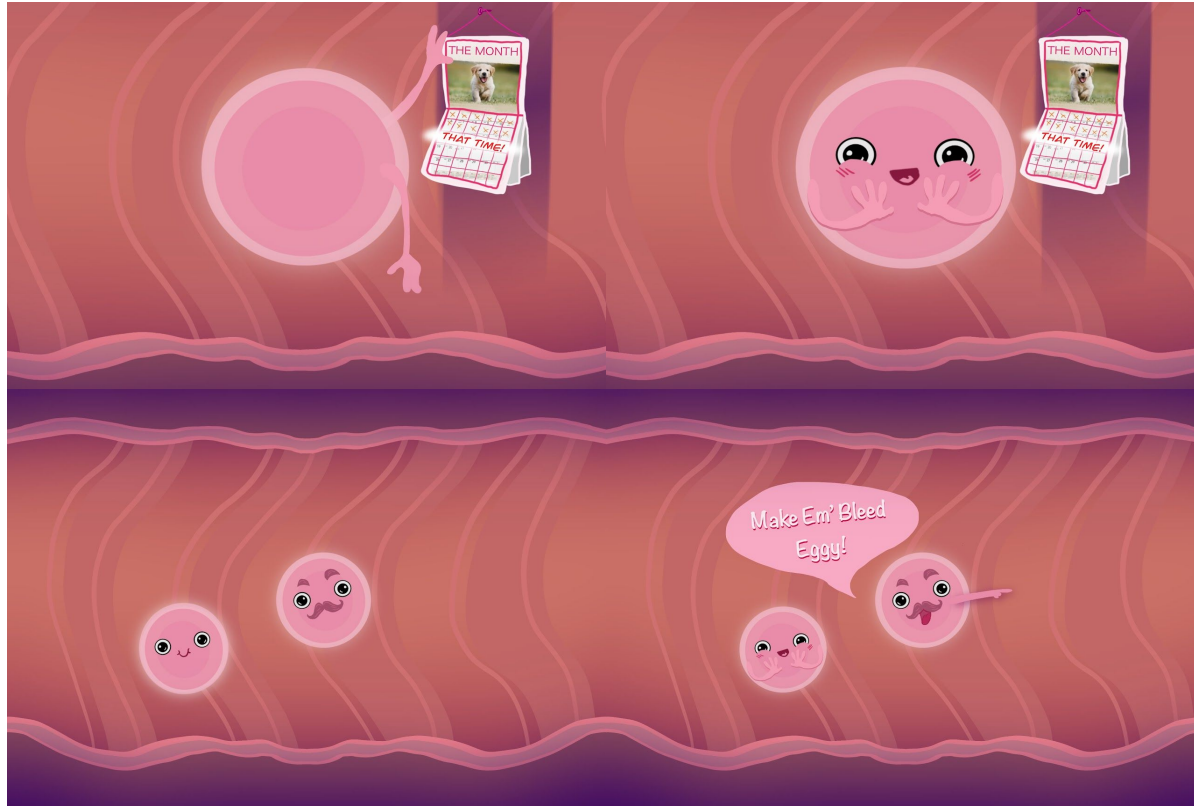
The background of the slide features a series of horizontal, wavy bands. The top and bottom bands are a deep purple color, while the middle band is a lighter, almost white color. The wavy lines create a sense of movement and depth.

Foreground



Current End Background

Current Storyline:



Goals

For the project

Creating an Educational Experience

The game started out as a little funny moment, but the aspect of the game has shifted into more than I expected.

I strive to create a informative game that teaches people about the menstrual cycle, sex and female organs in a way that is aesthetically pleasing.

Have it cute, funny and educational.

Ways for becoming more educational

I plan to have several different levels for the game. Each level would provide the player a new aspect of a period to learn about. Such as, you unlock certain levels where you play as different characters and face different enemies.

Example:

The player is an IUD that must protect the ovarian tubes from having swimmers get inside.

The future for the game

I hope to make this a simple game that has the potential to be used in educational environments. Steam would be a base platform to have it start on.

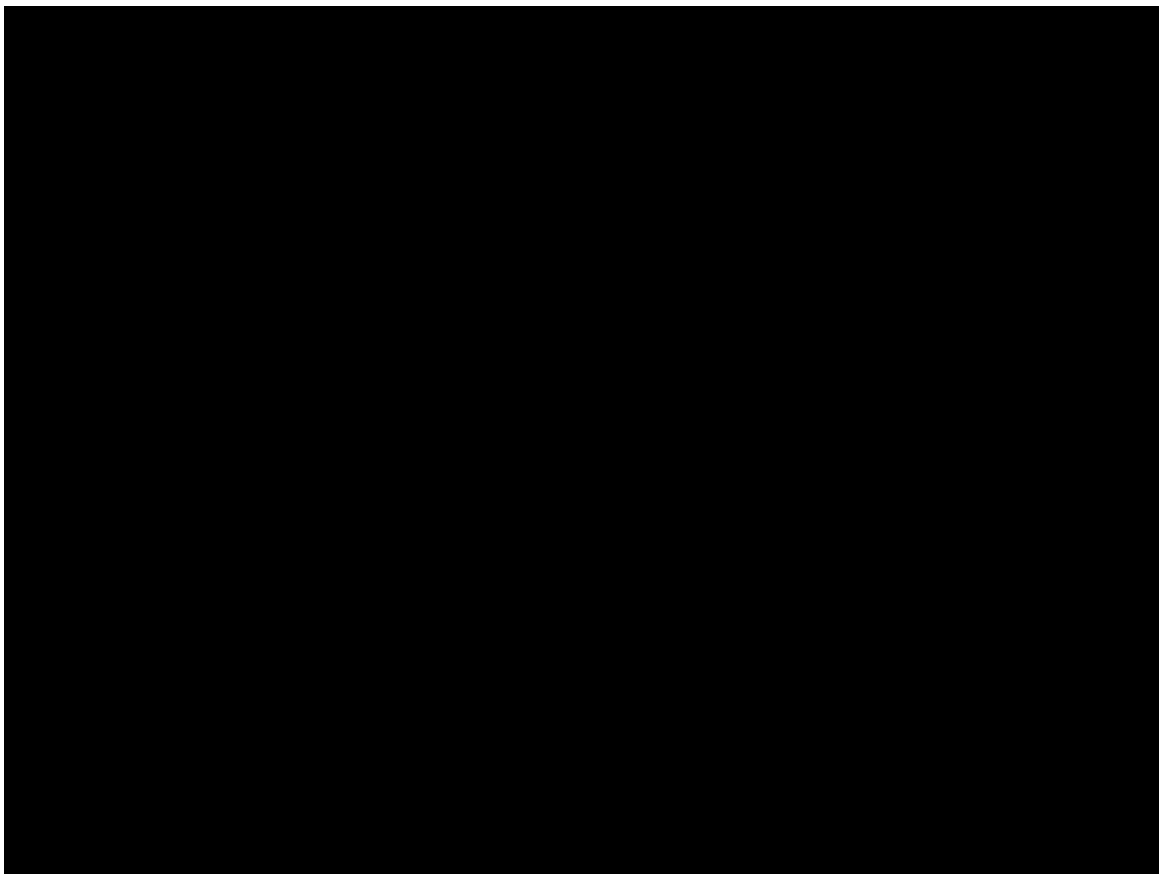
I think the best way for this to reach its potential is to present it to educational platforms and offer it free to players of all ages.

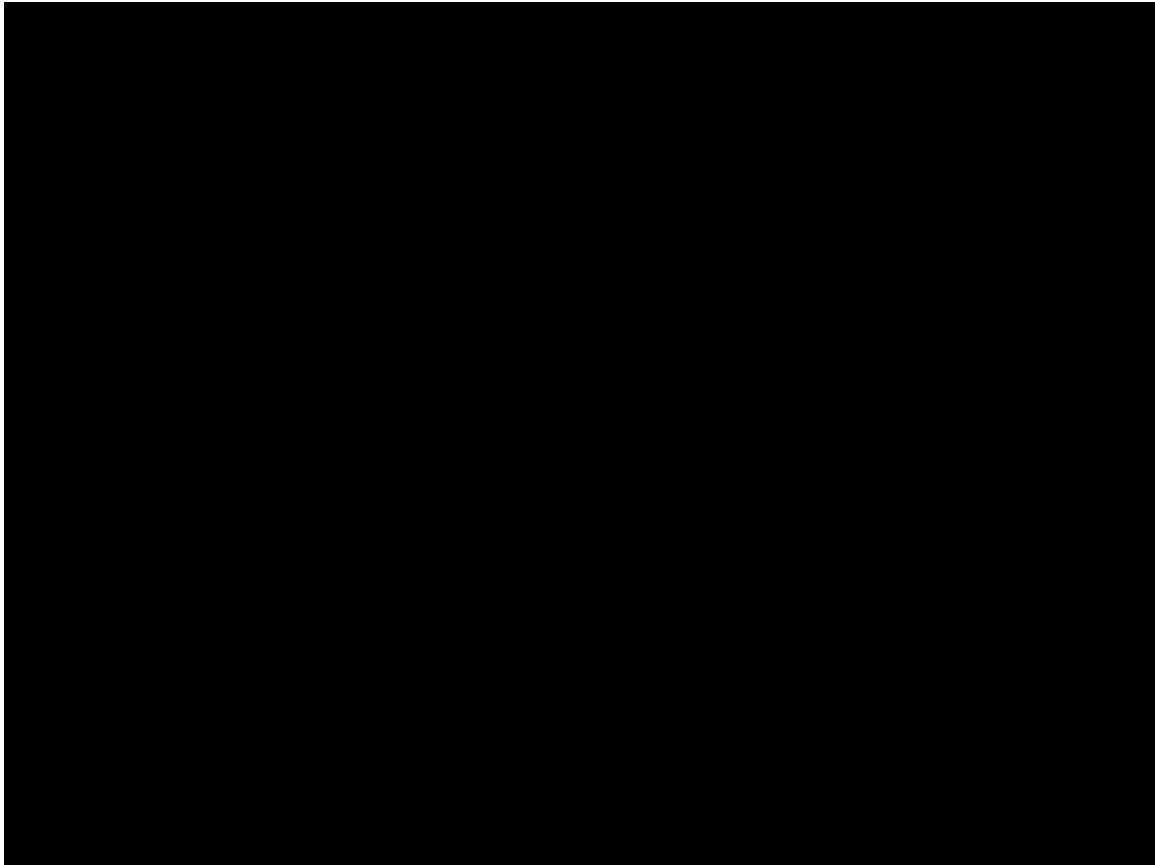
I want an large audience to have access to it, so having it be free in the beginning would offer that ease for players.

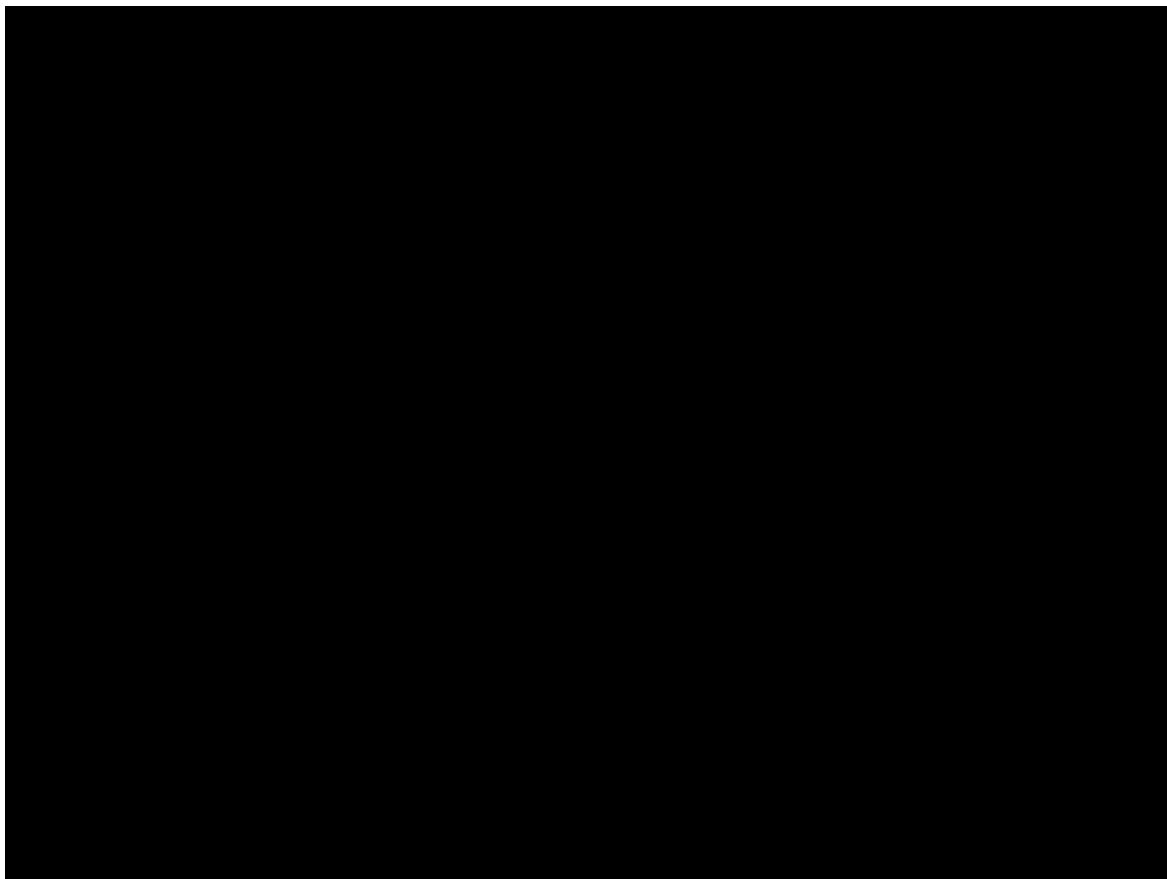
PC and Mobile gaming would be the best platform so far with the style of game.

Progress So Far

Sorry in advance for the
poor video and audio
quality







Alternating:

Audio will be shifted due to copyrights

Maybe add sound effects

There are many IFs, ANDs and BUTs so far into the process

Just like the game, this presentation isn't really finished

Thank You

For your time!