Whispers of Light

**Instructor:** Professor Leonardo Moura **Course:** Game Content Creation  
**Topic:** Assignment – 1  
**Date:** May 11, 2025

**Group**-**4 Members:**Kavya Bhavinkumar Shah  
Divya Devendrasinh Rana  
Gaurav Amol Vedak  
Veysel Toprak  
Srujal Gaurangbhai Patel

## Table of Contents

1. Introduction  
2. Game Overview  
3. Story & World  
4. Game Mechanics  
5. Characters  
6. Appendix: 3D Asset

## Introduction

Our game is called Whispers of Light. It’s a peaceful, story-driven puzzle game about guiding lost souls through a spiritual world using a magical lantern. We devised this idea together and built on each other’s suggestions. Everyone in the group worked on different parts, and we gave feedback and support throughout.  
  
Kavya led the game’s core idea and structure, helping shape the theme and layout of this proposal. Divya helped with the story and gave input on all sections. Gaurav worked on the game mechanics and helped brainstorm how the lantern works. Srujal focused on building the characters and their personal stories. Veysel created our 3D asset in Blender with help and feedback from the rest of us.  
  
This whole project is our original work, and we wrote it ourselves based on our ideas and understanding. The game is about light, memory, and emotion—and we believe it stands out because of how personally we approached each part.

## Game Overview

**Title:** Whispers of Light  
**Genre:** Puzzle Adventure  
**Platform:** PC, Nintendo Switch  
  
In this game, you play as a **Light Keeper** in a quiet spirit world. Your goal is to help lost souls find peace by exploring their memories and solving puzzles with a lantern that reveals hidden paths and objects. The lantern is magical and reacts to the environment. There’s no fighting or enemies—just puzzles, emotion, and calm exploration. The game is relaxing but meaningful. Players move through realms inspired by each soul's past, making each level different and emotionally deep.

## Story & World

The game is set in a place called the **Whispering Realm**, where souls go when they haven’t fully moved on. Each area in the game is a different soul’s world, shaped by their memories. Some are peaceful, others are broken or confusing.  
  
We came up with the story together during group meetings. The idea of helping people let go of sadness or regret stood out to us. Some souls might feel guilty, others lost or scared, and the Light Keeper helps them find peace. The world is soft, glowing, and a little mysterious, with floating ruins, bridges, and nature all around.  
  
There’s a deeper mystery to the realm, too—the Light Keeper isn’t just helping others, but also slowly uncovering their forgotten purpose. This allows the game’s story to develop quietly as players go deeper into the spirit world.

## Game Mechanics

This game doesn’t have any combat. It’s all about walking around, discovering memories, and solving light puzzles.  
  
**Main Actions:**  
- Walk and jump  
- Use the lantern to reveal hidden paths or puzzle parts  
- Solve puzzles using mirrors, shadows, and other objects  
- Pick up fragments of memory  
- Help each soul move on to unlock the next area  
  
**The game loop:**

Enter a soul’s realm, explore it, figure out what’s holding them back, and help them let go. We kept the controls light and easy so players can focus more on the story and visuals. The lantern gets new abilities in each level to make puzzles more interesting over time.

## Characters

**- The Light Keeper:** The player character. They don’t speak, but the lantern glows brighter or dimmer based on the emotion in a scene.  
  
**- Poco:** A musician whose last performance never happened. His world is full of broken instruments and faded sheet music.  
  
- **Victor**: A soldier who can’t forget what he did in the war. His world is full of ruins and silent statues.  
  
- **Sage:** A healer who couldn’t save her village. Her world is a field of ash that slowly grows flowers when the player shines light.  
  
- **The Lantern:** It’s part of the gameplay, but also a symbol. It remembers what other Light Keepers saw and carries that memory through light.  
  
Each soul has a backstory, and their realms visually represent their inner emotions. These areas are meant to feel personal, poetic, and respectful—touching on themes like grief, memory, and forgiveness.

## Appendix: 3D Asset Description

**Asset Name:** Ancient Lantern  
  
**Where It’s Used:** The lantern is the main tool in the game. The player always holds it. It lights up paths, shows secrets, and helps solve puzzles.  
  
**How It Was Made:**I started with a cube as the base shape and later refined it to resemble glass-like material. For the top and bottom parts, I used another cube and shaped it using the Bevel function.

For the decorative corners and glass, I used plane meshes and painted them with the #010101FF color and a roughness value of 0.210. I incorporated a circle mesh for the handle and attached it to the top of the lantern using a NURBS Surface.

To create the glowing effect, I placed a UV Sphere inside the lantern and assigned a Transparent BSDF shader to its surface. While I have applied various functionalities to enhance the glow, the project is still incomplete, and I am actively refining it  
This was our first 3D model as a group, and it reflects the tone of the whole game: quiet, magical, and full of purpose. We tried to give the lantern a style that matches both story and gameplay—it’s not just a light source, but a key symbol throughout the game.

## Future Development Plan

As a group, we’ve also started planning what comes next for Whispers of Light. Since this is just the first assignment, we want to make sure that the next phases of development build on the emotional tone and gameplay foundation we’ve created. We plan to design five fully developed realms, each representing one of the main soul characters, and add subtle but meaningful environmental storytelling to every space.  
  
We will also expand the lantern’s functions. Right now, it reveals hidden elements and glows emotionally. Later, we want it to be upgradeable, with unique effects in each realm. For example, in Victor’s realm, the lantern could reveal hidden truths in crumbling statues. These special features will make each area more unique and connected to the soul’s backstory.  
  
We’re also exploring how to handle the game’s pacing. Since this is a calm, emotional game, we’re going to avoid fast or intense music. Instead, we’re looking into ambient soundscapes and soft piano or violin themes, matching the story being told. The player should feel like they are walking through someone’s memory, not rushing through a level.  
  
Finally, we want to build a credits area at the end of the game, where players can walk through a quiet grove filled with lanterns that represent each soul they helped. It’s a way to reflect on the journey they took and what they learned from each story.  
  
We’ve divided future tasks based on what each of us enjoys and can contribute:  
- Kavya will continue leading the creative direction and documenting ideas.  
- Divya will help refine the world and theme, adding emotional touches.  
- Gaurav will develop the mechanics and logic behind puzzles and lantern upgrades.  
- Srujal will expand each character’s narrative arc.  
- Veysel will begin testing different types of low-poly props and interactive models.  
  
This game is personal to all of us, and we’re proud of how much thought we’ve put into making something gentle, different, and honest.