

Miri is Thirteen

Miri is Thirteen and full of hope. Especially now that she's got a major crush on the coolest guy at school! Who is going to be at the big pool party this afternoon! Which she absolutely needs to prepare for! Miri is Thirteen and full of anxiety as well. Play this game to navigate her through her day and experience all that is fresh and new to her – and maybe nostalgic and relatable to you.

Genre

- ★ Narrative Game
- ★ Coming of Age



Platform

- ★ PC (priority)
- ★ Nintendo Switch (priority), PlayStation, Xbox

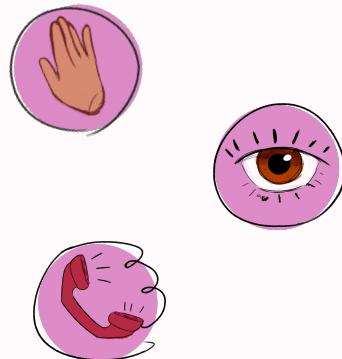


Target Market and Group

- ★ Mainly women, age 25-35 (but also every other gender) who ...
- ★ ... were teenagers in the 2000s.
- ★ ... enjoy slow narrative games.
- ★ ... like to laugh.
- ★ ... can embrace the cringey moments of life.

Unique Selling Points

- ★ Relatable (cringe) teenage experience.
- ★ Heartful characters.
- ★ 2000s nostalgia.
- ★ Vibrant art style.



Simple

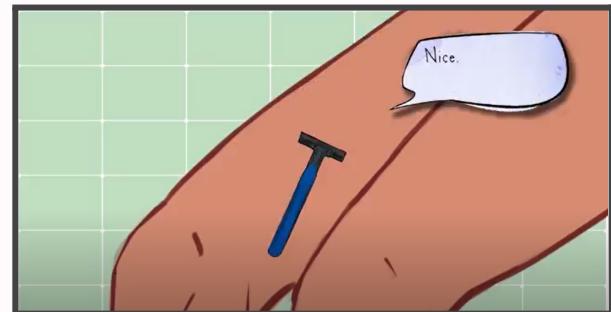
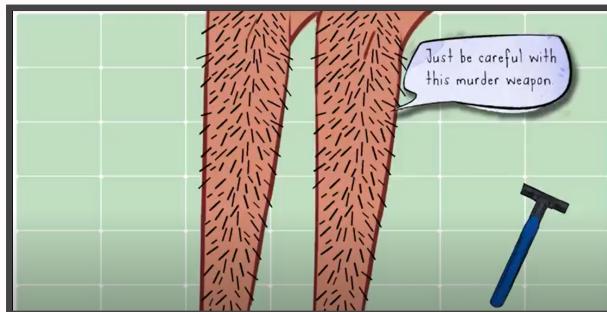
Relatable

Everyday Life Experience

Narrative

Gameplay

Free exploration of the space and further inspection of objects of interest leads Miri to play out possible situations in her head. A sequence of wishful or overthinking starts, prompting her with a new preparation task. These tasks are collected in her to-do-list. The player solves them by playing Minigames.



Full Production Plan

Week	Programming		Design		Art	
08.06 - 10.06	Finish Interactables		Finish Quest Log and Tutorial Design	Finish General Overthinking Design	Environment Concepts	Character Concepts
13.06 - 17.06	Finish Dialogue/Monologue System	Implement Overthinking	Finish Art Asset List	Start Minigame Design	2.5D Furniture Research	Character Animation
20.06 - 24.06	Implement all Quest-Lines	Implement Questlog	Finish every Minigame Design	Finish every Quest-Line and the overall Story	Finish Miri's Room	Finish every Overthinking Frame
27.06 - 01.07	Finish every Minigame	Implement UI	Tweak Minigames	Finish writing Dialogue/Monologue	Finish the Bathroom	Draw every Minigame + UI Asset
04.07- 08.07	Implement Sounds		Finish Sound Design	Tweak Dialogue/Monologue	Finish the Kitchen	Start Decorating every Room
09.07 - 12.07	Bug fixing	More Bug fixing	Testing & Bug fixing	Tweak Sound Design	Polishing	Decoration

Team Info and Contact



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