

# ***Portfolio Guide***

## **Lyra Max Manas**

<https://github.com/LyraTunes/Portfolio>



# **Table of Contents**

All projects and related files can be found either on the USB stick provided in the scroll case or on my GitHub, which is linked in the 'Links' section. All files on GitHub are also on the USB stick. I also designed a game, which is not in any of the project folders, which gives more context as to why I made these projects, and what kind of person I am. All Games provided are exe files, only executable on a Windows device.

## **1 Matura Paper**

My Matura paper, which I wrote when graduating from the MNG, contains a game concept about DID (Dissociative Identity Disorder).

## **2 Short Story**

A short story I wrote in my free time about a girl who turns into a ghost."

## **3 Projects at Enlightware**

While i was working at Enlightware i was able to work on a bunch of games with the Game-creation-Website "Candli, and this is a showcase of 3 games I worked on.

## **4 Learning to draw**

During my Freetime i started practicing drawing, since i had not learned how to draw prior, with the goal of finishing a drawing for a Vtuber Model

## **5 D&D Campaign**

During my Freetime, I started to host a Campaign for my friends, where I create a completely new world for my players to explore, and I explain how my first sessions went and what I learned.

## **6 Homework There is no point**

Since the topic was point, I decided to make a game about life having little meaning, with and ending, where the player finds a physical point in the game.

# 1 Matura Paper



## Abstract

Diese Arbeit stellt eine Spielhandlung über eine Person, welche an DIS leidet, vor. DIS, oder dissoziative Identitätsstörung, ist eine psychische Erkrankung, bei der die betroffene Person sich als mehrere Personen in einem Körper wahrnimmt. Diese verschiedenen Personen sind zudem durch Amnesien voneinander getrennt. Das Konzept der «multiplen Persönlichkeit» hat literarisch viel Potential, was viele Werke schon gezeigt haben. Aber diese Arbeit fokussiert sich auf eine möglichst neutrale und realistische Sicht des Störungsbildes von DIS. Zudem zeigt diese Arbeit, wie viel Potential Videospiele als Erzählmedium haben und wie das Spiel die Handlung möglichst immersiv erzählt.

Zuerst wird das Wichtigste, das zum Spiel gehört, wie Charaktere, Handlungsräum und Spielmechaniken, zusammengestellt. Danach wird die Handlung so detailliert wie möglich resümiert. Darauffolgend wird diese analysiert, indem die Darstellung von DIS im Spiel genauer angeschaut wird, Storytelling-Methoden näher unter die Lupe genommen werden, und über Inspirationsquellen aufklärt wird.

Read the rest of my matura paper on my GitHub.

## 2 Short Story

### Ansteckende Einsamkeit

“Wo ist Sarah?” frage ich an Trevor’s Party. “Ich habe sie noch nicht gesehen.” “Hm? Weiss ich nicht, vielleicht ist etwas dazwischengekommen... Oder ihre Eltern waren mal wieder anstrengend und sie musste zu Hause bleiben.” antwortete Trevor. “Schade... sollte uns aber nicht abhalten, Spass zu haben.” Als ich dies sagte, fühlte ich eine kalte Brise an meiner Schulter, die mich schaudern liess, hab mir dabei nichts gedacht. Es gab schon mehrere Vermisstenfälle in dieser Stadt und war leicht um Sarah besorgt. Sie war eine meiner wenigen Freundinnen und diese Party sollte mir helfen, dies zu ändern... Dabei kann ich solche Sorgen nicht brauchen. Ich gehe nicht gerne aus meiner Komfortzone, doch heute traue ich mich und will mein Sozialleben auf die Reihe kriegen. Ich ging daraufhin zur Bar, um mich auf diesen Abend vorzubereiten.

Einige Drinks und Tänzchen später und die Party ist voll im Gange. Die Musik dröhnt aus den Lautsprechern, mit neuen Radiohits, sowie alten Klassikern, bei denen alle mitsingen. Die Stimmung ist super und man kann sich regelrecht in der Stimmung auflösen. Ich stehe an der Bar und warte darauf, angesprochen zu werden. Als ich mich langweile, gehe ich auf meine Freundin Lucy zu “Hey Lucy”, “Oh hey, Chen, hab dich noch gar nicht gesehen.” erwidert Lucy. “Yeah, ist viel los heute, da kann man sich schnell aus den Augen verlieren.” “Ja, haha” erwidert Lena, ohne mich richtig zu beachten, “Ich hole mir was zu trinken, brauchst du was?” “Nein danke, habe mir gerade etwas...”, bevor ich antworten kann, ist sie schon umgedreht und sie verlässt mich wieder und lässt mich alleine in der Musik stehen. Rude... was auch immer, ich bin hier um neue Freunde zu machen. Ich gehe auf die Tanzfläche und versuche mich in eine neue Gruppe einzutanzen. Ich kann mich gut integrieren, doch ich tanze ein wenig und gehe weg, weil niemand mit mir reden will. Bei der nächsten Gruppe sehe ich jemanden aus meiner Klasse und versuche, über unsere Lehrerin zu lästern. Doch er ignoriert mich! Danach hatte ich genug und setzte mich in eine Ecke. Ich habe nicht viele Freunde und habe versucht, dies heute zu ändern. Ein bisschen aus meiner Haut zu wachsen. Dabei wurde mir nur klar, wie einsam ich fühle... Und immer ignoriert zu werden, verstärkt dies nur. Die Musik dröhnt nun entfernter, leiser. Die Luft ist kühl und weniger willkommend. Diese ganze Idee war ein Fehler. Vielleicht sollte ich mich einfach damit abfinden, unpopulär zu sein. Alleine zu sein. Ich erwäge nach Hause zu gehen, als ich endlich Lucy wieder in der Menge sehe. Ich laufe auf sie zu und rufe ihren Namen. Sie schaut sich verwirrt um und sieht mich zuerst nicht. Als ich sie erreiche, berühre ich ihre Schulter und sage: “Hey Lucy, da bist du ja wieder, man verliert sich so schnell.” Sie sieht mich weiterhin verwirrt an und erwidert: “Wer bist du?”

Read The rest of the story in my Github.

# 3 Projects at Enlightware

## Projects at enlightware

In my internship at Enlightware I learned a lot of different skills and I have completed a couple of games. I used the website “Candli” that Enlightware is working on and I worked as a game Designer and product tester of the website. This is a selection of games I have worked on. The first link each is always a play link, that lets you immediately try out the game, while the second one, is a link to copy the game and open it in the candle editor, so you can see the inner workings of the game and the website. The Website works best on Chrome. I'm only explaining one game here, for the others, go to my GitHub.

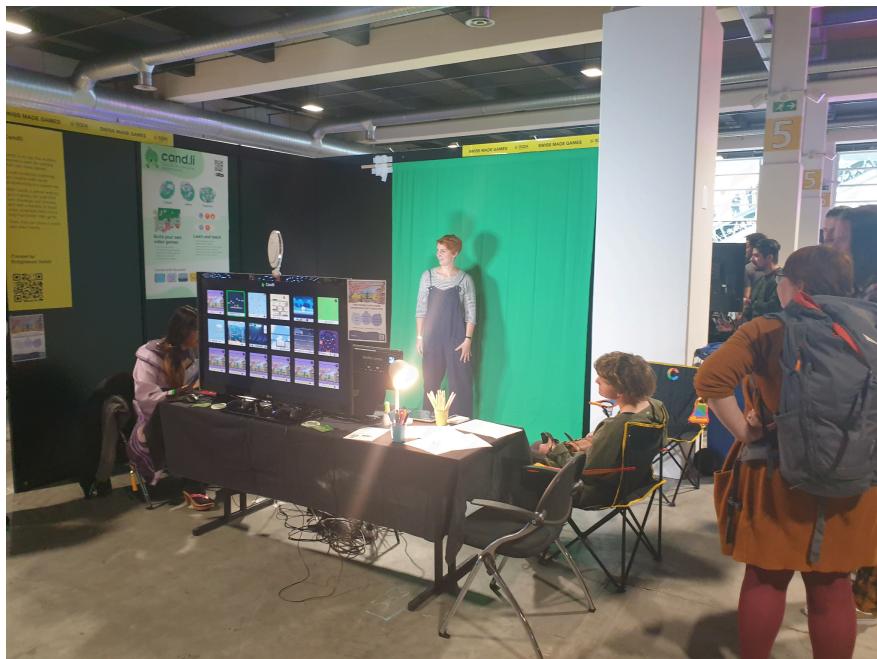
### Pop con fighting game

This is a very simplistic fighting game created as an Advertisement for candli during the Zurich Pop Con 2024. With this game and a greenscreen, you could add the visitors and cosplayers into the game with different animations and give them a personalized copy of the game. In this game, all assets were created by me, as well as the game logic. The last link shows a lot of different versions of the fighting game with visitors and cosplayers.

<https://cand.li/play?2bec5ae05a1b59a8bf182b9128600e1c>

<https://cand.li/create?ws=d8539540-3298-5244-b767-6d08bd062b90>

<https://cand.li/show?popcon-show>



## 4 Learning to draw

### The Vtuber Model

I had already streamed on my channel [ViolaTunes](#) With a free model. But life got in the way and I could not stream for a while. When i go back, i wanted to have a model, created by myself, and so I spend a lot of time on the Design. The challenge is to make assets of different body parts, that can then be rearranged and changed, depending on my facial expression and movements inside the rigging program.

### Concept Sketch

This was a concept sketch after a lot of tries, that showed the direction i wanted to go in, but especially with the facial expression I still had a lot I wanted to change.

### Finished Model

After some Refining and making sure everything was on a separate layer, I had finished the Vtuber Model. The 2 main ideas influencing this design were foxes and music. I say that without music, I would not be here anymore, and that if i could, i would always have some background music playing, even while asleep. I also relate to foxes as cute animals, that can be smart and sly, but especially as pets seem more similar to silly cats. Ever since a friend mentioned my spirit animal would be a fox, it had become my favorite animal, because i immediately connected to it. I had a lot of struggles with the body shape, especially in the chest area, and the face underwent a lot of changes too. But in the end I am very happy with the final product and hope I can rig it soon and see the model come to life. In a separate Folder I also show all the different parts of the model, as well as the original clip studio paint file. For more references of what i drew during this time i direct you to my GitHub, link at the end.



## 5 D&D Campaign

### My World

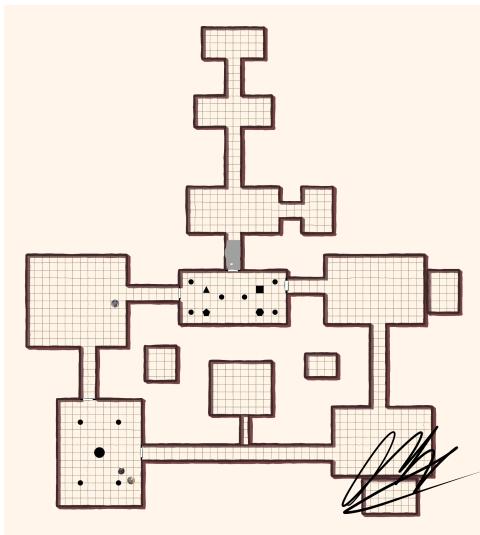
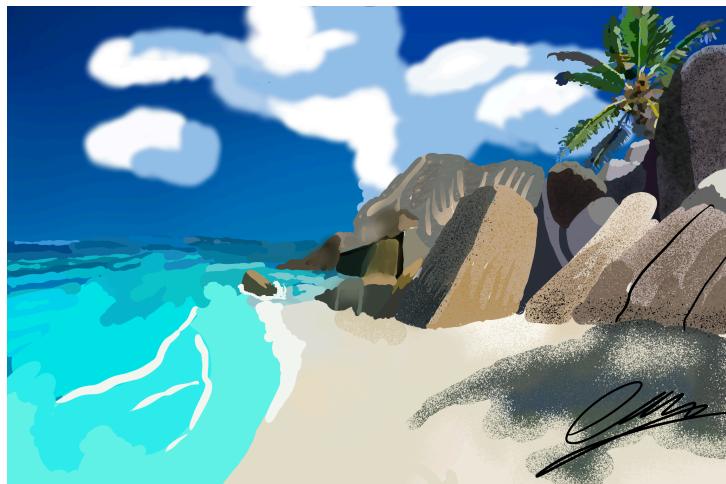
The adventure I wanted to create for my players should be episodic in nature with an overarching story, where mostly small details get revealed at once, but they have smaller adventures in between, inspired by the anime or manga "One Piece". To accomplish that, The world is set up in very disconnected nations on a single continent. These Nations have widely different cultures, laws, people and problems. Some of them should be kept open enough to consider the backstories of the characters and I still have to design details of most of these nations, if the players decide to head to one of them. There is no history looking longer than 300 years ago and it is a big mystery about what happened. Most Nations were founded during this time. There are some ruins that could tell a story, but there has not been a lot of research done. The Nations are mostly peaceful towards each other, apart from some exceptions, but there is not much communication between them and they keep to themselves. Elves are very rarely seen or heard of, and when you do, they are either in a very high position, or trying to stay hidden. The only civilisation of elves still existing is a nation of wood elves in a big forest.

### My Intended Story

To make the introduction into the world, ensure more freedom of choice in the future while still giving the player a good basis for the story and give me more time to flesh out the world, the players start off on an isolated island, scrapped off any conventional map. This way I can control what the players do more, and still give them freedom later in a way that feels natural. This happens by having the players be travelling on boat, as they reach a part of the sea that is said in sailor urban legends to be extremely dangerous. They crash land on the island and find out about the culture. On this island magic has been forbidden by the villager elder who clearly has the ability to cast magic. He is also a very rare high elf, and secretive. It is forbidden to talk about the outside and the villagers seem to have forgotten where they are from. But the village seems happy with this situation and it is weirdly idyllic. Everyone has their role and feels fulfilled. As they explore this town, they should be getting more questions, and less answers. At some point, they will get asked by the leader of the village to find some "artifact" as he fears it could get taken by someone. Reluctantly they should get convinced by some help to get off the island. There are very strong currents that make leaving the island a challenge. As they enter the cave where the artifact is located they should have some small puzzle to solve, as they hear voices from the entrance of the cave, they don't recognize. They should continue forward and enter a small dungeon, guarded by a friendly dragon. These are even rarer than elves and they should be a surprise to the party. The dragon has been mentioned as a "friend" by the village elder, but there wasn't a mention of the race of this supposed friend. The dragon should get their trust as they make their way through this challenging but manageable dungeon. The dragon was bored so makes a game of this exploration, and doesn't give them any help. It is a race against time as orcs are trying to get into the dungeon and get this artifact too. They should get to the artifact in time, maybe with the dragon giving them a little time by fighting off the orcs, but the dragon is not so adept at fighting. This artifact seems to be a weak version of a staff of fire, and not the big threat the elder made it out to be. They make it back safely, depending on how well it goes, with or without the dragon in its tow. The orcs should be stationed at the beach they landed on and the party has to try and sneak past. As they make it back to the elder, he should be very happy and relieved you got the artifact. The party should at this point have more leverage to figure out the situation in the village as well

as find a way to exit the island. They might even be convinced to return the memories of the villagers as they have seemed to be kept in check by removing their memories of anything outside of the villages. I would imagine some, but not all villagers would want to leave too and get back to their original home. Ideally they would accept the staff from the elder and decide it's safer in their hands. They get away from the orcs, and as they reach the mainland. At this point the main story has started and the players have a lot more freedom about where they want to go and what they want to do. They will have heard from the elder that there are 7 of these artifacts and that they are extremely powerful, especially in the wrong hands. It's up to the party to locate these artifacts, or to focus on other adventures. But no matter what they do, these artifacts will keep on popping up, and if they don't get ahold of them in time, the orcs or whoever they serve will get them instead, making it harder for them in the future. The people they travelled with will go their own ways, home or to their own adventures, and they might pop up later again. It is not prepared at this point, but some sort of conflict in the nation they arrived will have come across the party, giving them an idea on what they could do.

To learn how the sessions actually went, read the document in my GitHub.



## 6 Homework There is no Point

From the topic “Point” I first came up with 3 Game Ideas, from which I can start choosing what I want to work on.

- What is the point?
  - A game that is supposed to teach media literacy, by taking common online and political debates, and implementing them in a “Phoenix Wright”- like game. The goal of the player is to find underlying messages and goals of both sides of the argument. This idea is very complex and hard to show off, so i decided to scrap it.
- There is no point
  - A comedic game, where you have to find the point in a game lacking any points with a narrator like in there is no game or Stanley parable. They struggle to find meaning while you play mundane minigames, and in the end a point appears and you show it to the narrator. This idea is simple to implement but lacks depth.
- Analyzing a pattern
  - A puzzle game, where the player has to figure out how a selected point moves in relation to the points around it. This idea seems interesting but is too vague and could be hard to implement

So the only viable idea is a demo version of the idea “There is no point”. To add more depth I decided to take the political part of the first idea and add it to this idea, making the Narrator discuss current political events and social changes, as they fall further into nihilism. I decided to limit myself to one minigame and to remove voice acting, due to time constraints.

As I have been working on this project I focused on what was essential for this game while not forgetting what it would take for this demo to become a full game. But it was more important to have a finished experience now, than to have as much content as possible. Something I really like about this demo, that is only possible because of the constraints I gave myself is, how different one can interpret the ending, as it is very vague what the function of the intention of the point is. It could be a message about finding the reason to live in mundane life, it could be about not having someone else look for your point, as the point they find might be meaningless to you. Lastly, and that is the first interpretation I thought of and the inspiration for the game, that the point is more of a joke, as the narrator keeps on looking for a point in life, and the player, almost to spite them, shows them an actual point, which is humorous. So following are the elements and changes missing from this demo, that would elevate this experience were it to become a full fledged game.

- More minigames and dialogue more focused on the minigames
- More interaction between player action and narrator reaction
- Dialogue should be more stretched out and less direct in its messaging, and show a more significant arc from angry to tired and nihilistic
- More Jokes
- More environmental Storytelling (names and prices on products for example)
- More characters that interact with the player
- Different endings, exploring the different possible interpretations of the demo
- Good voice acting

# **Links**

## **Mainpage of the Github**

<https://github.com/LyraTunes/Portfolio>

## **1 Matura Paper**

Link to the Github Folder:

<https://github.com/LyraTunes/Portfolio/tree/main/01%20Maturapaper>

## **2 Short Story**

Link to the Github Folder:

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## **3 Projects at Enlightware**

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## **4 Learning to draw**

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## **5 D&D Campaign**

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<https://github.com/LyraTunes/Portfolio/tree/main/01%20Maturapaper>

## **6 Homework There is no point**

Link to the Github Folder:

<https://github.com/LyraTunes/Portfolio/tree/main/06%20Homework%20There%20is%20no%20point>