

NAME (surname, given name): Ugrinska Anita

Class group (i.e. "IIGP18"): IGP-20E

Class locale and schedule (i.e. KSQ.S.2.013, 8:30am): KWE.L.1.001, 13:45

Chosen exercise (either number or title, or if you started from scratch, disclose it here):

"Game about the Territorial acquisition Dynamic"

Team members with whom this exercise was originally created (PER STUDENT: surname, given name):

Núñez Ana; Beeckmans Rhune; Löhr Larissa

ANSWER THE FOLLOWING INFORMATION ABOUT YOUR GAME:

1. **Name your modified video-game:** (give it a cool, memorable and fitting name)

- *Ink Detective / Inkvestigator* 

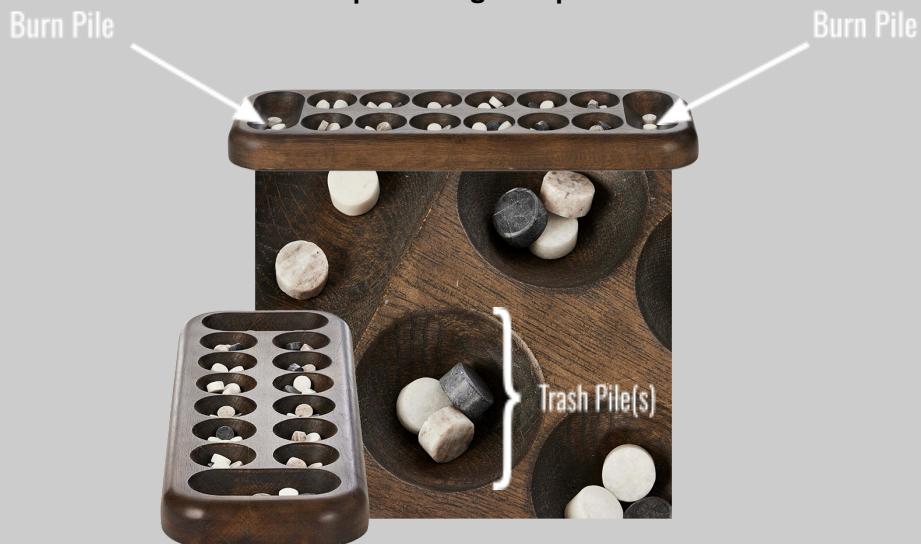
2. Name the main **Dynamic of the game**:

- Find and Reveal
 - Uncover the hidden trash in the depths of the sea and deal with them!
3. Name the main **Aesthetic of the game**: (what's the target experience? What's the target emotional connection?)
 - A game where you step into the role of the investigator, a sharp witted little squid with a mission of discovering and getting rid of the filth polluting his sea home. A cleaner tomorrow!
 - Target experience: Catered towards curious players, fans of mystery games where you find the odd thing out as they explore their environment.

4. **Elements** (Briefly define ALL the ELEMENTS of the original non-digital game, minus the rules [so, player(s), space(s), object(s), goal(s), action(s)]:

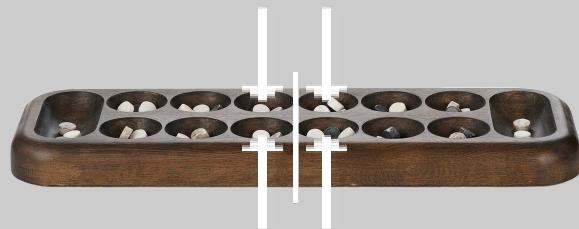
- Player(s):
 - 1-4 players each choosing their favorite sea creature that you depending on the unique play style choice:
 - Squid: using ink
 - Turtle: eating plastic
 - Pufferfish: skewering trash
 - Shark: swiping trash with its tail
- Space(s):

- The sea:
 - Starting Trash Pile (your own and the opponents'):
 - The start position. Every player starts with an equal amount of trash pieces they need to get rid of, which is stored here.
 - Trash Path Slots:
 - In order to dispose of one's trash, the player has a path made by trash delivery piles through which each trash piece travels before making its way to the Burn Pile.
 - Burn Piles:
 - The trash pieces' final destination. This is where the trash gets destroyed.
- Object(s):
 - A mancala board: representing the space



- Any charms, pebbles or tokens representing the players' trash pieces.
- Goal(s):
 - Remove all trash/plastic pieces (in this case to the Burn Pile)
- Action(s):
 - Collect trash
 - Dispose of trash
 - Throwing trash in other people's trash piles
 - Melting trash

- Stuck in draft:
 - Squid: use ink
5. **Rules** of the original non-digital game (Briefly explain the rules in a simple, concise but thorough way so that anyone reading it can play it, provided they have the materials):
- a. Spread out the amount of trash pieces evenly amongst all the players
 - b. Place said trash pieces in your Start Trash Pile
 - c. During their turn, a player can: throw, move or burn trash pieces
 - i. Throw 1 trash piece from any of your Path Slots to the opponent's Path Slots.



They are free to choose any space in the path (excl. Start Pile)



- ii. Move trash through the path piles. You may only move one at a time
- iii. Melt trash by successfully placing it in the Burn Pile
- iv. You can grab up to 3 trash pieces at a time from your Start Pile



- v. If at any time you have 4 trash pieces in any of your Path Piles, they will return to your Start Pile
6. Explain what would you add or modify to make a full video game? What new rules/ actions/mechanics would you have? How would you make the game offer more and more often interesting decisions for the player?
- The idea is to implement a single player experience as well as implementing the squid character. The Squid will be able to spray his ink as a detective tool in order to locate the trash pieces dispersed around the sea. When you find a trash piece, you can collect it and burn it.
7. Explain the **three C's** (Controller, Character(s), Camera) for your video game version: (Why do you think these chosen options would work best for your video game)?
- Controller: Keyboard and Mouse (the most accessible)
 - WASD → movement
 - SPACEBAR → spray ink
 - E → collect trash
 - Character(s): Squid detective - making use of an interesting mechanic with the ink, working well with the design and difficulty.
 - Camera: Top-Down Angle, Fixed to the character
 - Better environmental awareness, providing a clear and wide perspective
 - Easier for trash pieces to blend in with the environment, even in a 3D space
 - The fixed camera to the squid makes for a clean game design focusing on the player and its actions, as they will always be positioned in the center of the screen
8. Include reference images to serve as a mood board (this can change later, if decided by the team, but we need your starting point): **Noir Detective x Sea life**

