Medieval Rat Game

Given Circumstances and Design Objectives

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|  | Given Circumstances  (very short description) | Design Objectives  Expand on the description from the given circumstances |
| Time | Dusk | To symbolize that this is a time that is on the cusp of “darkness”. There are ominous disease and war ahead. |
| Period | Medieval | As per the assignment requirement, I included many Medieval furniture as well as a painting. |
| Place | Kitchen of a large estate, possibly a castle. Needs to have arched roofs resembling the common architecture of the time. | There is expected to be food in the kitchen but in reality, there is none except for what the rat manages to find. Starvation is prevalent during this time and it is a purposeful irony to have the scene in a kitchen. |
| Locale | England, Europe | Home to many cliche’s of medieval times I also chose this locale. |
| Theme | Starvation, Foolishness, Disease. | The consumption of food earlier on symbolizes foolishness. To those who reveled in luxury and ignored the oncoming death. The starvation is a realization of one’s wrong. The disease is in the basement, by then it’s too late. |
| Mood | Uplifting and first.  Sickness and Nervousness in the second.  Fear and horror towards the end. | This is broken up into the different phases that the room has to offer. |
| Genre | Some assets are fantasy inspired. Historic “fiction” | Taking place in medieval times and staying true to the time I tried to use assets that were not fictional. |
| Visual style | Lighting changes based on room, and themes. | Post process will be used along with trigger boxes. |
| Solutions for practical problems | Need to fake outside scenery. | I used foliage to cover up most of the windows. I also used a white wall and a bright spotlight to give this heavenly glow to the entrance area. |

Character Backstory:

I decided to lower the first-person camera and radius to make the player small. What better animal to signify disease than a rat? The player is a rat that is brought into this world and foolishly indulges in luxury items. Even though there are warnings like a spoiled apple, the rat does not mind and will continue to eat. When there is nothing left to eat the rat will collide with the large problem at the time, Starvation. The rat is also inflicted with disease as signified by the green aura. The pots and food storages that the rat used to feed on are emptied so the rat moves on to look for more food. The rat moves towards the basement where they are commonly found.

Environmental Themes:

The environment is a kitchen and it serves to contrast starvation at that time. At first there is a lot of food left out on the floor. This is to symbolize convenient luxuries and the ability to be ungrateful. There is a painting on the wall of someone running away from someone else. This symbolizes running away from acknowledging disease and running to seek food and shelter. Later on in the environment, a pot will fall over using a sequencer which represents that there is no more food. The player can look around everywhere in the kitchen but there is no food anywhere. The last section is a basement and this area signifies desperation and the full onset of disease. A man’s low groan is heard. At this point, the disease is here and there is nothing for the rat to do but eat humans. That got really dark, but this is the plague we are talking about.

List of Resources:

Image: <https://www.clevelandart.org/art/1942.646>

1. Green, M. H., & Symes, C. L. (Eds.) (2015). *Pandemic Disease in the Medieval World: Rethinking the Black Death*. (The Medieval Globe Books Series; Vol. 1). Arc Humanities Press. <https://doi.org/10.2307/j.ctvmd83jc>
2. Campbell, S., Hall, B., & Klausner, D. (Eds.). (1992). *Health, disease and healing in medieval culture*. Springer.
3. Vaught, Jennifer C., ed. *Rhetorics of bodily disease and health in medieval and early modern England*. Routledge, 2016.