Game Poem

Overview

<u>Title</u>: Patience

<u>Engine</u>: Unity

<u>Time to design and develop</u>: 1 week.

<u>Genre</u>: Casual, Poetic, Interactive Metaphor

<u>Controls</u>: Point and click

<u>One line description</u>: An ambient click-based experience where instant gratification delays the path to purpose.
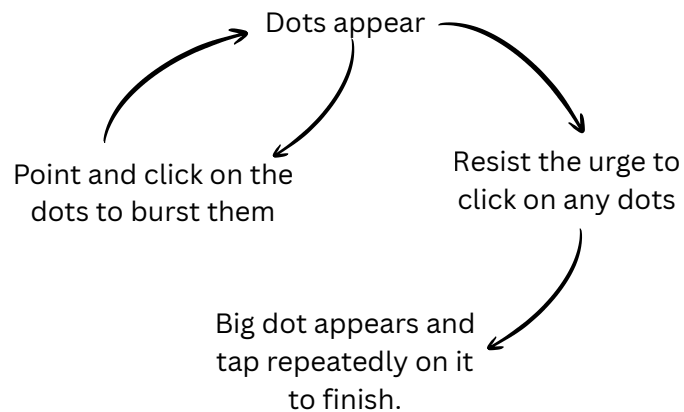
<u>Core idea</u>: To depict instant gratification into a tangible game commentary on patience. To explore the emotional theme of **instant gratification vs long-term fulfillment**, through simple interactions that mirror the distractions and clarity found in real life.

<u>Description</u>: *Patience* is a minimalist, meditative casual game where the player interacts with a series of glowing orbs (or dots). The game begins in a dark space filled with ambient gossip sounds. Small, bright glowing dots begin to appear, slowly at first, then increasing in frequency. These dots represent **distractions**—akin to doomscrolling reels or fleeting pleasures. Each dot gives a **short-lived dopamine hit**: a bright chime sound and a temporary decrease in the background noise. Clicking them feels rewarding.

However, as time passes, each new dot becomes **larger** (easier to click) but **less bright** (less satisfying), subtly reflecting the diminishing returns of instant gratification. After all dots have spawned and coexist, a hidden 15-second timer begins. If the player avoids touching any dot during this time, a glowing **big yellow ball** emerges, slowly growing to its full size. This ball represents the player's **true purpose**, finally visible amidst silence.

It cannot be interacted with until fully grown. Once ready, it can be **tapped repeatedly** (20 clicks) to burst it, releasing a **final wave of visuals and sound**, clearing all darkness and sound. This is the metaphorical achievement of breaking free from distraction and fulfilling a long-term goal.

Core loop

Dots appear

Resist the urge to
click on any dots

Big dot appears and
tap repeatedly on it
to finish.

Point and click on the
dots to burst them

The Process

<u>Design Philosophy: Instant Gratification as Metaphor</u>

This game embodies how we seek pleasure in temporary distractions. Inspired by scrolling Instagram Reels or binge-watching for emotional relief, the glowing **dots** represent how we soothe ourselves with little moments of joy that offer no real progress. The gossip and background noise reflect life's chaos, pain, and emotional disturbances.

At first, the distraction is exciting: bright, fast, rewarding. But as time passes, the glow fades, the pleasure wanes, and the noise returns. This loop continues unless the player stops clicking. That's when the **true purpose appears:** a quiet but significant task, the **big glowing yellow orb**, which cannot be achieved in one tap. It needs **persistence**.
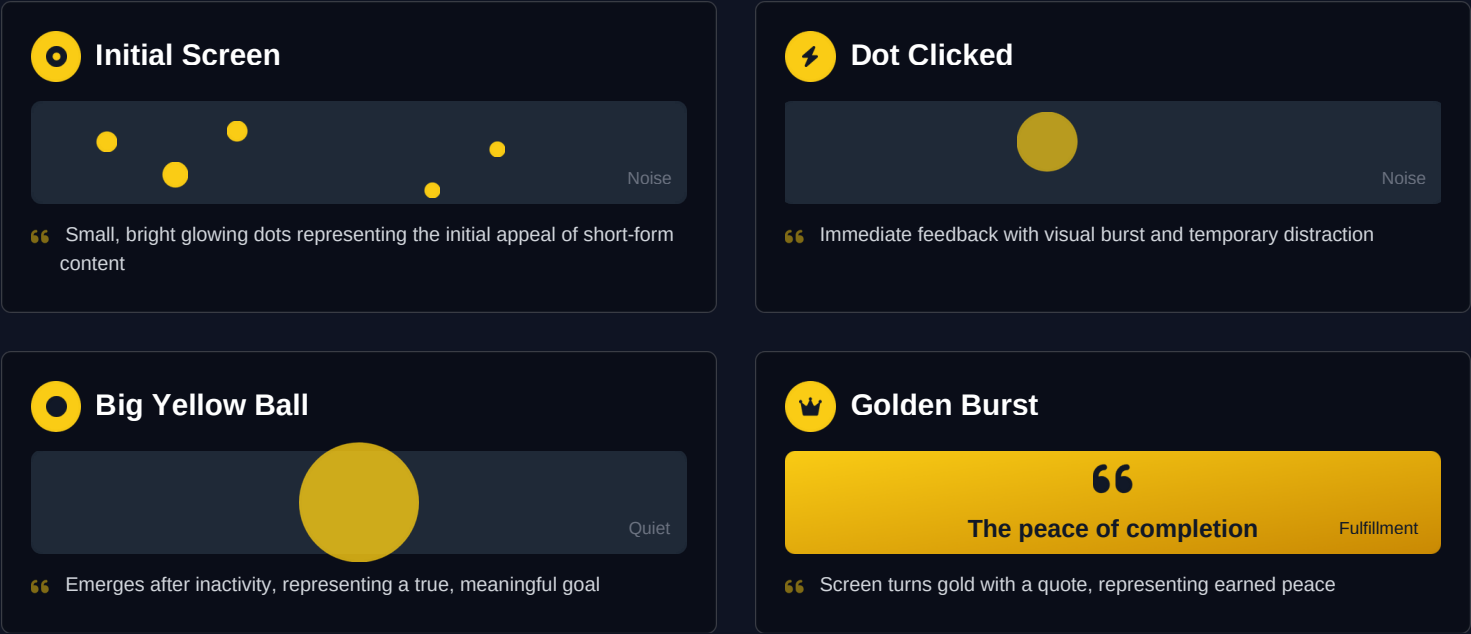
As the player clicks and grows the orb, the visuals change. Sounds fade. Darkness lifts. With effort and focus, the game transitions into **peace and clarity**. The final screen is bright and beautiful, with a poetic quote: a reward for patience.

The Player's Emotional Journey

Emotional State

Temptation   Satisfaction   Fulfillment

                                                        Clarity

                    Emptiness

Game Progress

Temptation
Initial allure of quick dopamine hits

Fleeting Satisfaction
Momentary relief from clicking dots

Growing Emptiness
Diminishing returns of instant gratification

Clarity
Insight emerges during periods of inactivity

Earned Fulfillment
Lasting peace from sustained effort

"The player experiences a profound shift from the fleeting pleasure of dot-tapping to the meaningful progress of engaging with the Big Yellow Ball."

Visual Storyboard
Key visual mockups showcasing the game's progression

Initial Screen

Noise

" Small, bright glowing dots representing the initial appeal of short-form content

Dot Clicked

Noise

" Immediate feedback with visual burst and temporary distraction

Big Yellow Ball

Quiet

" Emerges after inactivity, representing a true, meaningful goal

Golden Burst

"
The peace of completion   Fulfillment

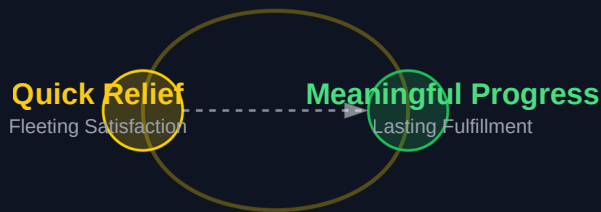" Screen turns gold with a quote, representing earned peace

The game delivers a **visceral message**:

"Stop chasing relief. Sit through the noise. And you'll find what truly matters."

It's a short experience that lingers long after.

Impact & Reflection

Quick Relief
Fleeting Satisfaction

Meaningful Progress
Lasting Fulfillment

The Core Impact

Meditative Experience: "Patience" transcends typical gaming to become a reflective practice.
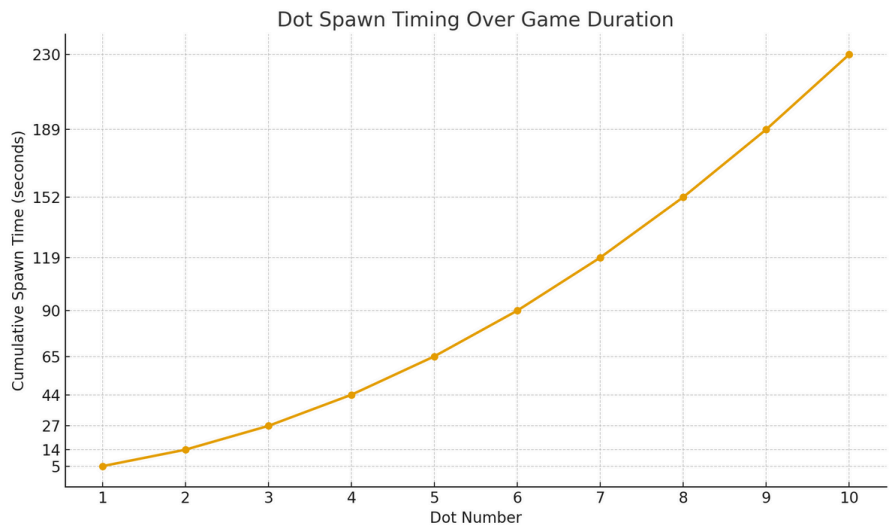
Visceral Distinction: Enables players to feel the difference between fleeting pleasure and profound contentment.

Transformative Cycle: Converts the cycle of instant gratification into a mindful experience.

"In a world of instant gratification, patience becomes a radical act of self-creation."

Thank you

Dot Spawn Timing Over Game Duration

Game stars with an initial spawn delay of **5 seconds**.

Adjust the increment to keep the total duration around **180 seconds**.

New Plan (4-second Interval Increase):

- **First Dot** – Spawns at **5 seconds**.
- **Second Dot** – Spawns **4 seconds** after the first (at **9 seconds** total).
- **Third Dot** – Spawns **8 seconds** after the second (at **17 seconds** total).
- **Fourth Dot** – Spawns **12 seconds** after the third (at **29 seconds** total).
- **Fifth Dot** – Spawns **16 seconds** after the fourth (at **45 seconds** total).
- **Sixth Dot** – Spawns **20 seconds** after the fifth (at **65 seconds** total).
- **Seventh Dot** – Spawns **24 seconds** after the sixth (at **89 seconds** total).
- **Eighth Dot** – Spawns **28 seconds** after the seventh (at **117 seconds** total).
- **Ninth Dot** – Spawns **32 seconds** after the eighth (at **149 seconds** total).
- **Tenth Dot** – Spawns **36 seconds** after the ninth (at **185 seconds** total).

Total Gameplay Duration:

- Approximate Total Time = **185 seconds** (~3 minutes).
- This leaves room for the **15-second endgame** timer to start the big ball phase.

- The **spawn curve is nonlinear** – each dot takes longer to appear than the last.
- This creates a sense of **initial reward** (dots come fast), but gradually **forces waiting** — metaphorically mirroring how short-term gratification gives way to boredom or frustration.
- The **longer intervals later in the game** invite player reflection and set the stage for the appearance of the **big glowing ball** — the true focus of attention.

Mechanics as Metaphor

How game elements mirror real-life experiences

In-Game Elements	Real-Life Metaphors
● Glowing Dots	Initial appeal of short-form content
👆 Clicking a Dot	Seeking dopamine hit or momentary escape
🔈 Chime Sound + Volume Drop	Instant reward + temporary distraction
● Dots Get Bigger but Dimmer	Habitual scrolling becomes easier but less fulfilling
🔊 Volume Returns Gradually	Real-world problems resurface despite escapes
⊛ Big Yellow Ball Appears	Clarity about true goal appears when we stop distracting ourselves
✖ Ball Starts Small and Grows	Goals feel distant at first, becoming clearer over time
👆 Ball Requires 20 Clicks to Burst	True fulfillment takes consistent effort, not instant action

Sound design

1. Creating Discomfort: The Sound of Chaos

To simulate the mental clutter we often try to escape in real life, a **layered soundscape of incoherent gossip, underwater rumble, and whale distress calls** was used. These weren't just ambient noises as they created a subconscious pressure:

- **Gossip loops**: Simulated the overwhelming nature of social noise and comparison.
- **Low-frequency oceanic hums**: Added depth, tension, and a sense of being submerged or trapped.
- **Whale and metal groans**: Gave the feeling of something massive lurking below—anxiety, expectation, or unresolved thoughts.

This mix produced a deliberately **uncomfortable and disorienting experience**, mirroring the chaos that leads us to chase instant gratification.

2. Dopamine Hits: Reward Through Sound

Each time a dot is clicked, the player receives a **moment of auditory relief**:

- A bright, chime-like tone is played.
- The background chaos momentarily lowers in volume.

These quick rewards reflect the **dopamine cycle** : the fleeting pleasure that comes from "scrolling the next reel" or "just one more video."

3. Clarity and Release: The Endgame Payoff

Once the player stops clicking and faces the Big Yellow Ball (the metaphor for a true goal), the soundscape evolves:

- **All noise fades** as the player progresses through persistent effort.
- **A calming burst of white noise and 144 Hz healing frequency** plays upon bursting the final ball; a scientifically backed sound known to reduce stress and elevate mood.
- **Positive, uplifting music** follows, signaling triumph and emotional reward; **not through distraction, but through discipline.**

This sound design progression isn't just auditory as it's **felt**. It transitions the player from noise to silence, from chaos to calm, **from quick relief to lasting reward**.

THANK YOU