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CS 1010 – Intro to Interactive Entertainment
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Module 5 – TIO: Design Discussion - The Game World

Physical Dimension – My game *Shadow Realms* exists within a 2D world. The game world will be large enough to reward exploration. The map will be divided into several zones that will have distinct environments like ruins, forests, and castles. These zones will be further divided into smaller areas of play where the player can navigate from one area to the next by moving to the edge of the screen/zone. The world will be bounded by impassable walls, when indoors, and thickly wooded areas, cliffs, and mountains when the character is exploring outside. Movement will be consistent regardless of which zone the player is in. While the scale and player speed should remain the same in any one zone, parallaxing effects will be used to give depth to the world and make it feel larger.

Temporal Dimension – I don't anticipate time being a meaningful element in the game. Essentially the world will wait for the player to move. There is no passage of time that needs to be explained. Instead of day and night elements, the zones mentioned in the physical dimension will be responsible for dividing up the game world with different environments, enemies, etc.

Environmental Dimension – In my game world, I envision this to be an alternate reality without electricity or advanced technology, but magic would exist. Essentially, this is a European Middle Ages themed environment. In the areas my game will cover, there is no organized society, but there are individual (or small groups) of merchants who are just trying to survive in the within the world. Gold acquired from slaying monsters can be used to purchase items from these merchants. These merchants would be nomadic who would venture around the world and your character would interact with these people periodically throughout the main quest and they would have their own respective stories that would unfold as the game progresses. I imagine putting a sect of religious characters in the game as well who would help the character progress through a cleric type build, assuming that's the direction the player chooses to develop.

Emotional Dimension – The game's atmosphere will be grim and dark overall. As such, I am hoping to evoke emotions of tension and isolation as the player explores the world. Success in combat and puzzle-solving should create a sense of accomplishment. I want the narrative elements of the game to be subtle and provoke feelings of intrigue. Hopefully, this will give players a sense of purpose as they piece together the world's history.