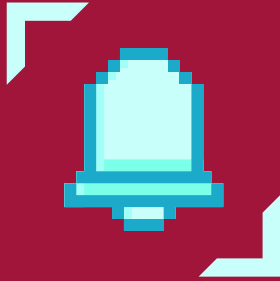# CTCH 312
Concept and Storyboard Presentation

Simran Brar and Maksim Sharoika
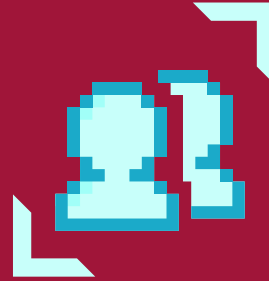
Premise and Setting

Premise

The premise of our game is that a cat and a dog share a common desire for treats. This sets the stage for their cooperation as they work together to obtain the treats and fulfill their goal to get treats for each other.
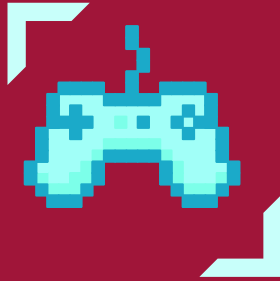
Setting

The setting of our game is the **house** where the cat and dog live. This domestic environment provides the backdrop for their adventures and serves as the main location where players **navigate through various levels** to collect treats and destroy enemies.
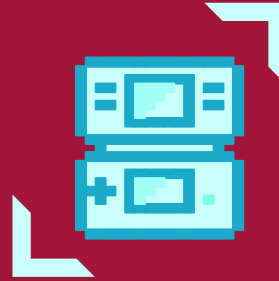
Character and Plot

Character

Our game features two main characters, a **cat** and a **dog**. The cat possesses abilities such as **climbing walls and scratching**, while the dog excels at **swimming and barking**. There are other characters which are the **ghosts** which act as the **enemies.**

Plot

The plot of our game is that the cat and dog have lost their **bag of treats** so they must go on an adventure to **find them.** Each level follows a **recurring pattern** in each level, where the cat and dog must collaborate to reach the end and collect treats while surviving the enemies. This repetition reinforces the core objective of the game, emphasizing teamwork and problem-solving as players progress through increasingly challenging levels within the house.

Storyboard Sketches
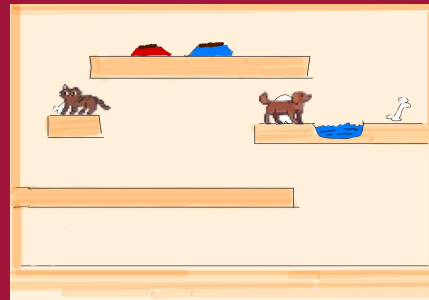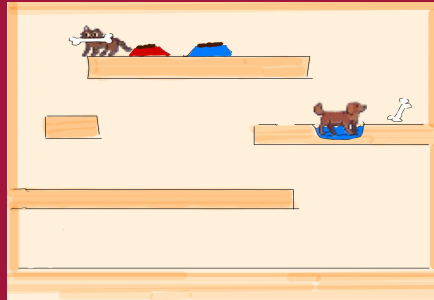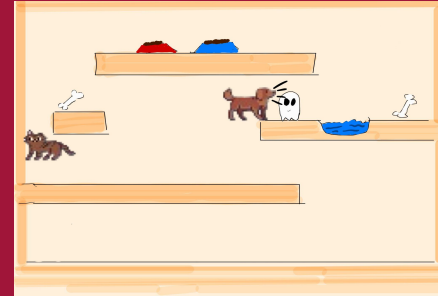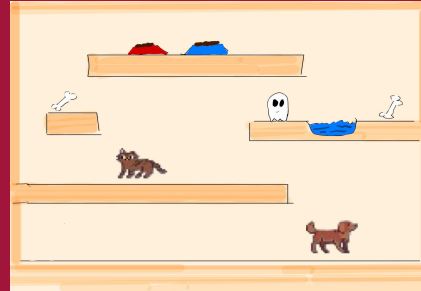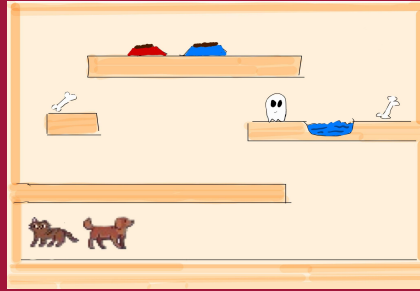
The Story arc is that the characters lose their bag of treats and must work to get them back one by one at the end they win the game.

Interactive And Linear Narrative

Interactive

Players have a **degree of choice** in how they approach each level. They can control both the cat and the dog, choosing which character to use depending on the obstacles they encounter. This choice introduces an interactive element, **allowing players to make decisions** that affect gameplay.

Narrative

While players have the freedom to choose their approach within each level, the overarching narrative structure remains linear. The primary objective of collecting treats and reaching the end of each level does not change, providing a **consistent progression path.** Additionally, the plot repeats in each level, following a similar pattern of cooperation between the cat and dog to achieve their goal, until the last level where they have collected enough treats to fill their bags.

Inscribed Dynamics

Evoking Emotion

Our game aims to **evoke emotions such as joy, satisfaction, and camaraderie**. By presenting the cat and dog as adorable and endearing characters with a shared goal of obtaining treats, players may feel a sense of empathy towards them. Additionally, overcoming obstacles and successfully completing levels can **evoke feelings of accomplishment and fulfillment**.
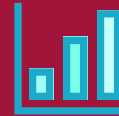
Motivation and Justification

The premise of the game revolves around the simple yet relatable desire for treats shared by the cat and dog. This serves as both the **motivation** for players to engage with the game and the **justification for their actions** within the gameplay. The pursuit of treats provides **a clear goal** for players to work towards, driving their actions and decisions throughout each level.

Inscribed Dynamics

Progression and Reward

Our game employs a structured progression system where players advance through **increasingly challenging levels** within the house. Each level completed represents progress towards the ultimate goal of collecting enough treats to fill their bag. Additionally, reaching the end of a level and successfully placing treats in bowls serves as a reward, providing a sense of accomplishment and signaling advancement to the next level.

Mechanics Reinforcement

The mechanics of our game, such as the cat's ability to climb walls and the dog's ability to swim are reinforced throughout gameplay. Players **must utilize these unique abilities** strategically to overcome obstacles or defeat and scare enemies and navigate the house effectively. By consistently presenting challenges that require the application of these mechanics, **our game reinforces their importance** and encourages players to master them for success.

Dynamic Narrative

Character Movement:

→   The player chooses whether the cat or the dog moves first.
→   The cat may navigate the environment by climbing walls or scratching enemies.
→   The dog may navigate by swimming through water and clearing enemies from his path with a bark.

Consequences and Repercussions:

→   If the cat leads, the player may encounter obstacles requiring climbing abilities, such as high platforms or narrow ledges. If the dog led he would have gotten stuck and not be able to finish the level.
→   If the dog leads, the player may face challenges that involve swimming which the cat cannot complete.

Interactive Fiction: Describe how you create a narrative that adjusts based on the choices made by the player in your game

Dynamic Dialogue and Events:

➔ Dialogue and events adapt based on which character **the player chooses** to control and how they navigate the level and which level they are on.
➔ **Characters react differently** and offer unique dialogue options depending on the player's choices such as he dog will bark at a ghost while a cat will scratch it.
➔ Conditional statements and variables **track the player's choices**, dynamically adjusting the narrative such as whether or not they have found a treat..

Persistence of Choices:

➔ **Choices made early on continue to influence subsequent interactions** such as the ghosts my remeber the cat can't swim.
➔ Maintains **consistency in the narrative,** creating a sense of continuity in the player's experience.

Player Agency and Empowerment:

➔ Empowers players to **shape the narrative according** to their preferences and values.
➔ Offers **meaningful choices** that reflect the player's agency, allowing them to express their character's personality.
➔ Gives players a **sense of control over the story**, increasing their investment in the outcome and engagement with the game experience.

Player Agency:

➔ Players control both the cat and the dog, giving them agency to make decisions and take actions within the game world.
➔ They can choose which character to control at any given moment, explore the environment, interact with objects, and collaborate with each other to collect treats and progress through the levels.
➔ Each decision made by the player influences the narrative and time it takes to play the game, such as choosing the character's path or deciding how to approach obstacles.

Game Mechanics as Story Catalysts:

➔ The very first story catalyst is that the pets lose their bag of treats.
➔ Climbing walls and swimming serve as catalysts for emergent storytelling.
➔ These abilities provide opportunities for players to strategize and coordinate their actions, leading to narratives of teamwork and cooperation.
➔ For example, players may need to work together to overcome obstacles that require the cat to climb to a high platform while the dog creates a bridge by swimming through water.

Emergent Narrative: Describe how the players and game mechanics contribute to the story of your game.

Player-Driven Events:

- ➜ Players' actions generate emergent events within the game world.
- ➜ Scenarios where players come up with creative solutions to challenges to pass the level.
- ➜ Encouraging experimentation with different strategies and playstyles allows for a variety of narrative possibilities to emerge, enhancing the overall player experience.

Shared Experiences:

- ➜ Although single payer game, shared experience comes from personal experience with the game for example if the game makes you happy you are more likely to share it with others to spread the experience
- ➜ Opportunities for players to share their stories and experiences through online forums, social media, or in-game features.
- ➜ Creates a sense of community and camaraderie among players, even in a single-player game.

Player Creativity and Expression:

- ➜ Creativity is how the players go about solving the levels, players have the choice in what path is taken to complete the level
- ➜ Customization options for the cat and dog characters, allowing players to personalize their appearance or abilities.

Cultural Layer Narrative
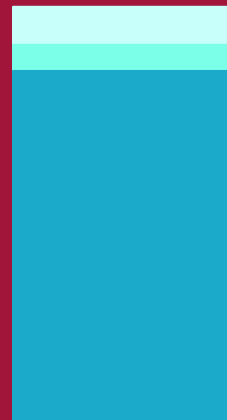
Describe how you envision players take control and make their own game stories based on your computer game.

Character Interaction:
- ➔ Players control both the cat and the dog, each with unique abilities, sparking player-driven narratives based on their personalities and motivations.
- ➔ Imagining the cat as mischievous and adventurous and the dog as loyal and eager to please can lead to conflicts, alliances, or humorous interactions between the characters if the game is played in multiplayer mode.

Environmental Exploration:

- ➔ Various environments for players to explore, including indoor and outdoor settings, with interactive objects like obstacles, platforms, levers, or switches.
- ➔ Players create their own stories based on the challenges encountered and the strategies employed to overcome them, such as embarking on daring rescue missions to retrieve treats from perilous locations.

Describe how you envision players take control and make their own game stories based on your computer game.

Collectible Items and Rewards:
➜ Main objective: collect treats and place them in bowls to win each level, allowing players to decide how to approach this task.

Emergent Gameplay:
➜ Mechanics and level design encourage emergent gameplay experiences, where players create their own stories through unscripted interactions and improvisation.
➜ Discovering hidden pathways or shortcuts within levels leads to unexpected discoveries and narrative twists, giving players a sense of agency and ownership over their gaming experience.

Overall Vision:
➜ Players craft unique narratives by immersing themselves in the world of the cat and dog, exploring relationships, overcoming challenges, and triumphing in their quest for treats.
➜ Through creativity and imagination, players experience the cultural layer of the game, fostering a sense of connection within the gaming community.

Fan Fiction: Describe which game narrative can be created by your fans outside of the game.

Fanfiction Scenarios:

➜ Explore Whiskers and Rover's origins, detailing how they first met and formed their partnership.
➜ Imagine new quests and missions for the duo, sending them on daring adventures across different environments.
➜ Create encounters with other animals, puzzles to solve, and obstacles to overcome, adding complexity to the narrative.

Character Exploration:

➜ Delve deeper into the personalities, strengths, and weaknesses of Whiskers and Rover.
➜ Examine themes of trust, loyalty, and growth as they navigate challenges and conflicts together.
➜ Introduce character development arcs, exploring how they evolve over time and learn from experiences.

Themes and World-building:

➜ Expand upon the game's lore and world-building by introducing new characters, settings, and plot twists.

Narrative Game Mods:
Describe a within-game story supposedly created by a fan.

Title: "The Lost Treats of Pawtopia"

Synopsis:

In this narrative game mod, players join Whiskers and Rover on a quest to recover the stolen treats of Pawtopia. As they explore vibrant new levels filled with challenges and surprises, they uncover clues about the mysterious thief behind the snack-napping spree. With their teamwork and determination, they embark on a adventure to restore peace and treat-filled harmony to their neighborhood.

Machinima: Fans use a game engine to tell their own story: Which game engine do you think your fans will use to tell their story?

Unreal Engine

Unreal Engine: Unreal Engine is renowned for its high-quality graphics and robust animation capabilities, making it a popular choice for creating machinima. Fans can take advantage of Unreal Engine's advanced rendering technology, flexible animation system, and extensive asset library to produce cinematic-quality scenes featuring Whiskers and Rover. Additionally, Unreal Engine Blueprint visual scripting system allows for rapid prototyping and iteration, enabling fans to quickly bring their creative visions to fruition.

Godot

Godot: Known for its user-friendly interface and open-source nature, Godot is another excellent option for fans interested in creating machinima. It offers a wide range of features including a powerful 2D and 3D engine, intuitive node-based scripting system, and built-in animation tools. With Godot, fans can easily bring their stories to life with smooth animations, dynamic lighting, and customizable visual effects.

We chose Godot for our project

Positive Stories:

News Media: Feature stories that focus on the impact of the game on players' lives, highlighting heartwarming anecdotes of friendships formed, family bonding experiences, or overcoming challenges through teamwork in the game. They may also explore how the game fosters creativity and imagination in players of all ages.

Regular People: Personal anecdotes shared on social media platforms or gaming forums, recounting memorable experiences playing the game with friends or family members or their own pets. Players may share stories of how the game helped them through difficult times or provided a source of joy and entertainment during stressful periods.

Controversial Stories:

News Media: Investigative reports or opinion pieces exploring controversial aspects of the game, such as its portrayal of animal characters, depictions of violence or conflict, or potential impact on player behavior.

Regular People: Discussions and debates on social media platforms or gaming forums, with players expressing diverse opinions and perspectives on contentious aspects of the game.

THANKS!