

TEAM NAME: Demon Parasol

GAME NAME: Setsuko

ROLES: Narrative Director / Level Designer

DEGREE PROGRAM: BAGD

GAME DESCRIPTION: Setsuko is a top-down, adventure game that tells the story of a young Japanese girl in post-WWII Japan who is desperately trying to find a cure for her ill mother. It involved a defensive, instead of melee-based, combat system and sees the player figuring out puzzles, evading and outwitting enemies, and moving through the hazardous environments of a country plunged into despair. Ultimately, it's a game that tells a story of grief and how we choose to deal with it, especially when we don't have the comforts usually afforded those whose environment is not actively hostile against them.

LINKS: https://svn.digipen.edu/projects/demon_parasol

Work Done:

For the week ending on February 14th:

5 hours - Tuesday Team Work Block (mainly trying to keep team from falling apart)

5 hours - Friday Team Work Block (first half spent arguing with each other; second half writing out a narrative outline for the other parts of the game not designed by me)

4 hours - Friday Team on One 8pm - Midnight

For the week ending on February 22nd:

6 Hours - Completely redesigned the opening area/segment of the game so that it is more in line with the current narrative thrust of the game.

9 hours - Completely redesigned the second area/segment of the game, including the tutorial section with the parasol, as well as designing two new enemy types to serve as easy, early enemies for this point in the game. (Done mostly during Friday work day)

For the week ending on March 1st:

15 hours (over two days) - Overhauling dialogue system by fixing a number of bugs, adding particle system to text scroll, adding options for player to skip dialogue completely.

4 hours - Started to break down former narrative and work on a different approach.

5 Hours - Team work day on Friday spent meeting with group, going over designs of new dungeons, playtesting within group the new mechanics for that dungeon.

WORK DONE ON SPRING BREAK:

~25 hours altogether over the course of Spring Break. I stayed in town and came into school most days. Completely rewrote the script from the beginning, ditching ALL previous dialogue and writing a script with narrator that has ~70% of all dialogue in the game now.

For the week ending on March 15th:

Was in tooth surgeries and either knocked out or too in pain to do too much.

For the week ending on March 22nd:

4 hours - Recorded part of narration for game

3 hours - Put narration and new text into game

3 hours - Created Opening Intro for Starting the Game (screen fades, camera setups)

7 hours - Wrote, Designed, Rehearsed, and Presented Milestone Presentation all Friday (from 10:30 - 6:00)

TOTAL HOURS: ~95 Hours

NOTES

This last milestone has been a rollercoaster of ups and downs. One major thing I've come to a decision about is that I will not be returning to DigiPen as a student in any real capacity from now on. This semester broke me and I don't see myself succeeding here any longer. I may take one more class, but that's it.