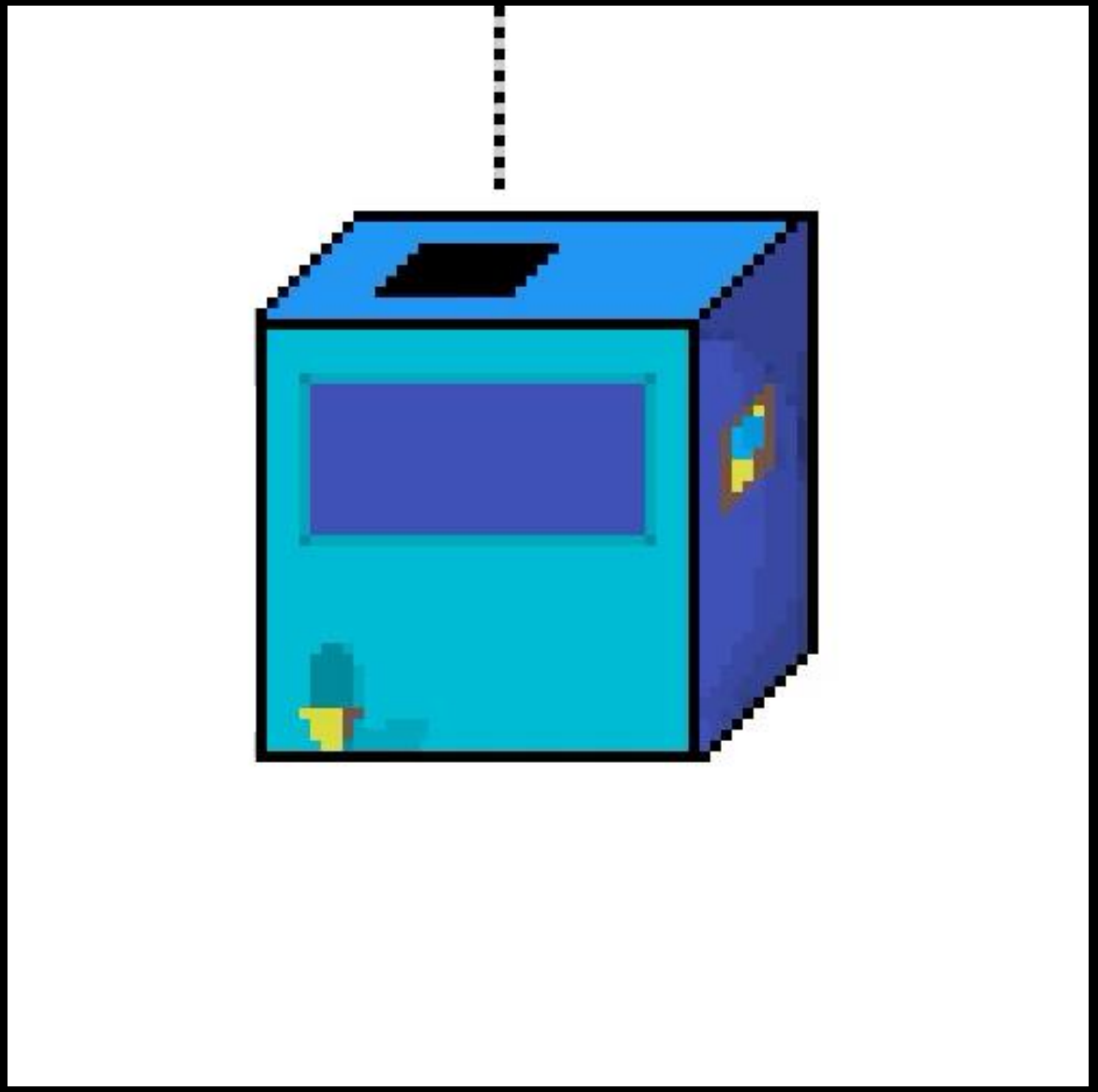


Existential

STUDIO BLUEBOX

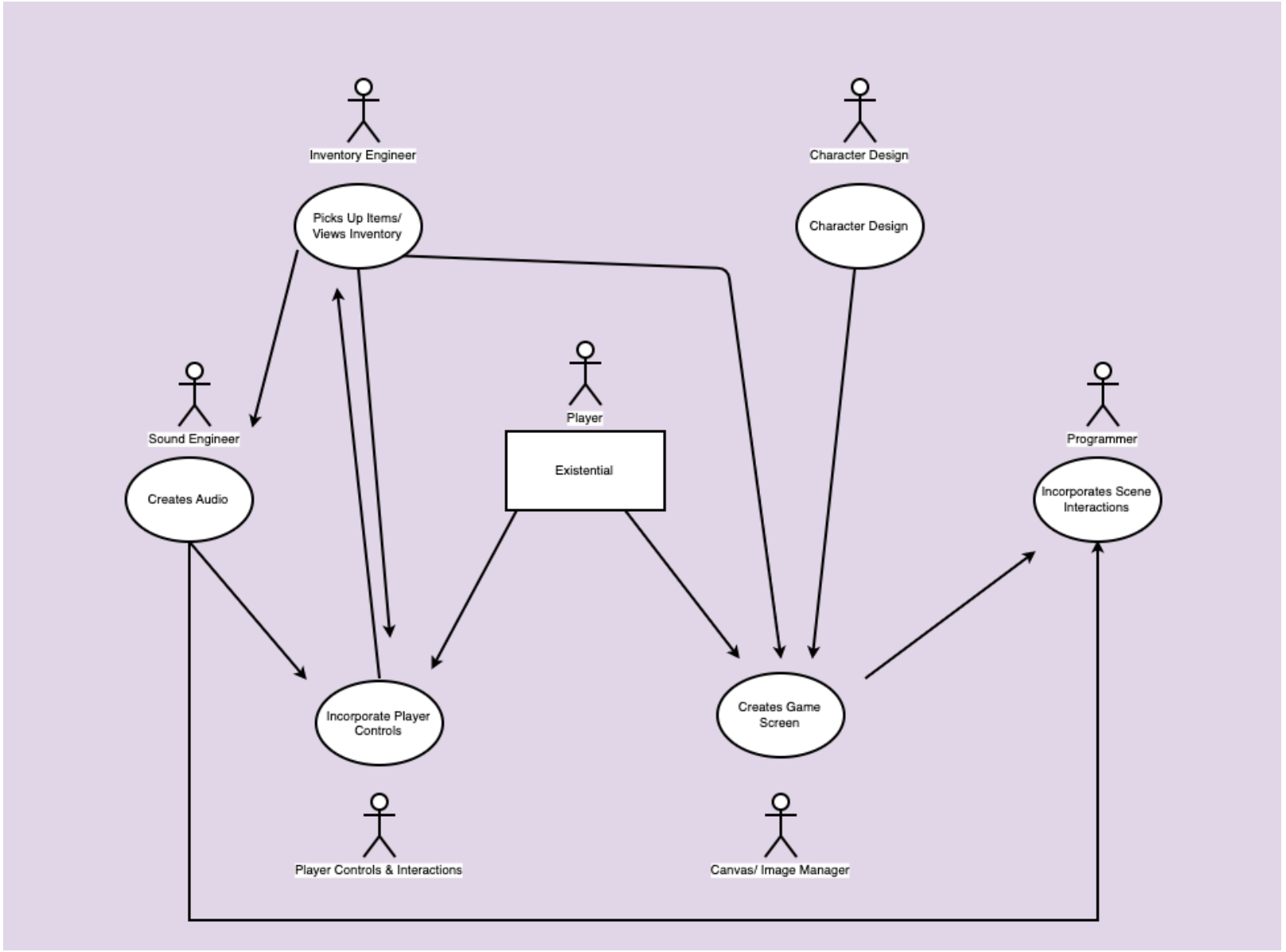
Overview

Existential

2D adventure, story-based game aimed to confront the topic of death and grief.

Game will be a retro style, medieval fantasy about a girl named Estelle.

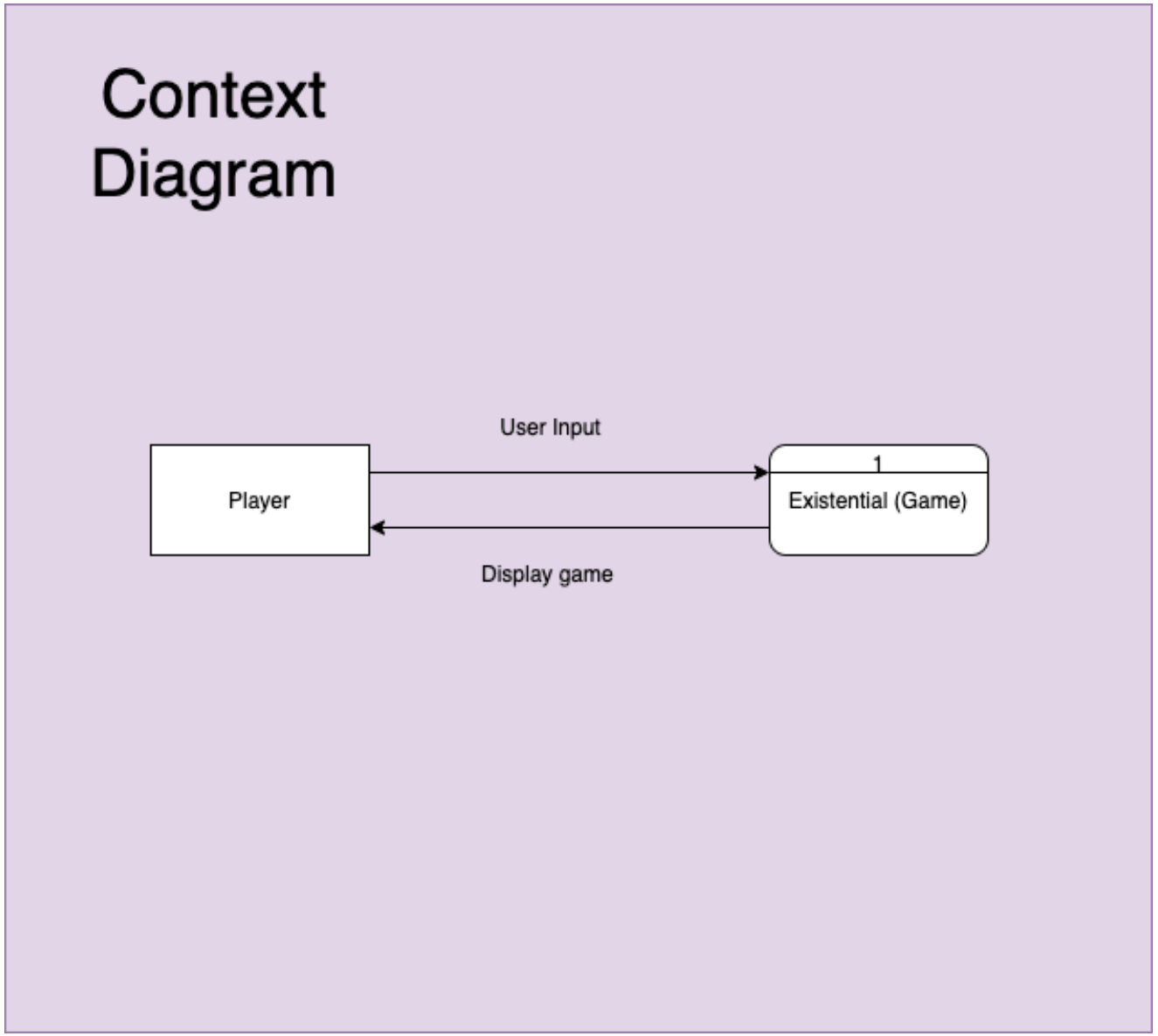
Global use case



Sample screenshots

Undertale

Context diagram



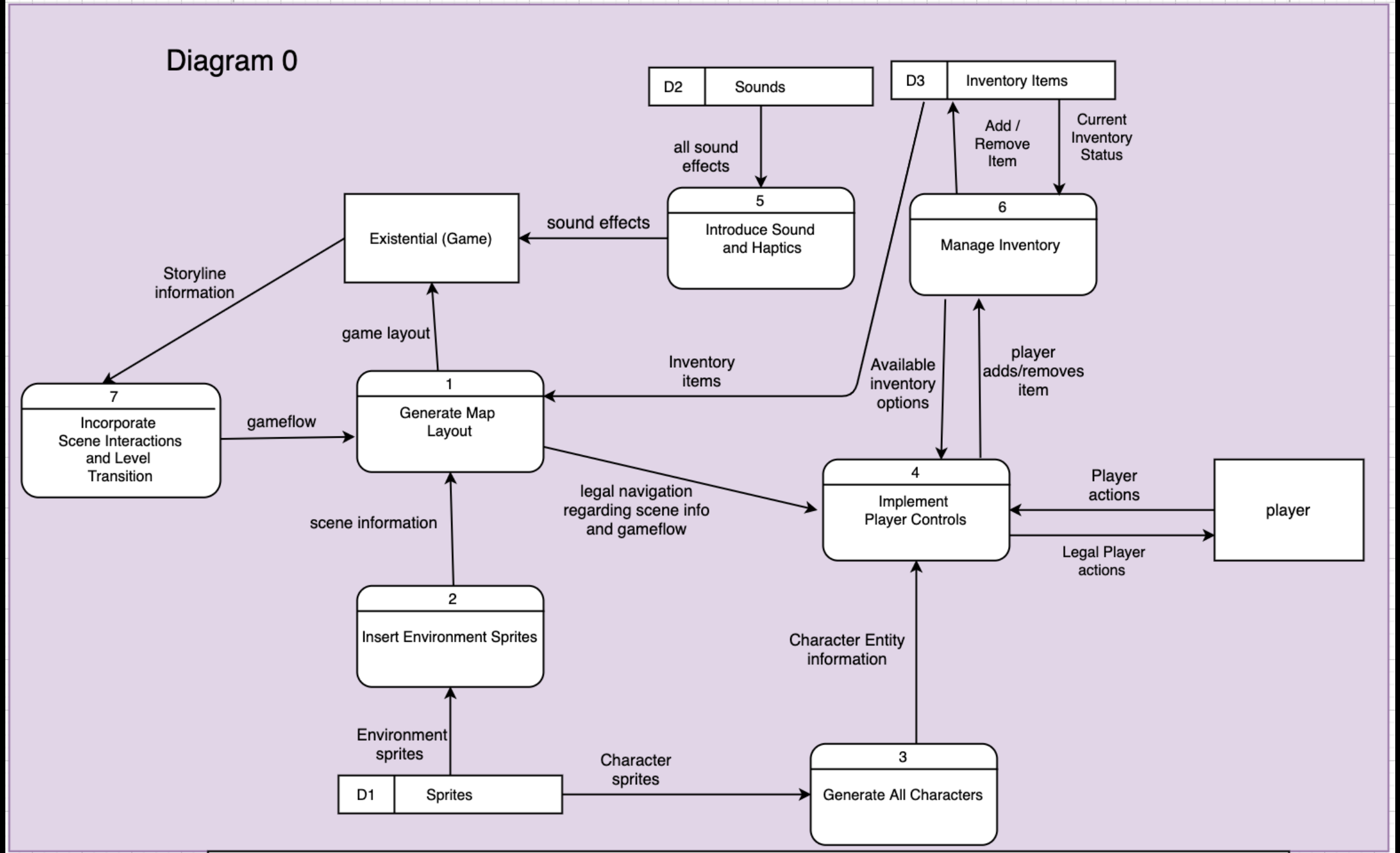
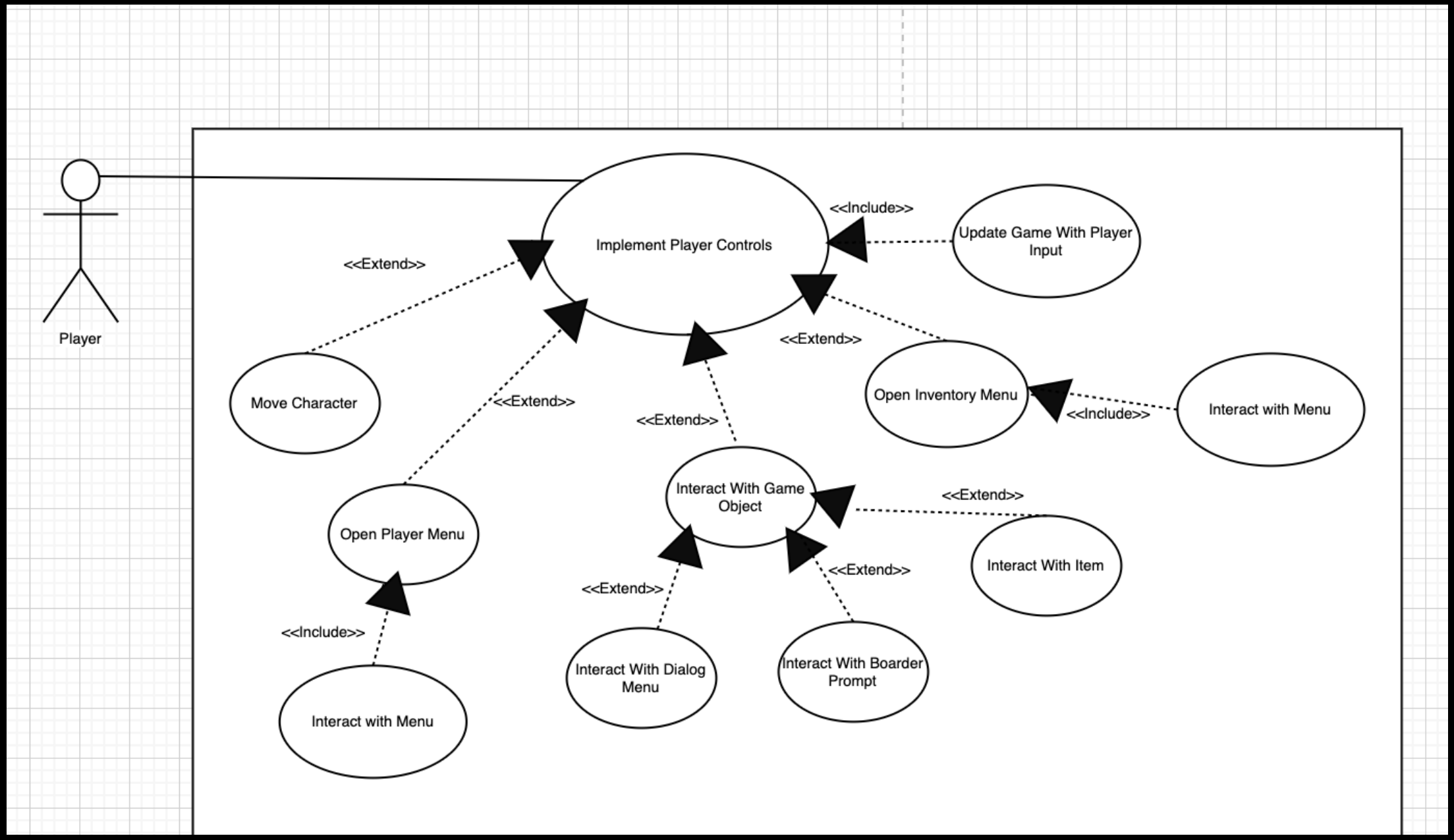
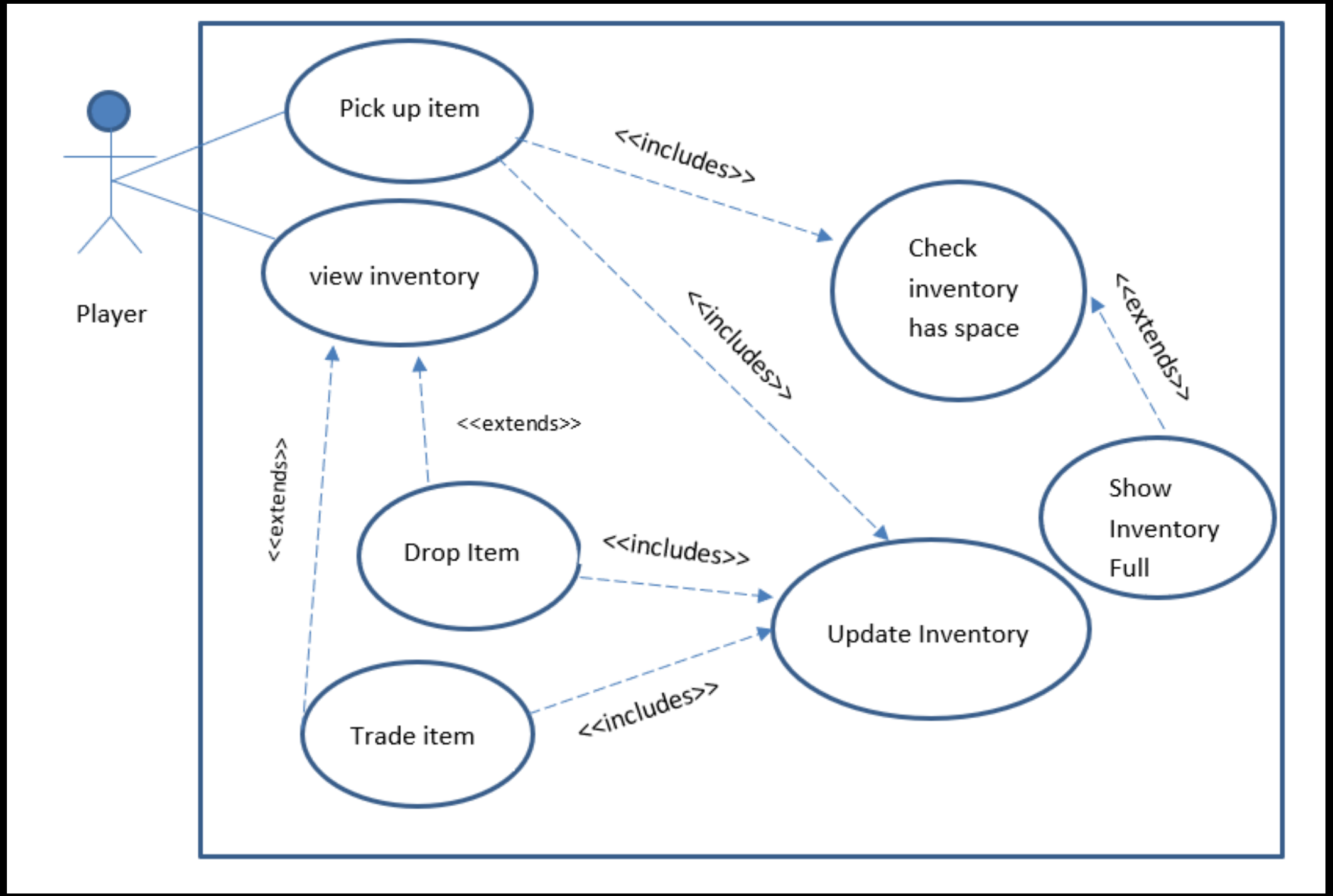
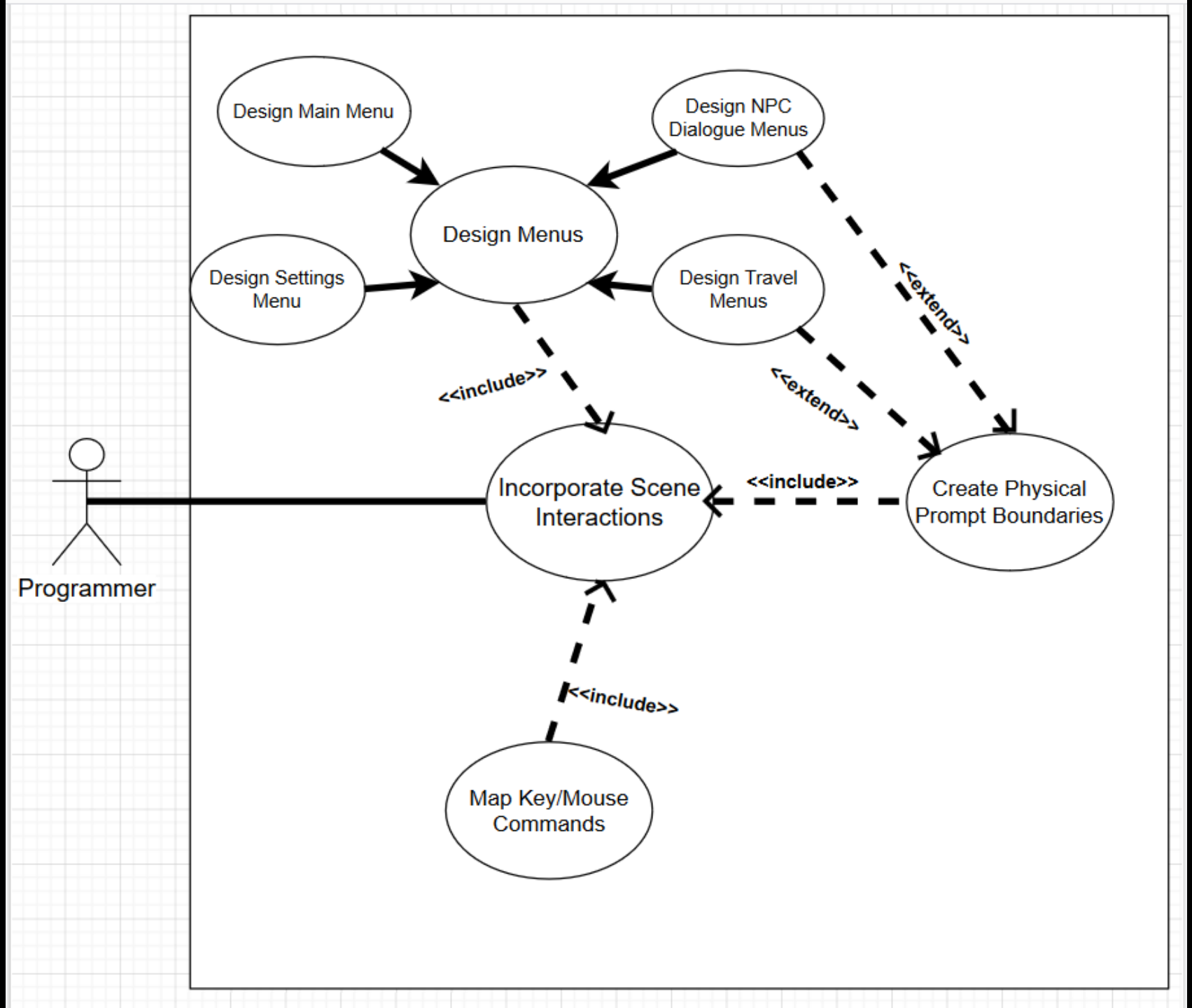
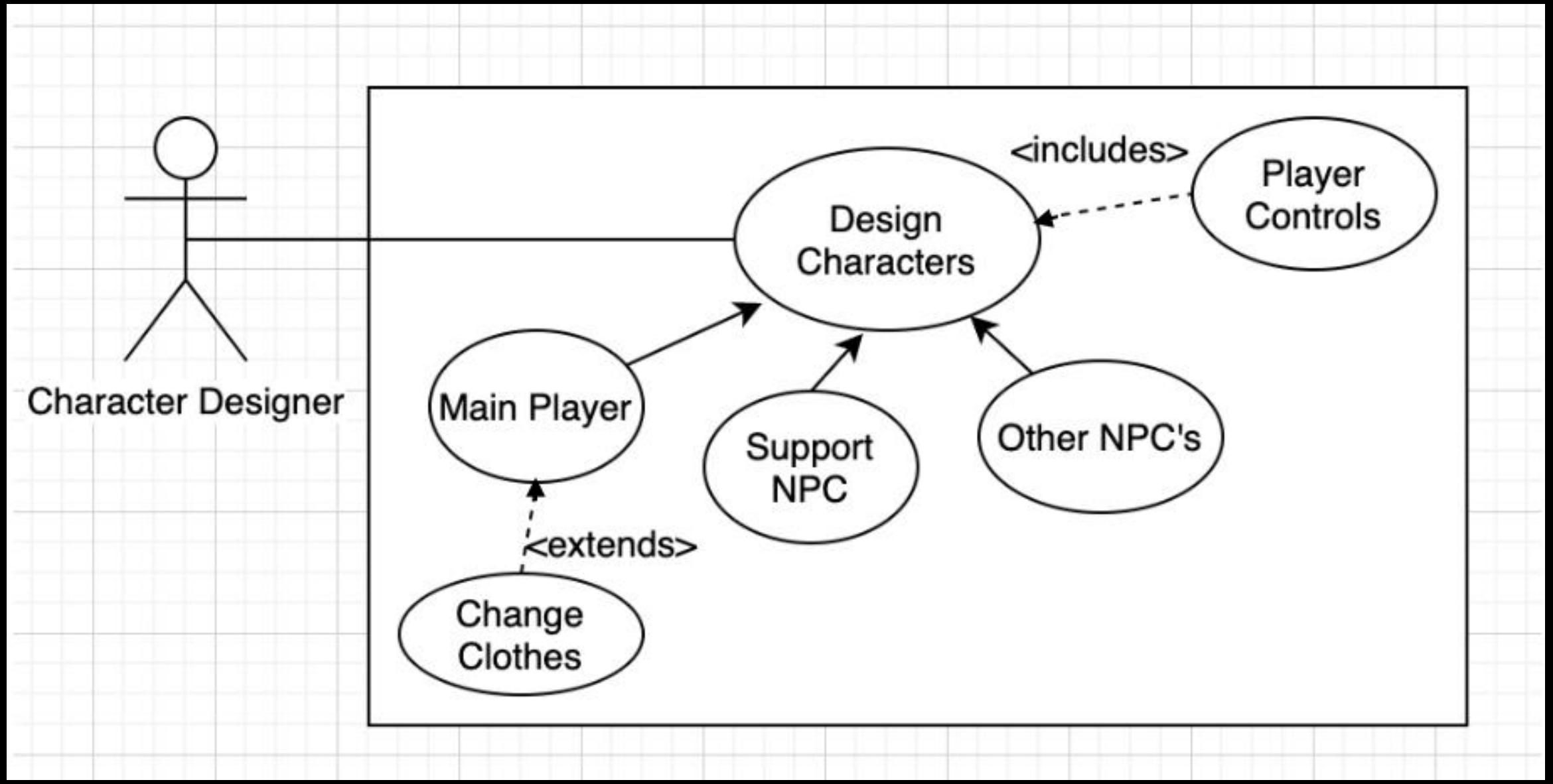


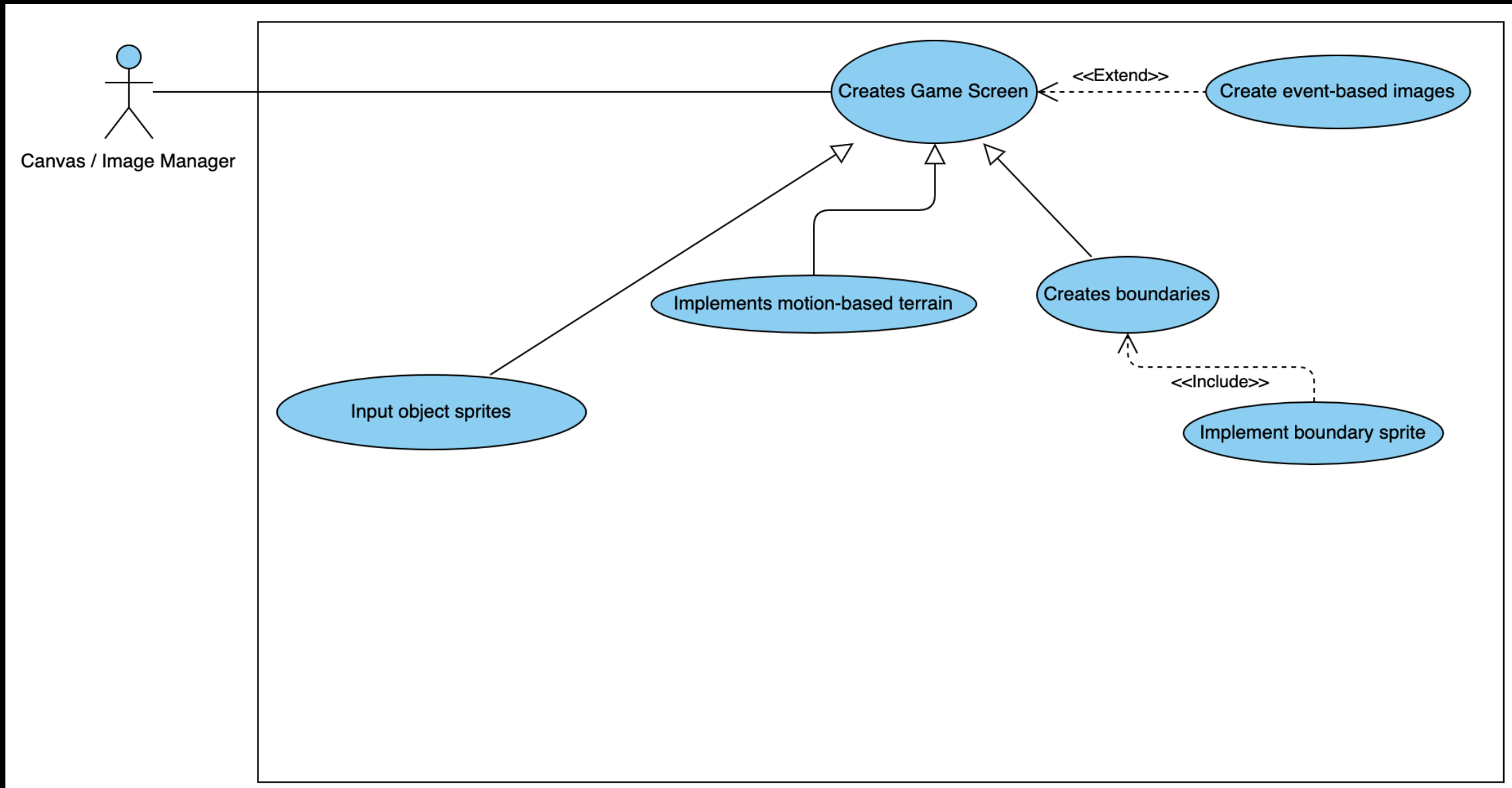
Diagram 0
D2
Sounds
D3
Inventory Items
all sound effects
Add / Remove Item
Current Inventory Status
5
Introduce Sound and Haptics
sound effects
Existential (Game)
6
Manage Inventory
Storyline information
game layout
Inventory items
Available inventory options
player adds/removes item
7
Incorporate Scene Interactions and Level Transition
gameflow
1
Generate Map Layout
4
Implement Player Controls
Player actions
player
legal navigation regarding scene info and gameflow
scene information
Legal Player actions
2
Insert Environment Sprites
Character Entity information
Environment sprites
Character sprites
D1
Sprites
3
Generate All Characters


Player
Implement Player Controls
<<Include>>
Update Game With Player Input
<<Extend>>
Move Character
<<Extend>>
<<Extend>>
Open Inventory Menu
<<Include>>
Interact with Menu
<<Extend>>
Interact With Game Object
<<Extend>>
Interact With Item
Open Player Menu
<<Extend>>
<<Extend>>
<<Include>>
Interact with Menu
Interact With Dialog Menu
Interact With Boarder Prompt

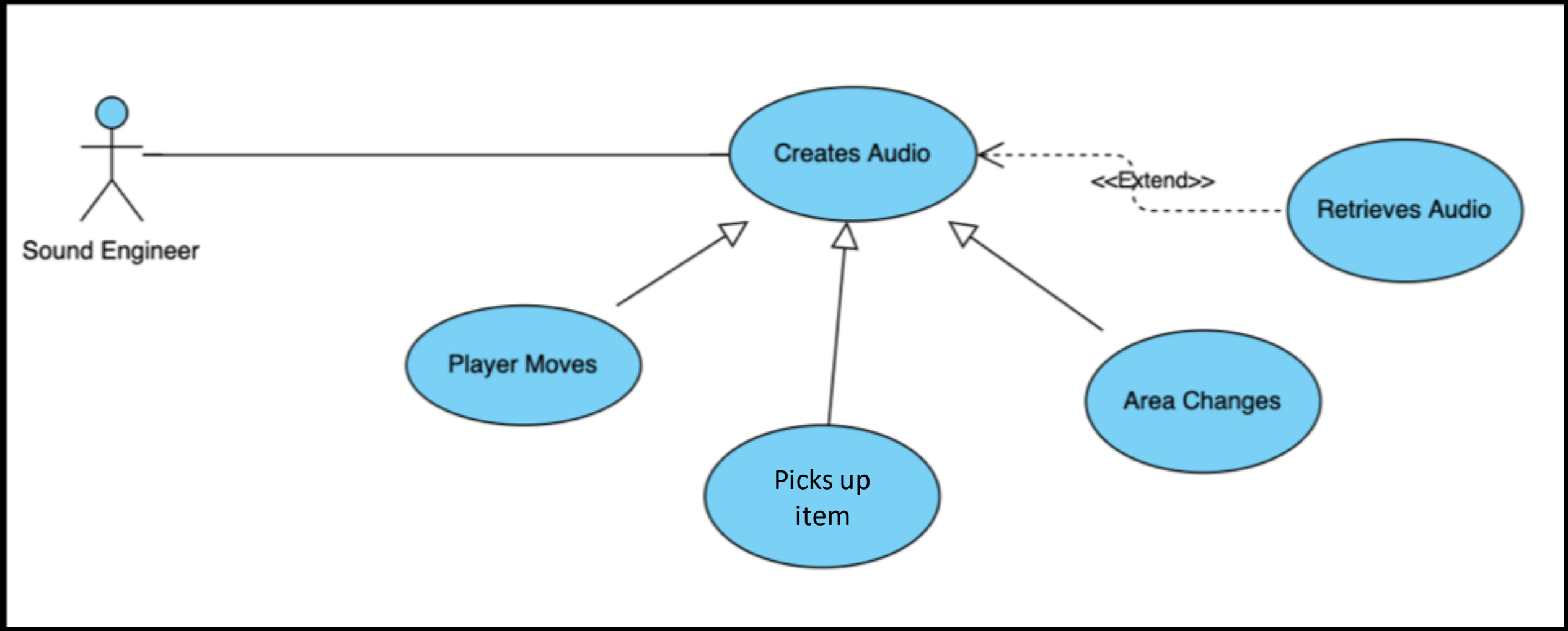

Player
Pick up item
view inventory
Drop Item
Trade item
Check
inventory
has space
Show
Inventory
Full
Update Inventory
<<includes>>
<<includes>>
<<includes>>
<<includes>>
<<extends>>
<<extends>>
<<extends>>


Design Main Menu
Design NPC Dialogue Menus
Design Menus
Design Settings Menu
Design Travel Menus
<<extend>>
<<include>>
<<extend>>
Programmer
Incorporate Scene Interactions
<<include>>
Create Physical Prompt Boundaries
<<include>>
Map Key/Mouse Commands


Character Designer
Design Characters
<includes>
Player Controls
Main Player
Support NPC
Other NPC's
<extends>
Change Clothes


Canvas / Image Manager
Creates Game Screen
<<Extend>>
Create event-based images
Implements motion-based terrain
Creates boundaries
Input object sprites
<<Include>>
Implement boundary sprite

Sound Engineer



Thank You!

Any last questions?