



NIGHTMARES OF MIRACLES

Zoe, Tolu, Rohit, & Kay



WELCOME!

What is Nightmares of Miracles?





Nightmares of Miracles, an RPG presented in charming pixel art and a top-down style, kicks off with a tranquil and cutesy atmosphere, featuring engaging dialogues that introduce the player to Mistwood, the protagonist's newfound town. Taking on the role of an office worker at G-Neric Corp, the main character befriends their co-workers, including the seemingly innocuous Veronica, who will later be unveiled as the unsuspected antagonist. Initially disguised as the protagonist's best friend, Veronica's true villainous nature emerges gradually as the days unfold, with subtle disturbances and distorted rooms, visible only to the player. Strange encounters with Veronica heighten the main character's suspicions, leading to a gripping narrative where the protagonist must gather evidence to expose Veronica's connection to the town's unsettling transformations. The climax unfolds as the player confronts Veronica, engaging in a thrilling boss battle to thwart her evil plans and save Mistwood from impending doom.



EVENTS/TIMELINE



Day 1

- 1st Day working at The Office
- Player meets coworkers and antagonist Veronica

Day 2

- 2nd Day working at The Office
- Player starts to see weird things happen

Day 3

- 3rd Day working at The Office
- Player asks everyone if they can see weird things happening
-

Day 4

- 4th Day working at The Office
- Player sees Veronica talking to someone who is known throughout Mistwood for being evil

Day 5

- 5th Day working at The Office
- Player begins gathering evidence to confront Veronica

Day 6

- 6th Day working at The Office
- Player confronts Veronica with evidence which enables a boss battle in The Office (scene changes to dark)



01

Game Mechanics

Rohit





Game Mechanics



- Dialogue
 - Talking to NPCs
- Movement
 - WASD + Shift (sprint)
- Tasks
 - Completing Daily
Tasks in The Office



Character(s)	Context	Unlock Condition	Forced?	Day & Location in Game
Veronica & Main Character	1st conversation the player has with the antagonist	None	Yes	Day 1 in the Office Reception Area
Dog	Walking up to the dog and using "interact"	None	No	Same dialogue on Days 1-6 in the Main Street
Veronica & Main C	Veronica gives the player a tour of their office where they'd be working at.	None	Yes	Day 1 in the Office Reception Area
Zoe	An intro conversation between the co-worker Zoe and the player.	None	None	Day 1 in the office in Zoe's cubicle
Zayn	An intro conversation between the co-worker Zayn and the player	None	None	Day 1 in the office in Zayn's cubicle





Example



Example #2

My Daily Tasks

- * Send an email from my computer
- * Use the toilet
- * Drink a cup of coffee
- * Get a snack in the break room
- * Introduce myself to a coworker
- * Attend a meeting
- * Print important documents

My Daily Tasks

- * ~~Send an email from my computer~~
- * ~~Use the toilet~~
- * ~~Drink a cup of coffee~~
- * ~~Get a snack in the break room~~
- * ~~Introduce myself to a coworker~~
- * ~~Attend a meeting~~
- * ~~Print important documents~~



02

Vertical Slice Prototype

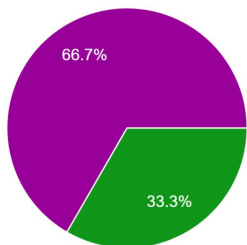
Kay

What did people think about it?



The player is easy to control.

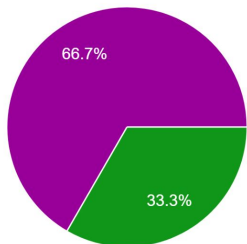
3 responses



- Strongly disagree
- Disagree
- Neutral
- Agree
- Strongly agree

The office layout is simple to navigate.

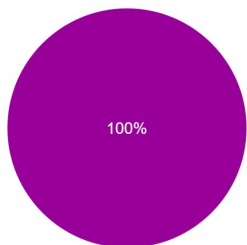
3 responses



- Strongly disagree
- Disagree
- Neutral
- Agree
- Strongly agree

The environment looks nice.

3 responses



- Strongly disagree
- Disagree
- Neutral
- Agree
- Strongly agree

IN DEPTH

We received feedback from three individuals a week ago.

It helped us focus on what we had to improve on such as making the player control smoother and fixing the office layout.

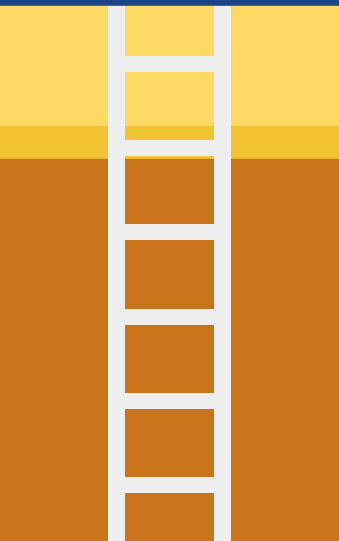
This was very early into our project when we did the Vertical Slice, so we have improved tremendously.



03

Ideas cut Tolu

What we didn't have enough time for.





Ideas Cut



Easter Eggs

Players would be able to find and collect Easter Eggs around the map.



Day/Night Cycle

The protagonist will have a set of "tasks" and story accomplishments to do every day, and once they are done it will be nighttime and time for them to go home.



Customization

Players would be able to customize the interior of their home & their character.



Health/Damage System

When the boss battle between the main character and the antagonist occurs, the player will be able to take damage and do damage.



Original Idea Tree

Ideas | 7

Custom character builder

Player inventory system

Save data

Programming

Voice acting for the game (somewhat of a joke)

Full cutscenes

Animation

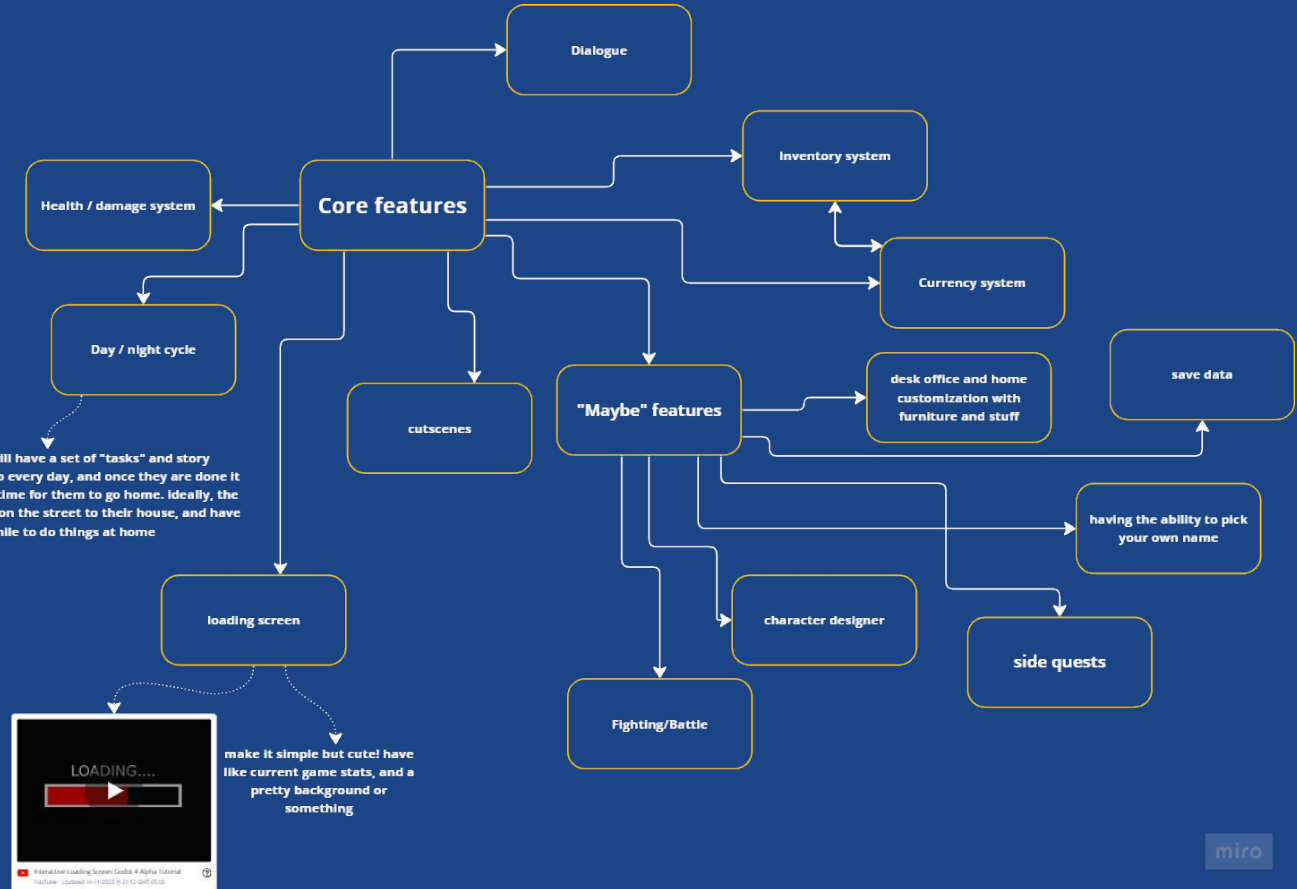
Programming

Battle system

Core design

Programming

the protagonist will have a set of "tasks" and story accomplishments to do every day, and once they are done it will be nighttime and time for them to go home. Ideally, the player will walk home on the street to their house, and have a little while to do things at home



What Percent of Ideas were actually implemented?



15%

We started with a really ambitious goal, but decided to focus on a demo of the first day of the game instead of all 7 due to time constraints.



04

Tools used Zoe

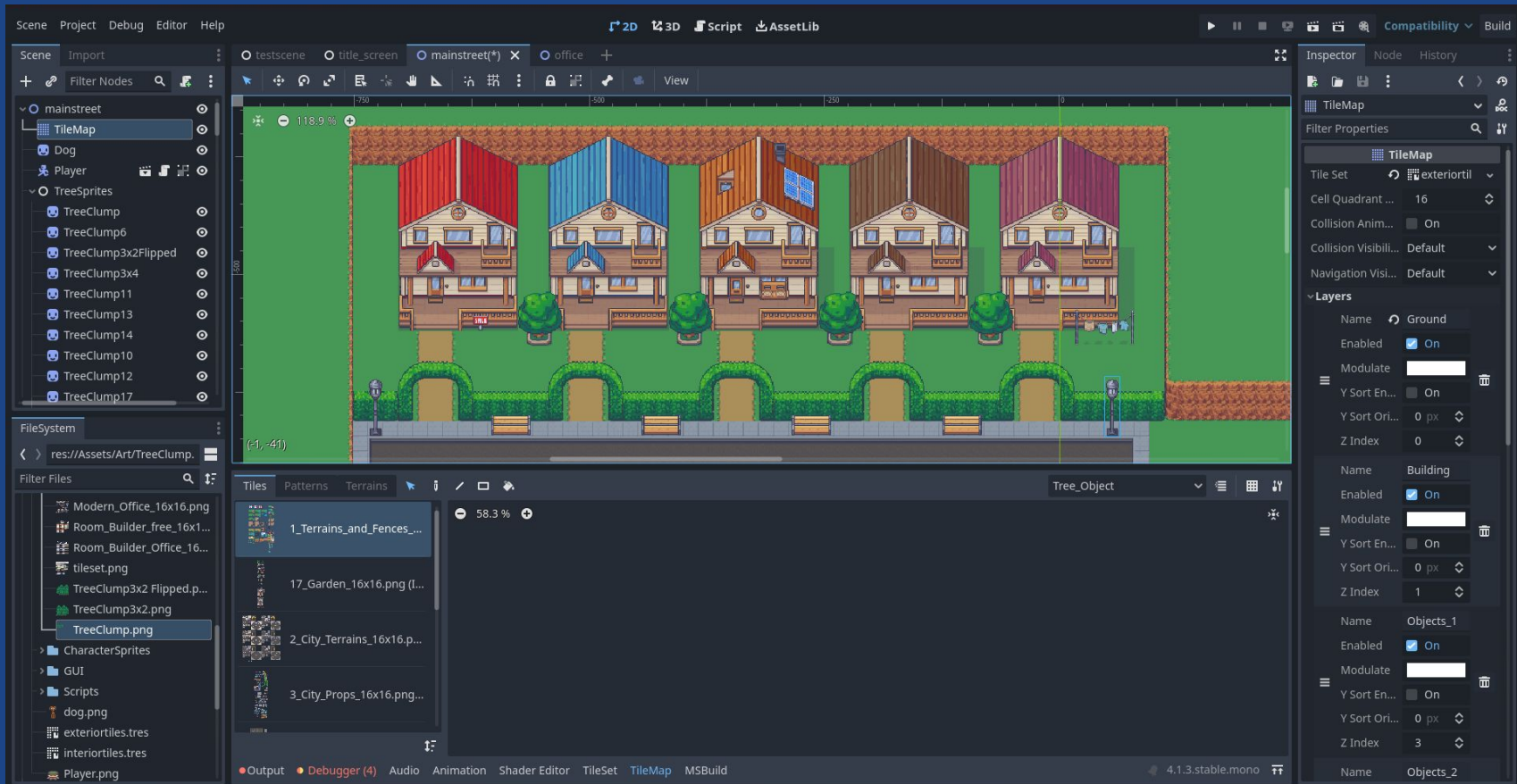
Explaining the tools we used and the pros and cons.



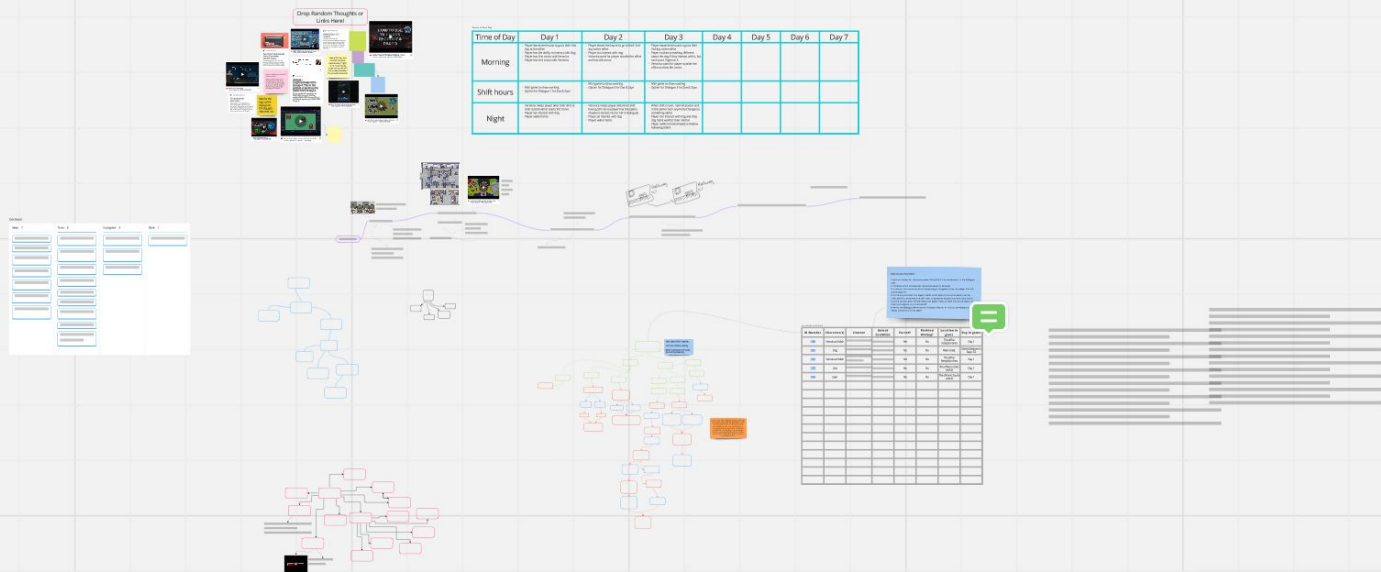
Tools Implemented

- We implemented many Pixel Art packs (from Limezu on itch.io) to help us create the Main Street and the inside of the Office
 - We edited a couple of small things within the templates
- Examples:
 - pixel art modern exteriors & interiors
 - modern office
- Used Godot and Github in order for all of us to work on the project together and individually
- Used an external asset called Dialogic 2 to implement dialogue into the game
- Miro for project management
- Aseprite





Zoe



Pros & Cons

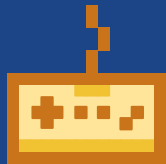
Pros

- Animations easy in Godot
- Github is useful
- Pixel art looks really pretty

VS

Cons

- Collaboration
- Less Reference Material for Godot
- Github can be difficult to learn at first





05

Concept Art & Sketches

Kay

Kay

Art & Sketches Made By Kay with ProCreate



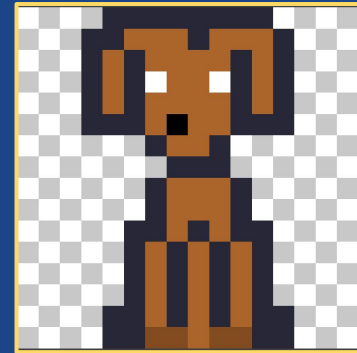
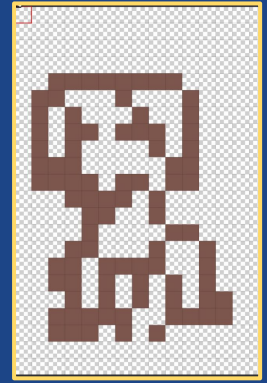
Run/Walk Animation for Characters



Antagonist

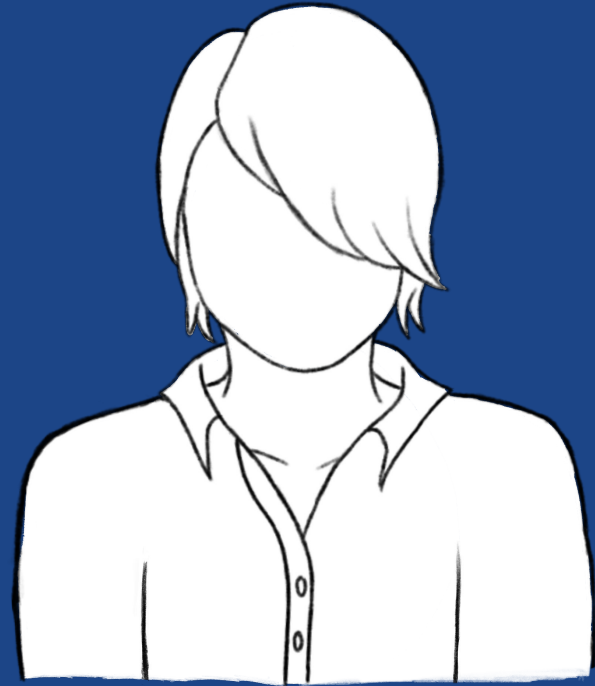
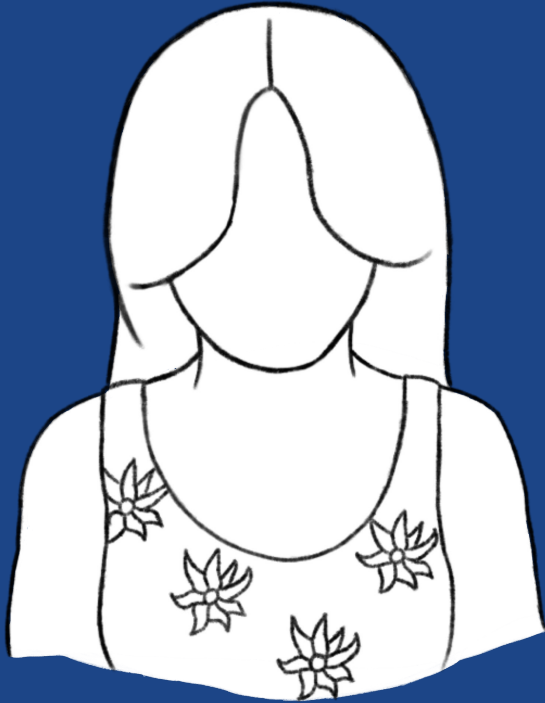


Main Character



Dog

Zoe and Zayn (working on it...)





06

Algorithms used

Zoe



Coding

- The coding for this game is unfortunately not very efficient, because of a lack of understanding with how to use Godot
- It is not very modular, and it does not allow for much adaptability in terms of adding new nodes and objects into the game
- Had to add a ton of if/else statements and methods that did the same thing, hoping to figure out a way to write much less code and reuse aspects in the future
- Learned to do cross-language scripting, which allowed us to translate between GDScript and C#

```

11
12  ▾ ▹ if (Dialogic.VAR.timesSpokenToVeronica == 0):
13    ▹ ▹ var dialog = Dialogic.start("convo_1")
14  ▾ ▹ elif (Dialogic.VAR.timesSpokenToVeronica >= 1):
15    ▾ ▹ ▹ if (taskComp == 7):
16      ▹ ▹ ▹ var dialog = Dialogic.start("convo_5")
17    ▾ ▹ ▹ else:
18      ▹ ▹ ▹ var dialog = Dialogic.start("convo_3")
19    ▹ # add_child(dialog)
20
21  ▾ func _startZaynDialog():
22    ▾ ▹ if (Dialogic.VAR.timesSpokenToVeronica == 0):
23      ▹ ▹ var dialog = Dialogic.start("convo_4")
24    ▾ ▹ else:
25      ▹ ▹ var dialog = Dialogic.start("convo_2")
26    ▹ # add_child(dialog)

```

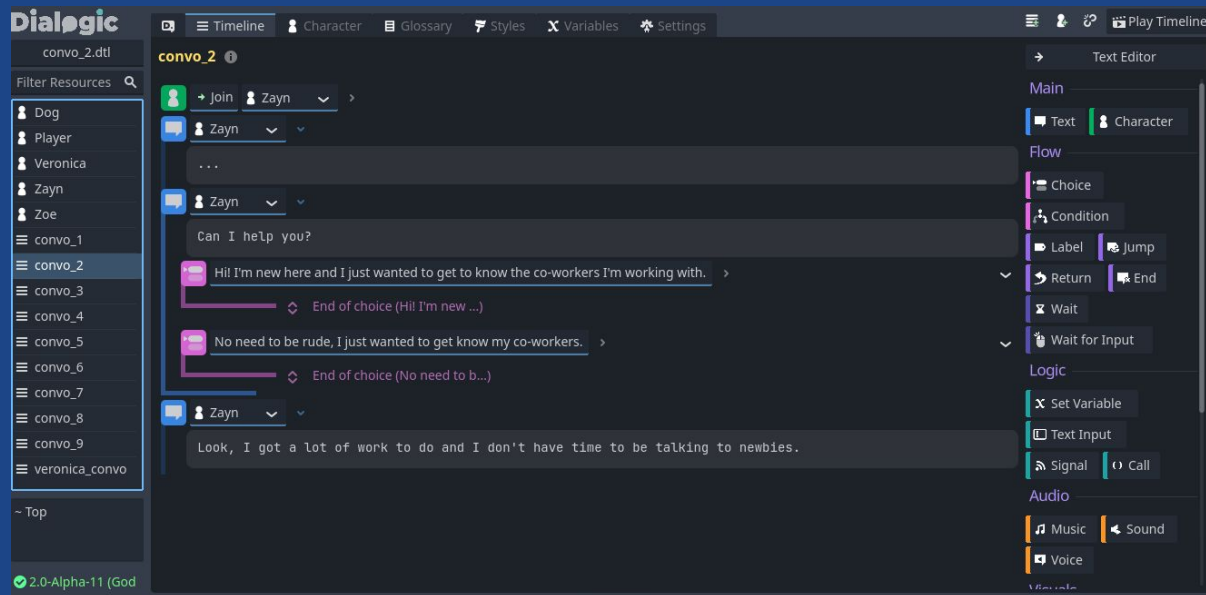
```

1 reference
private void _on_speak_button_pressed()
{
    if (global.currentTask == "talk_to_veronica") {
        Node2D myGDScriptNode = GetNode<Node2D>("/root/Dialogue");
        myGDScriptNode.Call("_startVeronicaDialog", global.tasksCompleted);
        global.talkedToVeronica = true;
    }
    else if (global.currentTask == "talk_to_zayn") {
        if (global.talkedToVeronica == true && global.introduceCrossed.Visible == false) {
            global.introduceCrossed.Visible = true;
            global.tasksCompleted += 1;
        }
        Node2D myGDScriptNode = GetNode<Node2D>("/root/Dialogue");
        myGDScriptNode.Call("_startZaynDialog");
    }
    else if (global.currentTask == "talk_to_zoe") {
        if (global.talkedToVeronica == true && global.introduceCrossed.Visible == false) {
            global.introduceCrossed.Visible = true;
            global.tasksCompleted += 1;
        }
    }
}

```

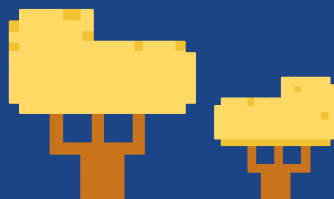
Using Dialogic 2

- Dialogic 2 is an extremely useful tool for easily creating lots of dialogue. It requires very little coding (only needed to signal the start of a conversation in game)
- Highly recommended tool for its modularity and user friendliness





Trailer:



Play our game!



<https://zoefisk.itch.io/nightmares-of-miracles>



THANKS!

Do you have any questions?

CREDITS: This presentation template was created by Slidesgo, including icons by Flaticon, and infographics & images by Freepik.