

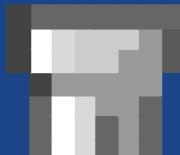
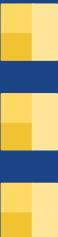
NIGHTMARES OF MIRACLES

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

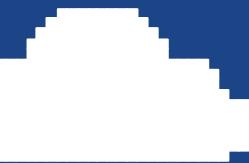
5th Day working at The Office

- Player begins gathering evidence to confront Veronica

Day 6

6th Day working at The Office

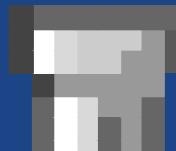
- Player confronts Veronica with evidence which enables a boss battle in The Office (scene changes to dark)



01

Game Mechanics

Rohit





Game Mechanics



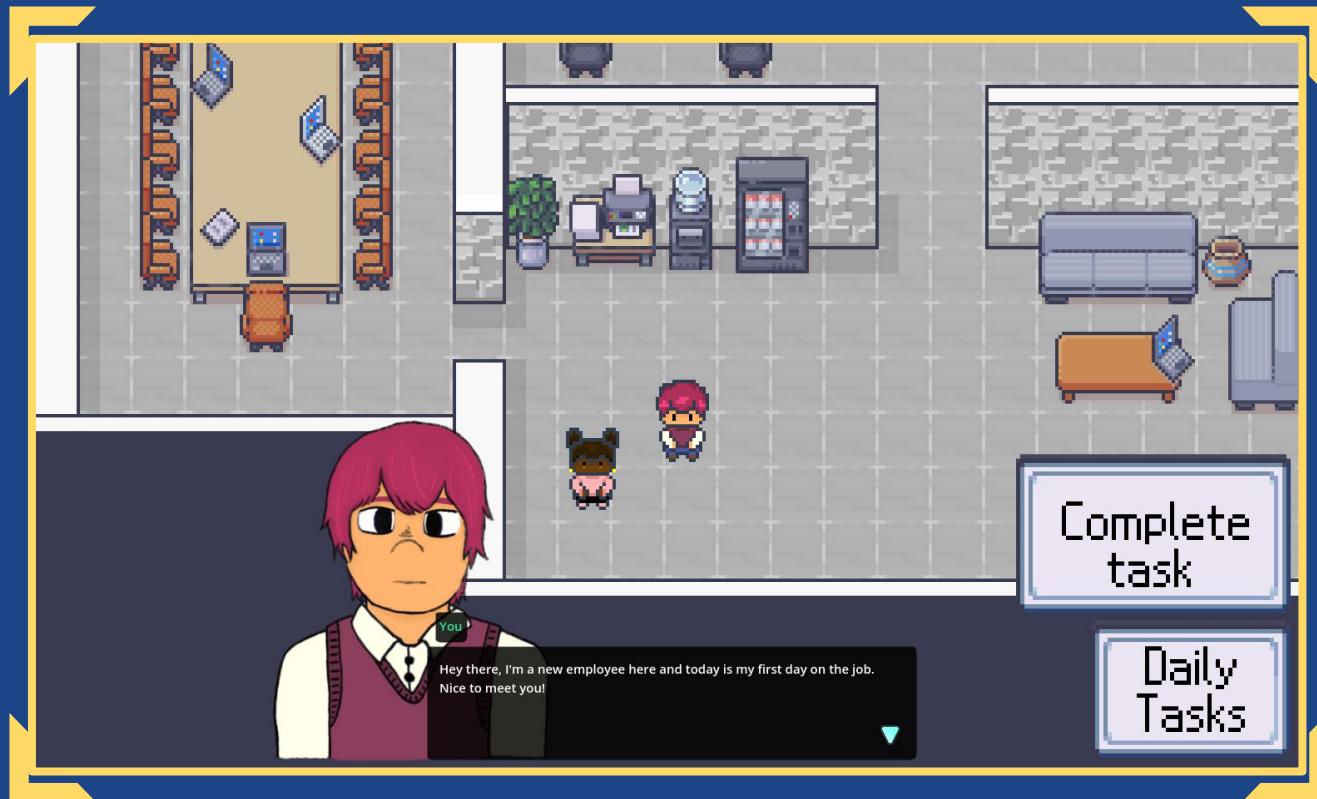
- Dialogue
 - Talking to NPCs
- Movement
 - WASD + Shift (sprint)
- Tasks
 - Completing Daily Tasks in The Office



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

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02

Vertical Slice Prototype

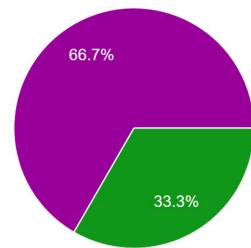
Kay

What did people think about it?



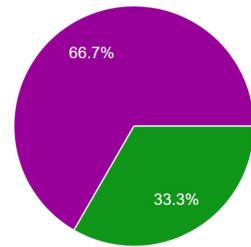
The player is easy to control.

3 responses



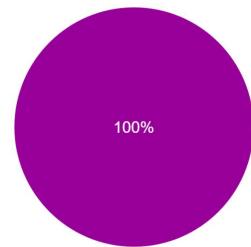
The office layout is simple to navigate.

3 responses



The environment looks nice.

3 responses



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

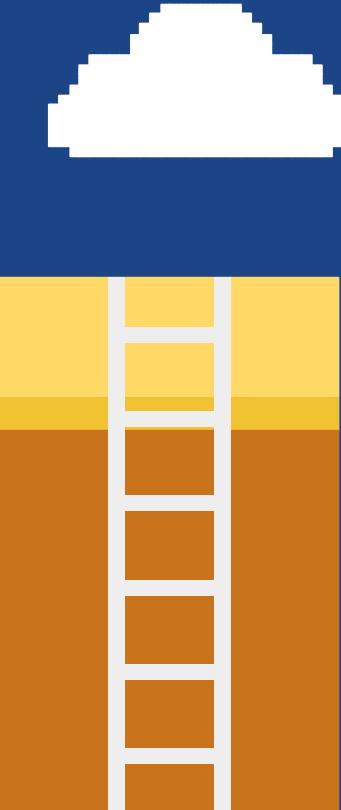
IN DEPTH

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.

Kay



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.

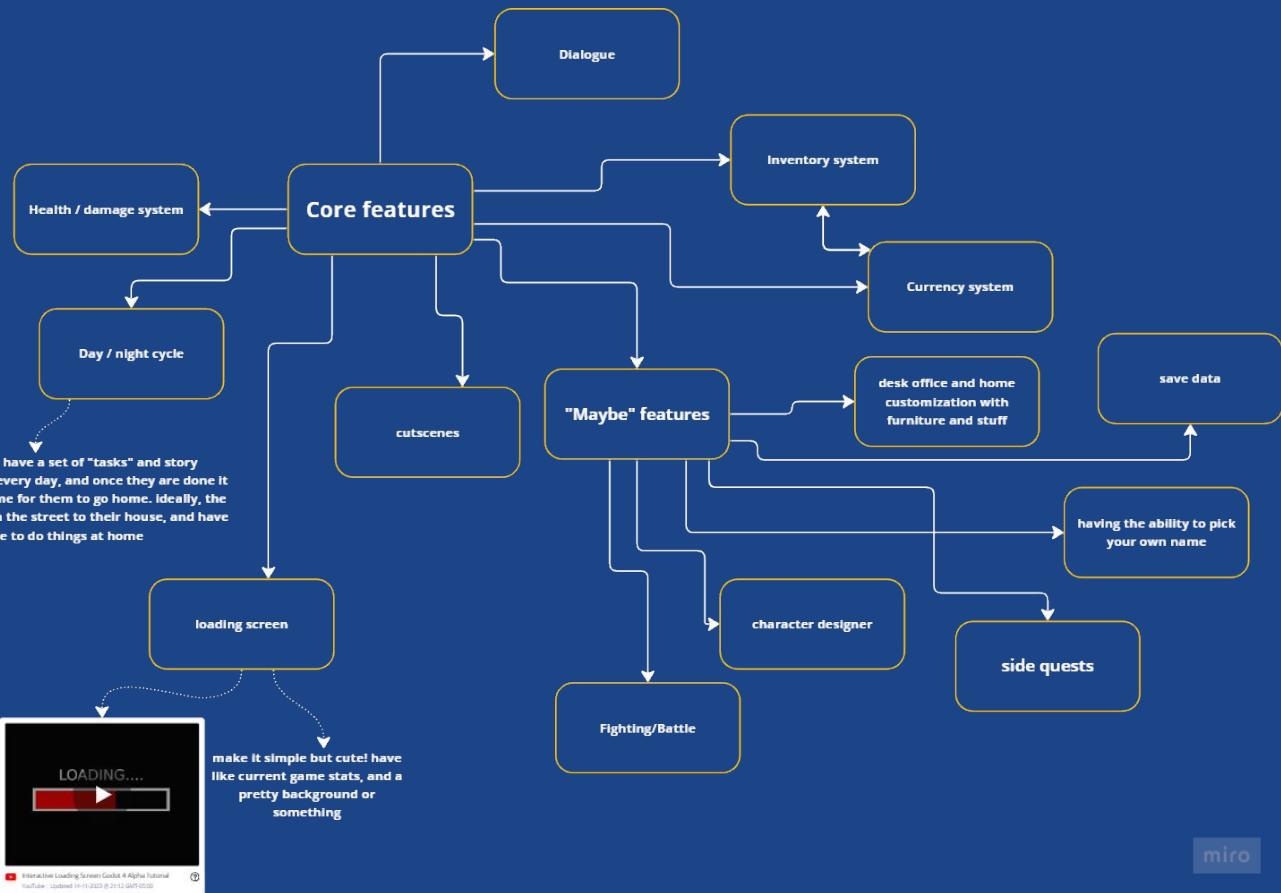


Health/Damage System

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



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. ▼

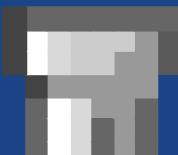


04

Tools used

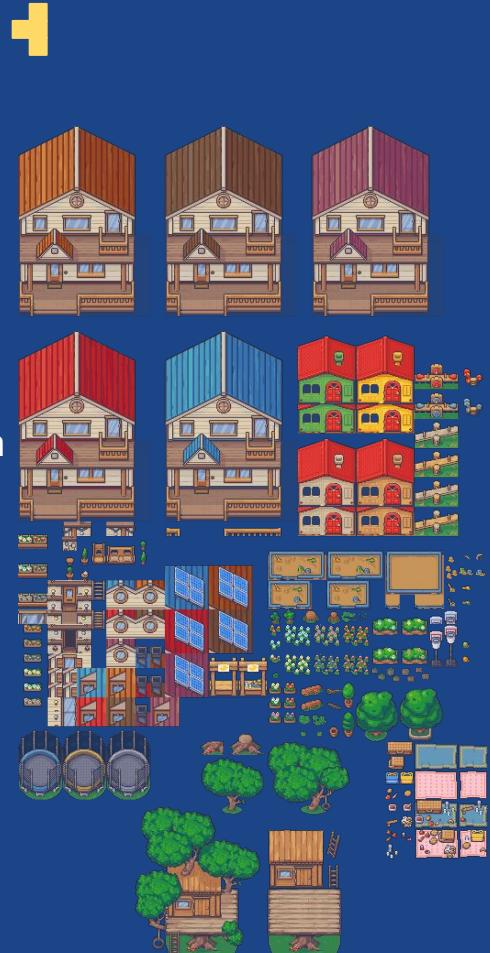
Zoe

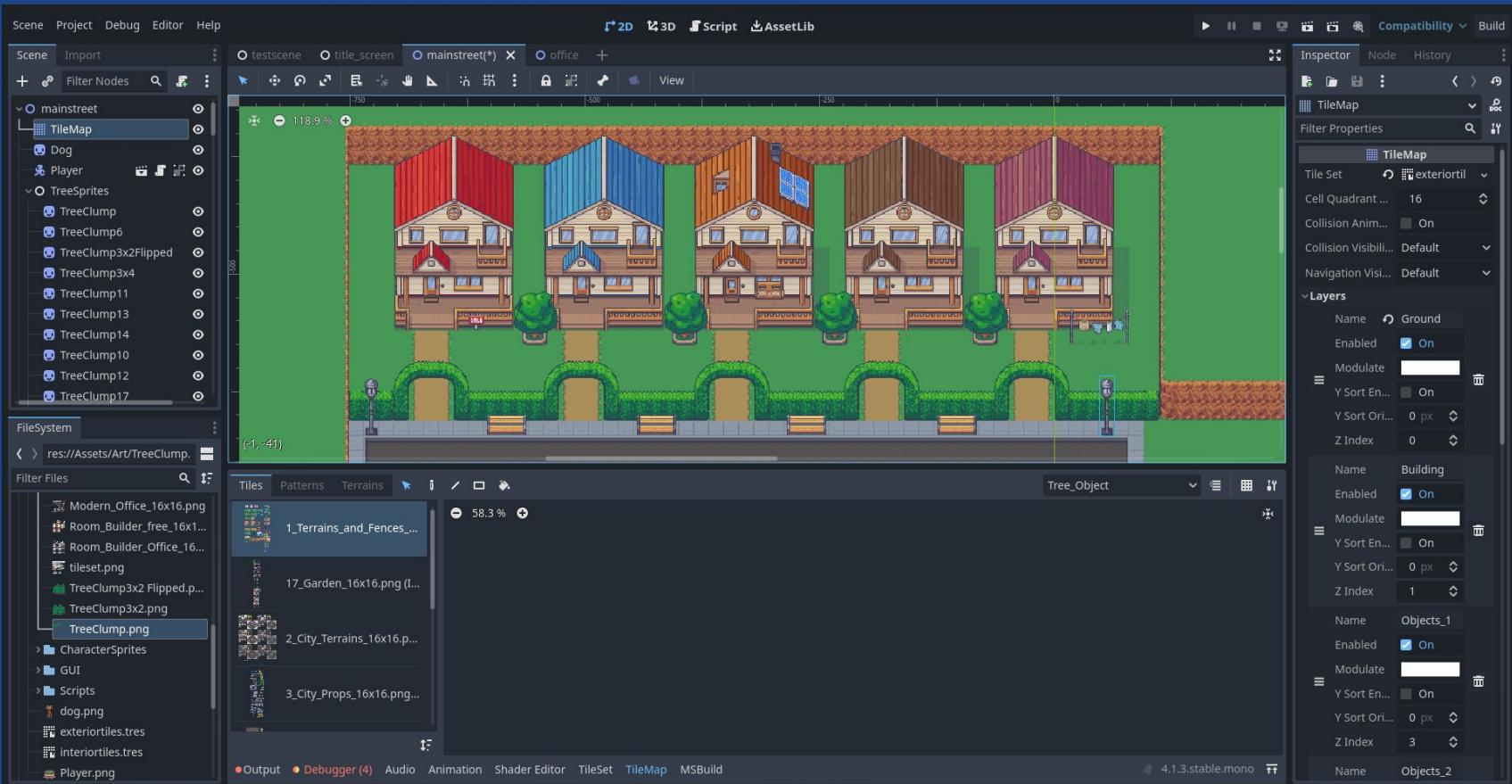
Explaining the tools we used and the pros and cons.



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



Time of Day	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Morning	Morning Shift Hours						
Shift hours	Shift hours	Shift hours	Shift hours	Shift hours	Shift hours	Shift hours	Shift hours
Night	Night Shift Hours						



Drop Random Thoughts or Links Here

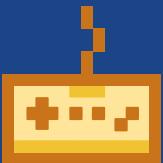
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1	Resource 1	Category 1	Sub-Category 1	Color 1	Size 1	Order 1
2	Resource 2	Category 2	Sub-Category 2	Color 2	Size 2	Order 2
3	Resource 3	Category 3	Sub-Category 3	Color 3	Size 3	Order 3
4	Resource 4	Category 4	Sub-Category 4	Color 4	Size 4	Order 4
5	Resource 5	Category 5	Sub-Category 5	Color 5	Size 5	Order 5
6	Resource 6	Category 6	Sub-Category 6	Color 6	Size 6	Order 6
7	Resource 7	Category 7	Sub-Category 7	Color 7	Size 7	Order 7
8	Resource 8	Category 8	Sub-Category 8	Color 8	Size 8	Order 8
9	Resource 9	Category 9	Sub-Category 9	Color 9	Size 9	Order 9
10	Resource 10	Category 10	Sub-Category 10	Color 10	Size 10	Order 10
11	Resource 11	Category 11	Sub-Category 11	Color 11	Size 11	Order 11
12	Resource 12	Category 12	Sub-Category 12	Color 12	Size 12	Order 12
13	Resource 13	Category 13	Sub-Category 13	Color 13	Size 13	Order 13
14	Resource 14	Category 14	Sub-Category 14	Color 14	Size 14	Order 14
15	Resource 15	Category 15	Sub-Category 15	Color 15	Size 15	Order 15
16	Resource 16	Category 16	Sub-Category 16	Color 16	Size 16	Order 16
17	Resource 17	Category 17	Sub-Category 17	Color 17	Size 17	Order 17
18	Resource 18	Category 18	Sub-Category 18	Color 18	Size 18	Order 18
19	Resource 19	Category 19	Sub-Category 19	Color 19	Size 19	Order 19
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26	Resource 26	Category 26	Sub-Category 26	Color 26	Size 26	Order 26
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28	Resource 28	Category 28	Sub-Category 28	Color 28	Size 28	Order 28
29	Resource 29	Category 29	Sub-Category 29	Color 29	Size 29	Order 29
30	Resource 30	Category 30	Sub-Category 30	Color 30	Size 30	Order 30
31	Resource 31	Category 31	Sub-Category 31	Color 31	Size 31	Order 31
32	Resource 32	Category 32	Sub-Category 32	Color 32	Size 32	Order 32



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





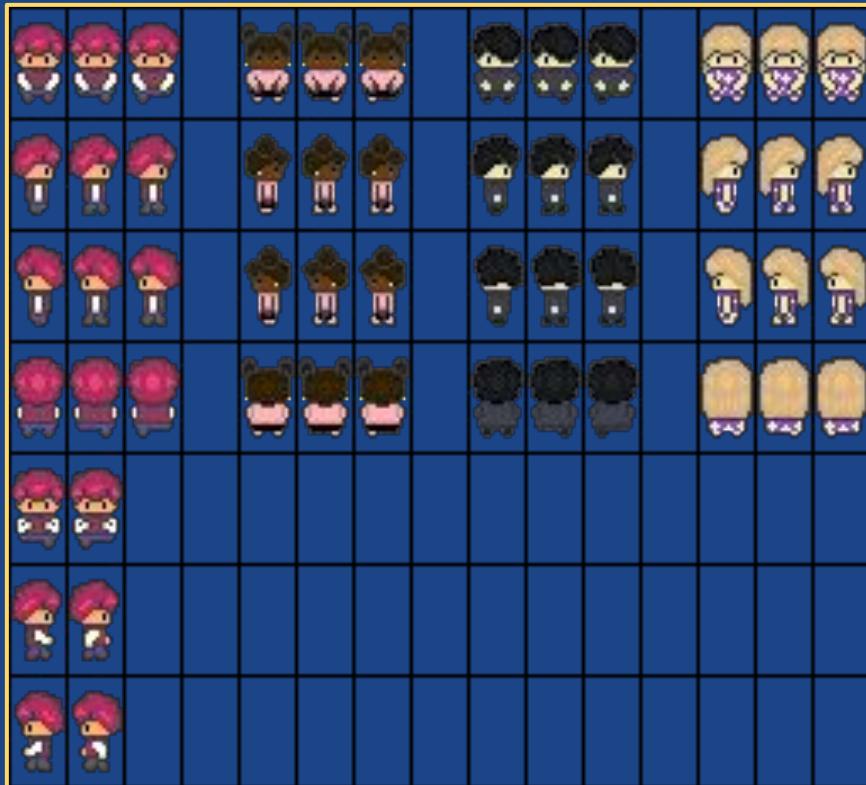
05

Concept Art & Sketches

Kay

Kay

Art & Sketches Made By Kay with ProCreate



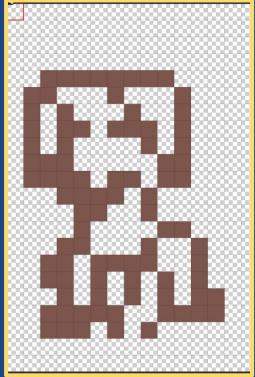
Run/Walk Animation for Characters



Antagonist



Main Character

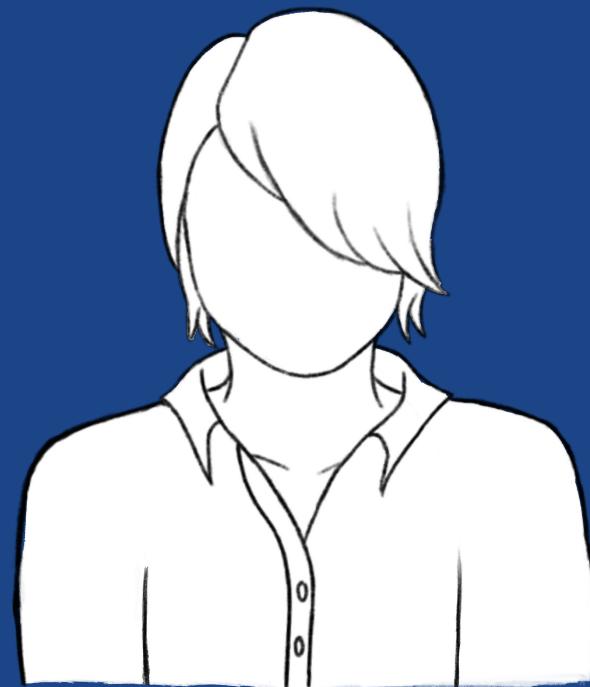
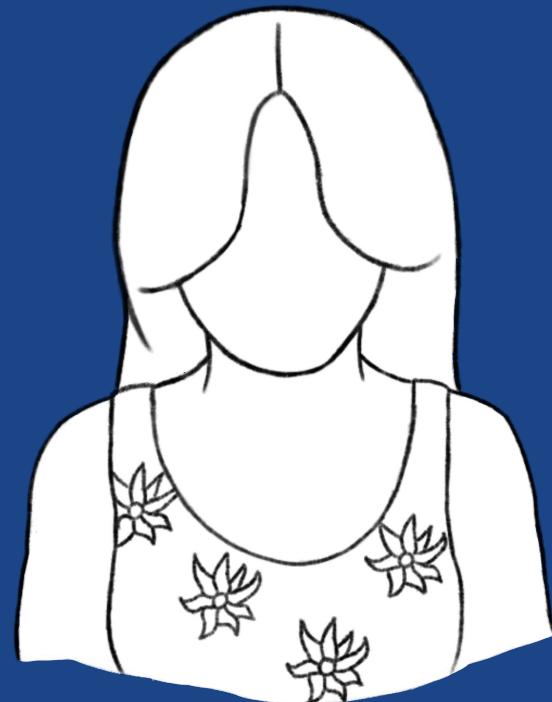


Dog



Kay

Zoe and Zayn (working on it...)

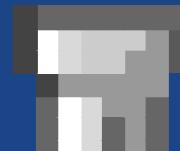




06

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)

```

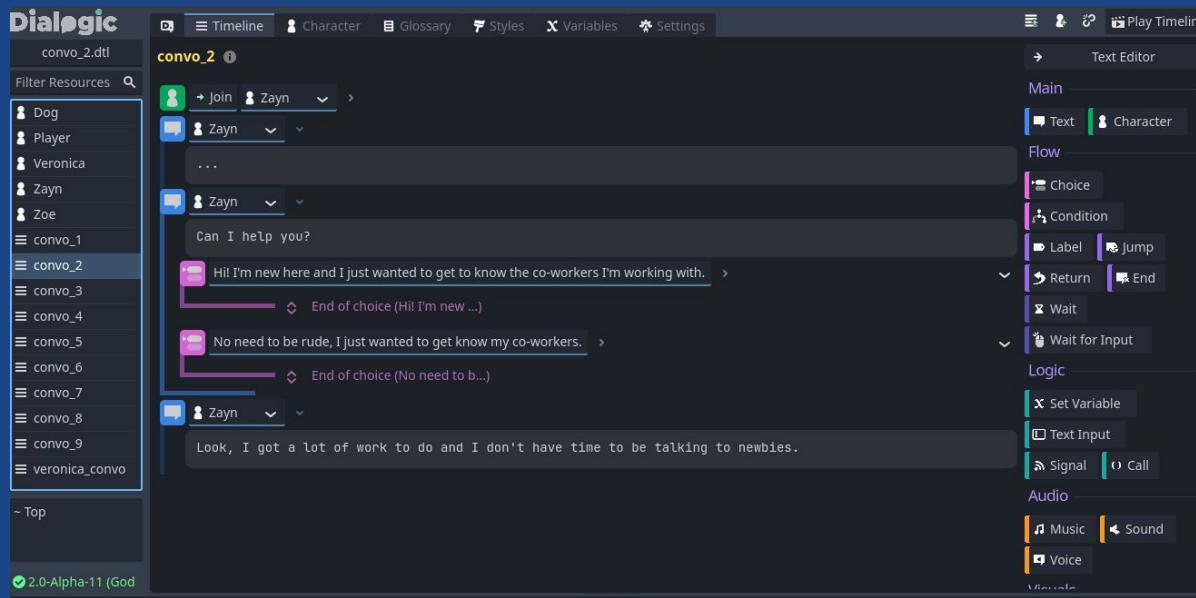
```

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;
        }
    }
}

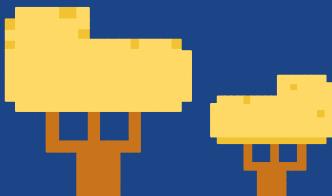
```

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?

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