

SilverFOCS Incubator

The background of the slide is a dark gray, stylized representation of a video game controller. It features two red curved shapes at the top representing triggers, a central gray area for the touchpad, and various colored buttons: a red four-way directional pad on the left, a green analog stick at the bottom center, a blue analog stick at the bottom right, and five green circular buttons on the right side.

S-FOCS (game)

SummerSara



Seize memories, find truth!



In a mysterious town, a kind "weaver" is weaving the divine ribbon of time to record people's everyday memories.

However, too many painful memories lead to a crack on the ribbon. The incomplete ribbon leads to an old prediction: SummerSara, a real-life Elysium stuck in a 7-day samsara.

You have received a letter from your old friend Lee. Many young people have passed away due to the seven-day time loop. You need to help him reveal the truth.

End the SummerSara to save the world!





A RPG game with multiple endings and a repeated procedure, combined with a variety of small game mechanics.

The players should find the truth hiding in the peaceful town. They need to interact with three characters, explore different buildings, and stop the time loop!



Most operations can be done by clicking the mouse.



MainCharacter : The player, a traveller to the town.

NPCs : Three local residents, Photographer, Drawer and Weaver.





There are three character lines. The players can explore all buildings in the first four days. If they get enough clues, they can go to the corresponding character line in day 5-7.

Players can get clues by clicking items or characters in different buildings. Then, they may enter small games. They need to pass these games to receive clues or GT points. GT points are pretty useful in the line of Weaver.



After seven days pass, the world will be reset. You need to replay the game several times to pass through all three character lines.

Players should first pass through Photographer line, then Drawer line, finally Weaver line. Players can practise playing small games in Library Guide.





GT points: 50

Clock: Two hours will pass if the player enters one place. One day has 12 hours.

Calendar: represents the current day.

GT points: represents the player's guard of time, which means how often the player helps people. GT points can be earned by playing small games.



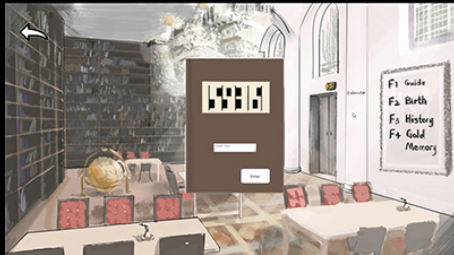
Photographer

Line Requirements (day 1-4):

- Eight photo fragments
- An album

HE Requirements (day 5-7):

- Piece the fragments through Klotiski game
- Pass game "Defend the Frag-ile"





Drawer

Line Requirements (day 1-4):

- Pass Photographer Line
- Find the paintbrush
- Find the correct drawing in Art Museum
- Find three pigments (apple, grassing, bluecloth)

HE Requirements (day 5-7):

- Choose "Past Memory"
- Pass game "Seize the wanted"



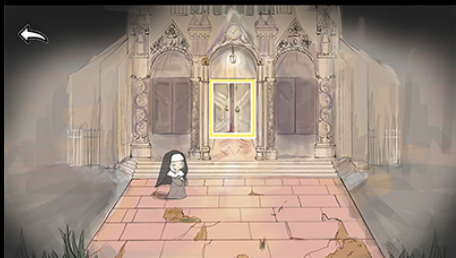
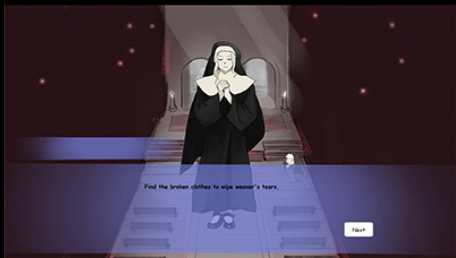
Weaver

Line Requirements (day 1-4):

- Pass Photographer Line
- Pass Drawer Line
- Piece broken blue cloth
- Earn GT points

HE Requirements (day 5-7):

- Pass game "Break the loop"





If the player passes all three character lines, the world is saved.

Then, world is open to the player. The player can stay in the town for last seven days and explore the town arbitrarily.

Players can explore more kinds of games.





Role playing: immersion and freedom

Explore the map with different buildings freely.
Communicate with different characters.

Solving riddles: curiosity and sense of achievement

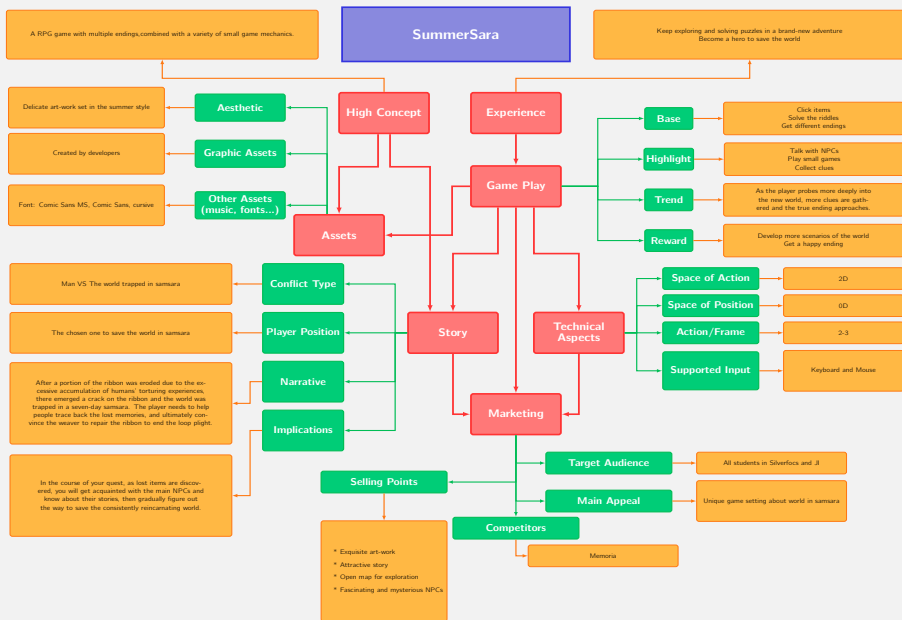
Solve different riddle games.
Figure out the truth behind the world.

Determine fate: recognition of yourself and reflection on the real world

Make your own choice and determine the future.
Reflect on the real world with the game story.



Concept diagram





Images Scenes and map are drawn by Axiba, LuTianYiQAQ, and Wulu;
Items are drawn by And, and Moxuan;
Characters are drawn by And;
Flowers in "Seize the wanted" are drawn by Xixiao Pan;
Balls in "Defend the fragile" are drawn by Moxuan.

Other sources from websites:

"Back Arrow" is purchased from original.

In game Company and Love:

"Basketball stand" by 靈感 is licensed under CC BY from original.

"Basketball" is purchased from original.

In game Seize the wanted:

"White cloth" is purchased from orinigal.



Images In game Break the Loop:

"Dart" by QINZI is purchased from original.

"Target" by 盒子 is purchased from original.

"Scissors" by 30000011305 is purchased from original.

"Fort barbette" by eddychen870707 is purchased from original.

"Shield" by 30000011077 is purchased from original.

In game Defend the Fragile:

"White wall" by tangyeqing456 is purchased from original.

"Green wall" by destiny is purchased from original.

"Black hole" by 明月心 is purchased from original.

In game Klotski:

"Frame" is purchased from original. "Fence of success or failure" by Deyan Georgiev is purchased from original.



Images In Poster:

"Infinite symbol" is purchased from original.

"Green Ribbon" is purchased from original.

"Yellow Ribbon" is purchased from original.



Inspirations "SummerSara" is inspired by the concept of "Summer Time Rendering".

Background Music "Sorrow" by AShamaluevMusic is licensed under CC BY / Desaturated from [original](#).

Dubber The voice-over in trailer is dubbed by Hector.

Fonts Comic Sans MS

Team members

- Kunlin Ruan
- Xixiao Pan
- Xinhe Wang
- Zhile Wu



SummerSara

Seize memories, find truth!

Introduction

In this hot summer, a crack appears on the divine time ribbon. Past memories are vanishing and time is trapped in a 7-day loop. Though free from heavy emotions carried by past memories, people age faster and lose future after seven days.

Meet photographer, drawer and time guardian one by one. Persuade them to together repair the time ribbon. Seize memories to find truth and ultimately end SummerSara to save the town!

Design Philosophy

We are devoted to creating a fascinating RPG game with multiple endings, incorporating puzzles and games. We hope the game can let players reevaluate their relationship with time and past.

To end SummerSara, players need to ask themselves : what kind of life do I want to live? A long yet struggling life or a painless yet largely shortened life?

Game Highlights

- ✓ Build connections with NPCs through different dialogues.
- ✓ Work out three kinds of puzzles : find stuff required; solve number puzzles; play games.
- ✓ Have fun with six games embedded at different scenes to advance plot.
- ✓ Explore more game patterns after ending SummerSara.
- ✓ Enjoy exquisite art-work : beautiful ending pages, scene images and so on.

Developers' Notes

Ruan Kunlin : Though challenging, the game offers both fun and food for thought.

Wu Zhile : Uncover meanings behind puzzles and discover secrets behind the town.

Wang Xinhe : Try to catch hints in the game.

Pan Xixiao : Explore the mysterious world!

Wang Xinhe.

Pan Xixiao.

Ruan Kunlin.

Wu Zhile.

Developed in Elm, Powered by Gitea, and Engineered by RainbowX



- Exquisite art work
- Attractive story
- Open map for exploration
- Mysterious NPCs
- Six embedded games

Thank you!