Village of Concern

Anxiety - Trepidation - Upbeat

In everyday life, we face a constant barrage of potentially stressful situations, experiences, and circumstances. These realities can fill us with anxiety, trepidation and other negative feelings. Our game explores those situations and emotions in a lighthearted manner but also shows they can devour us from the inside out.

World Design

Project Description:

In Village of Concern, the player experiences the world through the eyes of the villain. The villain is a creature that feeds off the denizen's serenity and in exchange, fills them with anxiety. The cute little non-player characters in Village of Concern roam around the world unsuspecting of any nefarious being attempting to drain the joy from their little bodies. When the player gets within a certain proximity of the NPCs, their anxiety will slowly increase and their health bar goes from happy yellow to unhappy gray/black. We choose to

use low poly models and a happy-go-lucky color scheme to push forward the satire of the goal of the player.

The sound of the villain is a whirlwind of voices mixed in with some unsettling sounds. This was achieved by recording ten separate lines of dialogue that describe anxious thoughts. This was done to achieve a subliminal feeling of anxiety as the player interacts with the character. The song track that plays is a score titled "Panic". It was inspired by retro gaming soundtracks and use of the shepherd's tone in movies such as DunKirk (2017) and Sonic the Hedgehog (1991)
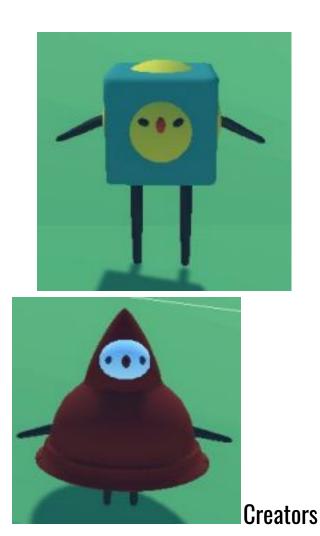
Why We Chose Low Poly:

The choice of low poly was chosen not only for aesthetic purposes but to support the conflict that arises within the project's theme of anxiety with a contrasting aesthetic. The overall dark theme of running from anxiety portrayed in a world filled with soft, pastel colors with simple shapes and designs for the characters and environment emphasizes the irony between the visual design vs the narrative. This is to invoke a rich relationship between the design choices and overall story while capturing the player's attention.

The villagers are portrayed with soft shapes and colors, whereas the villain is made up of sharp edges and darker colors, based off of a sea urchin. The villain rolls menacingly towards the unsuspecting characters, with a pulsing animation on the spikes to replicate the emphasis of a heartbeat correlated to an anxiety attack.

Creators

Daniel West - Programmer

Daniel West is a computer science student and lover of family, video games, beer, movies, and dad jokes. He aspires to be a software developer, data scientist, or game architect.

Maria Cifuentes - Group Lead, Modeler

Maria Cifuentes, or Mia for short, is an animator from Hampton Virginia who loves doing both 3D and traditional animation.

Phoenix Grove-Lead Videographer

Phoenix Grove is a videographer and animator with an interest in traditional animation. She aspires to not only travel the world but raise awareness on human rights

issues through videography.

Lote Patterson - An Artist native to Richmond Virginia. Mainly taking on the role in the project at sound designer as well as one of the writers for the story.

Rowan Martin - Creative Designer, Animator
         Rowan Martin is a Richmond-based animator with a passion for character design, storytelling, and color theory. Taking on the role of creative director, she tries to bring rich compositions to life through 3D modeling, animating, and creating aesthetic environmental designs.

Designs: