

SUNNY'S PORTFOLIO

Name: Sunny (Xi) Gai
Email: 1007sunnygai@gmail.com Phone: (626)-695-7837

I believe the ultimate form of technology is about *empathy*.

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GROUP 6 PRESENTS

ROOFER



START

Link to Game:

<https://rxllng-pxly.itch.io/roofer>

Project Credits:

Sunny Gai, An Do, Justin Lam

Our game is about a laborer who is tasked with repairing roofs within a multi-complex structure. The structure is one that is in disrepair and full of treacherous obstacles. The player is given the bare minimum in safety gear. They jump around the roofs and in doing so, fix the roofs. They are contracted to fix all the roofs on the structure while dodging enemies. Once they finish fixing all the roofs, the worker is paid their minimum wage + bonuses (score) for any creatures they got rid of (crows/squirrels). The game itself is a reference to the actual condition of laborers in many workplaces. Where they receive low pay for back-breaking work.



* Animation Sketch
(Stretch -> Land -> Fix Roof)



The design direction for the roofer is:
Unigender, Chibi.
Added an fade orange glow for player to identify
character being controlled.

Roofer

In-Game Art Collection:

The artistic style of the game blends cartoonish elements with realistic rendering. This approach makes the game more accessible and appealing, while still maintaining a true-to-life depiction of the working class.



*Black widow
Show danger
through drawing



*Crow egg and crow
Front and back

Animal/Enemy



The background is blurred intentionally so it would not over power the actual game interface.

Background



Fall/Winter roof:
(leaf/snow covering
-> Broken -> Fixed)

Roofs



In-Game screenshots of each seasonal stages.

Final In-game Levels & UI:

The player is then introduced to the next level where they are working again but the seasons change. The worker can be in any season: Spring, Summer, Fall, or winter.

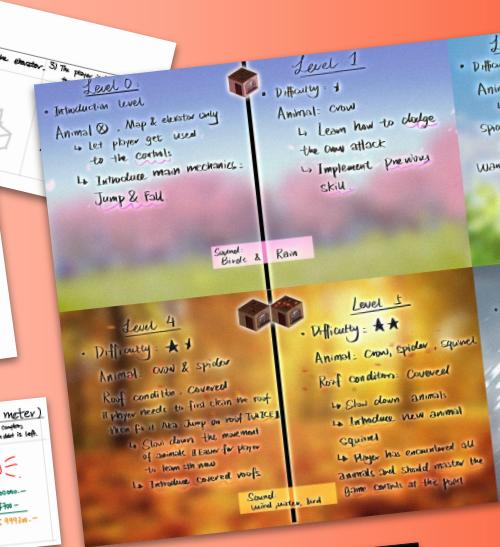
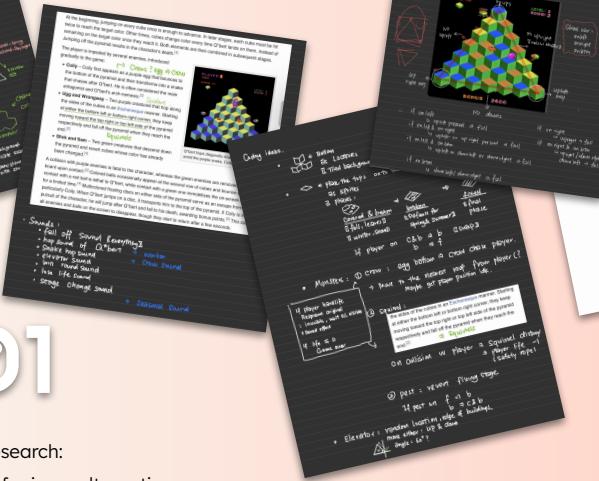
The player is subjected to very challenging obstacles in addition to inclement weather.

The user interface design is meant to be clean and informative with current stage & level, income, number of life (Safety rope) and a reminder of controls.

01

Q*bert Research:

Since Roofer is an alternative reimplemention of the game Q*bert, a deep analysis of the original game was conducted in the first place.



02

Code Ideation:

Write down pseudo code
idea to brainstorm with
groupmates.

03

Systems & Levels Storyboard:
Visual representation of in-game
systems



* Death Message expand upon the resource system:

The player thinks they are making good progress until they see the debt and the interest rates rise. No matter the amount of work done the character still has to constantly fix roofs to make steady yet insignificant progress toward their debt.

The Design Process

Meowlody

A Cat Rhythm Game

Press any key to start

Project Credits:

Sunny Gai Avery Corales

Sunny Han Alia Toth-Smith

Link to Game:

<https://aliatothsmith.itch.io/meowlody>

Our game is a cat tower-building rhythm game.

Our core loop is hitting notes, which causes the tower to grow and makes the cat happy.

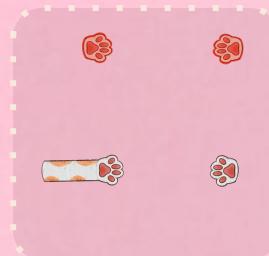
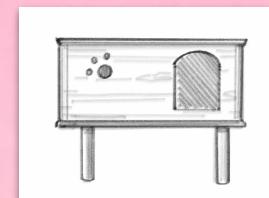
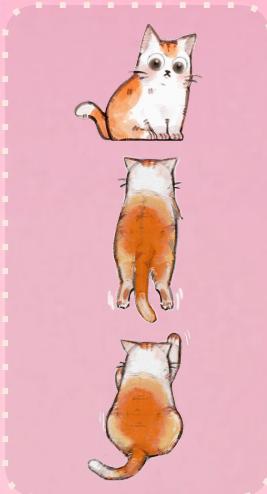
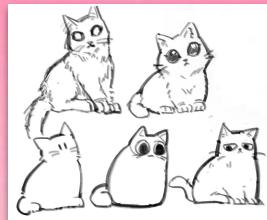
If they miss a note, it makes the tower lopsided. If they fail too much, the cat is too sad and they have to redo the level.

Notes will come from both sides of the top of the screen. The player will hit the notes when they meet the judgment line.

If they hit it in the correct area enough times, a block of the cat tower falls and builds up the cat tower. The cat then jumps to the current top of the tower.

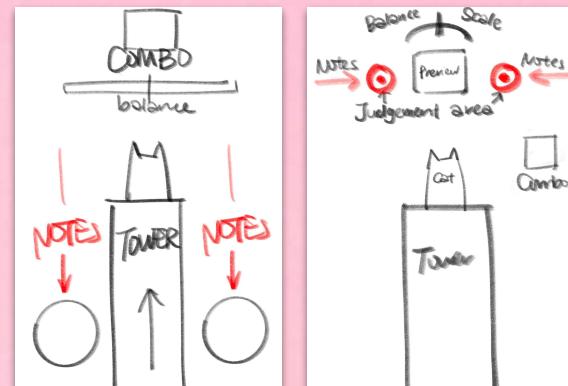
If they hit multiple notes in a row correctly, they will increase their combo count. If they miss one note during the process, the combo count starts over from zero.

Our experiential goal is to make the cutest cat game ever. We want the players to feel cozy and playful as they go through our game.



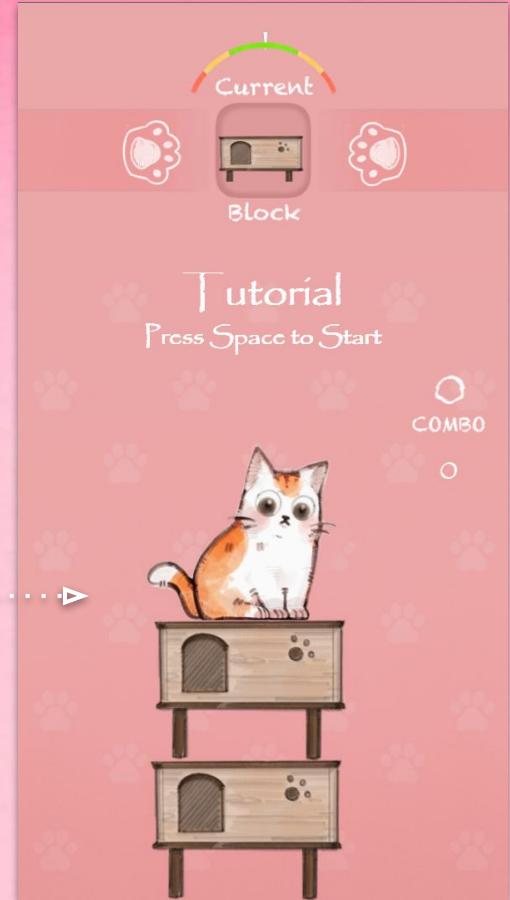
Design Asset

The art direction is opaque watercolor that looks cute and cozy.



Play/UI Sketch

The final decision is the bottom right one that puts focus on cat tower.



Game Hitting Mechanic Design:

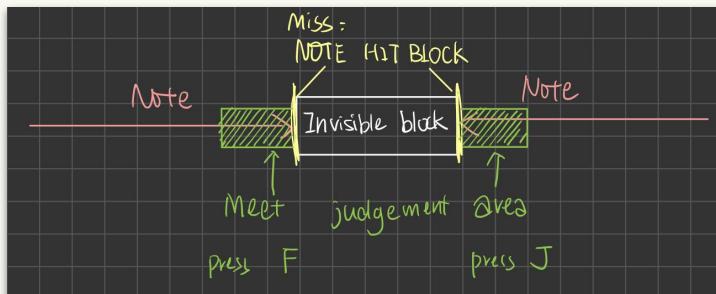
This was the part of code I came up with.

I first started by writing down pseudo code for the hitting mechanic. I divided the action into hit or miss. It's hit when notes overlap with the judgement area, and F or J is pressed. It's miss when player failed to do so.

Game hitting mechanic

- Notes come from 2 sides
- When Note hit judgement area, press F or J.
 - ↳ If hit:
 - ① Combo + 1
 - ② Score +
 - ③ Play clickSound hit animation
 - ④ Destroy note
 - ⑤ Rebalance balance scale.
 - ↳ If not hit: (Miss)
 - ① Combo → set to 0.
 - ② Play miss sound
 - ③ destroy note.
 - ④ Unbalance balance Scale

I then introduced an invisible block to determine the miss condition.



Visualization of how the invisible block work.

Final Code Snippet:

The screenshot displays four events in the Construct 3 event editor:

- Hit:** Triggered by "On collision with invisible block". Actions: Set color to `rgbEx(50,50,50)`, Set opacity to 50, Wait 0.08 seconds, Destroy, Set Combo to 0, Play `missSound` not looping at volume -10 dB (stereo pan 0, tag "")
- Miss:** Triggered by "Is clockwise from 3". Actions: Rotate Degrees degrees toward 285, Subtract offsetNum from offset
- Perfect:** Triggered by "On collision with invisible block". Actions: Set color to `rgbEx(50,50,50)`, Set opacity to 50, Wait 0.08 seconds, Destroy, Set Combo to 0, Play `missSound` not looping at volume -10 dB (stereo pan 0, tag "")
- Hit:** Triggered by "On F pressed". Actions: Spawn `perfecto` on layer 0 (image point 0, create hierarchy: False), Spawn `Particles` on layer 1 (image point 0, create hierarchy: False), Set Bullet angle of motion to -90 degrees, Destroy, Add 1 to Combo, Add 1 to HitCounter, Add $(5 \times \text{Combo}) + 1$ to Score, Set visibility Visible, Set animation to "fadeClickL" (play from beginning), Play `clickSound` not looping at volume 0 dB (stereo pan 0, tag ""), Rotate 2 degrees toward 0

Category	Priority (1-5)	Task	Date Added	Assigned To	High Est (In Hours)	Low Est (In Hours)	Actual Time (When Done)	Status
Coding	5	add title and credit scenes	5/24/23	Sunny H	2	1	0.5	Done
Sound	5	Add Chords to song	5/19/23	Alia	3	1	2	Done
Art	5	create title screen	5/24/23	Sunny G			0.3	Done
Coding	5	add build stuff	5/24/23	Sunny H	6	1	3	Done
Coding	5	fix scale	5/25/23	Sunny H	3	1	0.2	Done
Production	5	make array of notes like - [x,x,x...]	5/24/23	Avery	3	1	1	Done
Art	5	Find Reference for Cat Jumping	5/24/23	Avery	2	0.5	0.5	Done
Sound	5	Get Cat Meow	5/24/23	Alia	2	0.5	0.5	Done
Art	5	create credits	5/24/23	Sunny G			0.3	Done
Sound	5	Tutorial Song	5/25/23	Alia	2	1	1	Done
Coding	5	add score in addition to combo - implement score in credits page	5/28/23	Sunny H	2	0.5	1	Done
Coding	5	added good/perfect notes	5/31/23	Sunny H	2	0.5	0.5	Done
Coding	5	add long note for right side	5/31/23	Sunny H	1	0.5	0.5	Done
Production	5	Work on Slides for Final Presentation	6/1/23	Sunny G	2	1	2	Done
Production	5	Work on Script for Final Presentation	6/1/23	Avery	2	1	1	Done
Coding	5	Fix Movement between areas	6/1/23	Alia	2	1	2	Done
Art	5	More tower blocks	6/1/23	Sunny G	1	0.5	1	Done
Production	5	finish implementing array of notes like - [x,x,x...]	5/24/23	Avery	3	1	2	Done

Playtest 1: Current version will probably not pass it on the first try, due to lack of action. Could work with each note being held longer because it's hard to tap them. We've added a watermark for the game.

- sound paws hitting blocks
- when we're
- when we're able to hit paws
- is it light enough to tap between paws?
- add movement so it might be more

Playtest 2: Spawns from corners

- a lot more annoying than expected
- results of top two resolutions
- paws are delayed too

Playtest 3: Help my staff not stand still balance scene

- use wave out and staff cuts

Playtest 4: Current version will probably not pass it on the first try, due to lack of action. Could work with each note being held longer because it's hard to tap them. We've added a watermark for the game.

- sound paws hitting blocks
- when we're
- when we're able to hit paws
- is it light enough to tap between paws?
- add movement so it might be more

Playtest 5: Spawns from corners

- a lot more annoying than expected
- results of top two resolutions
- paws are delayed too

Playtest 6: Help my staff not stand still balance scene

- use wave out and staff cuts

Playtest 7: Current version will probably not pass it on the first try, due to lack of action. Could work with each note being held longer because it's hard to tap them. We've added a watermark for the game.

- sound paws hitting blocks
- when we're
- when we're able to hit paws
- is it light enough to tap between paws?
- add movement so it might be more

Playtest 8: Spawns from corners

- a lot more annoying than expected
- results of top two resolutions
- paws are delayed too

Playtest 9: Help my staff not stand still balance scene

- use wave out and staff cuts

Playtest 10: Current version will probably not pass it on the first try, due to lack of action. Could work with each note being held longer because it's hard to tap them. We've added a watermark for the game.

- sound paws hitting blocks
- when we're
- when we're able to hit paws
- is it light enough to tap between paws?
- add movement so it might be more

Playtest 11: Spawns from corners

- a lot more annoying than expected
- results of top two resolutions
- paws are delayed too

Playtest 12: Help my staff not stand still balance scene

- use wave out and staff cuts

Production Process:

Production Management:

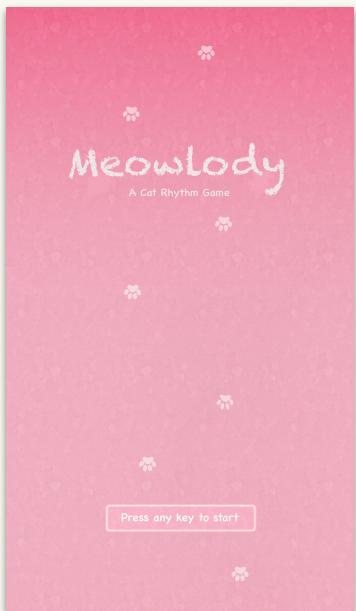
We designed a color-coded google sheet for assigning tasks to each group member, deciding the priority of the project, and keeping track project process

Playtest conducted:

We did in total of 4 different playtests of our game. First we started off with only the tutorial stage, then gradually added the first stage, the title and the result screen.

During playtest, we followed the no-interference, no-explanation rule. We closely observed player's reaction, comment, question and interactions instead.

Final In-game Screens



Intro page

Instruction Page

Stage Beginning

Stage End- Tower Reveil

Score Board

Project Credits:

Sunny Gai ·

Yaman Inamdar ·

Akila Rajapaksha ·

Lexin Xiong ·

Ziyi Yu

Why create CreAte?

53% of adults in the US state they genuinely enjoy cooking.

Chefs, food content creators, and young adults who are learning how to cook struggle to find ways to be creative when cooking

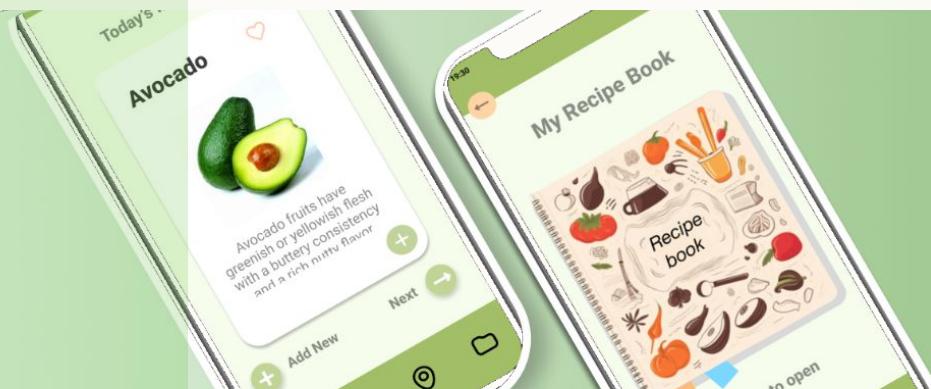
Some look to increase the range of cuisines they want to cook, the amount of new ingredients they want to use, the artistic style of their plating, as well as to ways to improve their own recipes

However, barriers in time management, inspiration, money, and support in pursuing cooking as a hobby arise when these chefs try to become more creative in their cooking

The high fidelity prototype for our creative cooking app contains user flows for onboarding, navigation, and executing key application functions.

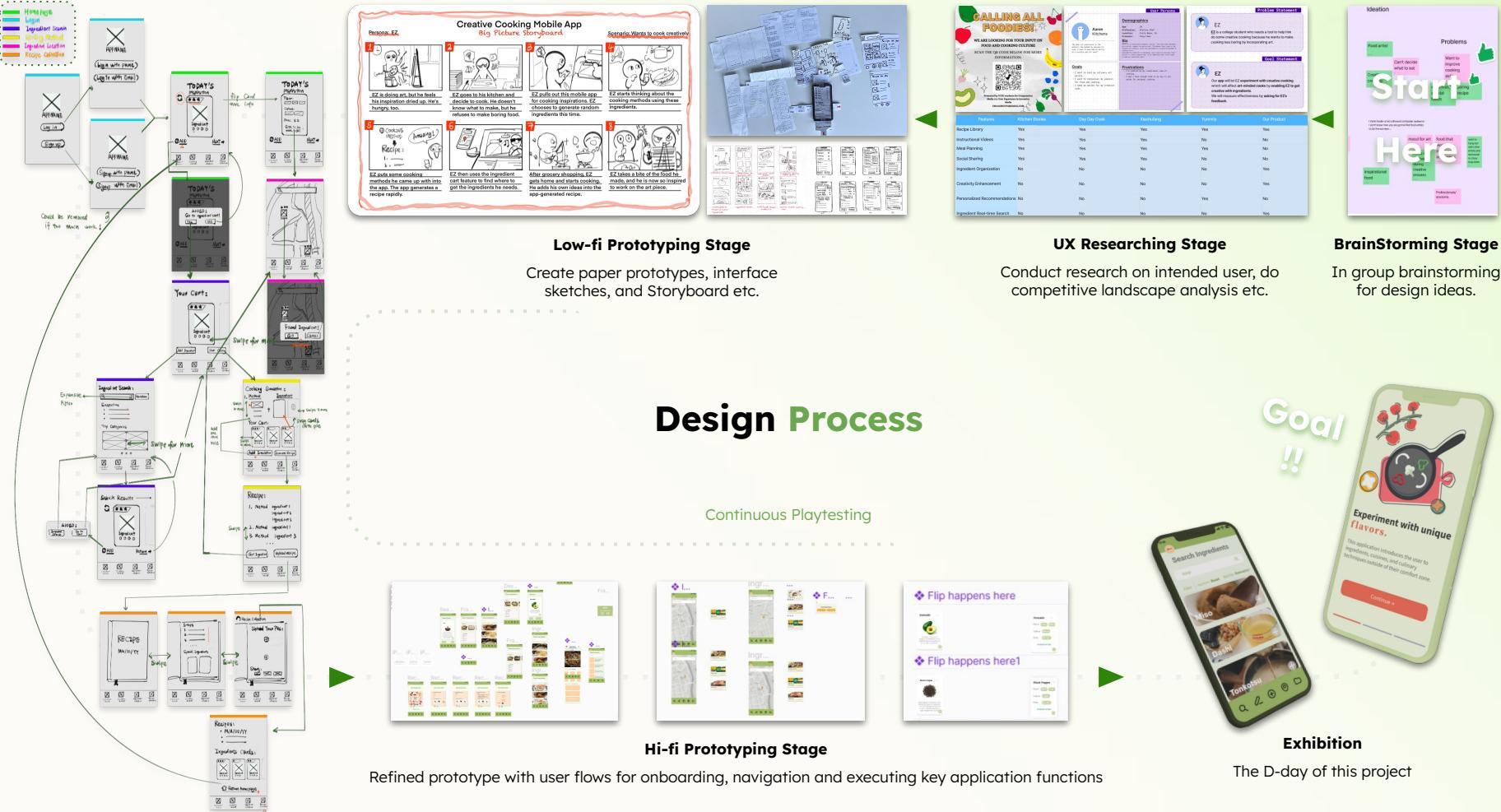
These features include:

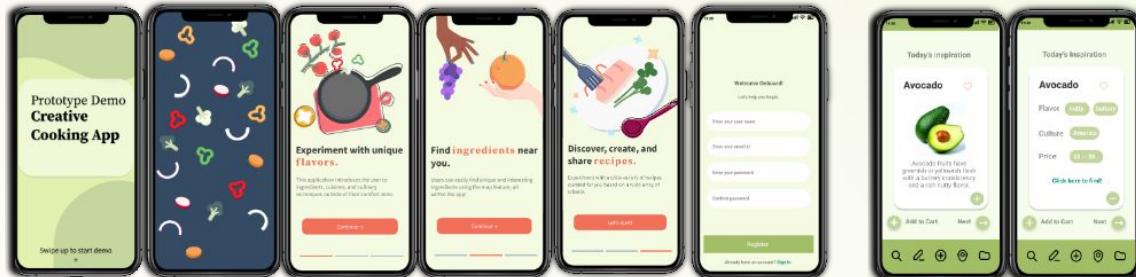
- Ingredient recommendation
- Stock keeping and ingredient searching
- Recipe generation
- Cookbook and recipe sorting



CreAte

A simple app that allows user to cook creatively in one go.





App opening

Contains app title page, opening animation, app feature introduction and sign-up page.

Home Page

Contains Today's Ingredient card

In-App Screenshots



Ingredient Search & Location

With various filters for your diet
Precise location of ingredients near you



Recipe Generator

Cooking Method + Ingredients = MEAL
See what we can generate and cook creatively



Recipe Book

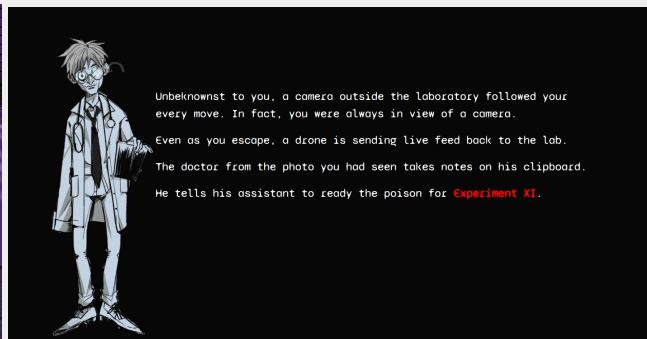
Keep your creative recipes and share with the community

Final Poster Presentation

In our poster presentation, we engaged with industry experts in UI/UX design.

As the primary speaker, I guided the audience through the details of our poster, while my teammates were on hand to address any questions and answers session.

Experiment X



Project Credits:

Sunny Gai
Sunny Han
Avery Corales
Alia Toth-Smith

Interactive Narrative Pt.1 Horror Visual Novel

Experiment X is an interactive Twine game that places the player in a mysterious and ominous laboratory. The objective is to escape by navigating through various floors, each presenting unique challenges and threats, including frightening monsters. The player is under constant pressure, racing against time to find both an antidote to counteract a poison and a key to facilitate their escape. Failure to do so in time results in succumbing to the poison, forcing a restart of the game. The game culminates in a twist revealing that the escape itself is part of a larger, orchestrated experiment by the laboratory, known as Experiment X.

Experiment X

In Game Screenshots

Link to Game:

<https://okaboshi-sunnyg.itch.io/experiment-x>

In-game Art Collections



Photo



X-ray



Placard



Keycard



Bowl
with Mold



Antidote



The art style employs hard nib pen drawings, creating an atmosphere of uneasiness for the player.



World Summary

Interactive Narrative Pt.2 Science Fiction

Individual Project of interactive narrative based on my award-winning science-fiction
Title Page/Main Visual Self-drawn In-Game Background from online resource

The transhuman company Metis unveiled the 3.0 system update for brain implants. This update allows us to become "flash drives," transmitting information directly from our brains to others by touching the back of their necks.

Metis has been sponsored by a religious group for a long time. The group is known as the Nomicans, who believe in Nomic - the God that is absolutely logical. Nomicans embrace the idea of transhumanism, particularly through replacing body parts with mechanical parts to "evolve" into a better being. In exchange for previous sponsorship, Nomicans requested adding a line of code into the brain implant source code. Metis added the code, which replaces the most important memories of an individual with a long-held belief in Nomic. This code can spread to other people through the new data transmission method: touching the back of their necks. (Basically like malware in a flash drive)

Here comes the main character: after discovering that people are starting to lose their most important memories, the player has decided to help bring back people's memories. The player will discover the conspiracy between Metis and Nomic as they help people along the way.

Research Question

Q: How will Transhumanism possibly become a religious belief in upcoming future, even nowadays?

Search for Meaning and Purpose:

Transhumanism addresses questions about the meaning and purpose of human existence, similar to religious inquiries. It offers a vision of a future where humans can overcome limitations and achieve a higher state of being. Personally, I can relate the idea of Transhumanism to the Puritans. Especially in terms of seeking perfection.

Belief in a Transcendent Future:

Transhumanists often believe in a future where humans can transcend their current limitations and achieve a form of post-human existence. This vision of a transformed future can be reminiscent of religious beliefs in transcendence and an afterlife.

In Buddhism context, Transhumanism might help us to break out of the Cycle.

Community and Shared Values:

Like religious communities, transhumanist groups can provide a sense of community and shared values. People within the transhumanist movement may come together to discuss and pursue common goals related to enhancing human capabilities through technology. In this game, Nomic Church gets its community via brain-washing.

In Game Shots:



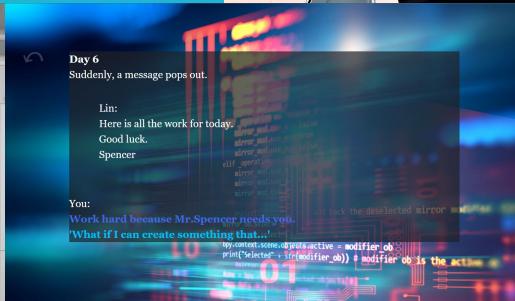
Main Visual

Q: What are some of the hidden meanings behind the design elements in the main visual?

In this image, the arrangement of NPCs, from bottom to top, mirrors the order in which the player encounters them in the game.

The striking contrast between black and white symbolizes not only the potential for a good or bad ending for the player, but also reflects the internal conflicts faced by each NPC in their subconscious realm.

Additionally, this dichotomy alludes to the game's initial transition from a bright, white room to an abyss of darkness. The blue line interlinking the characters draws inspiration from graph theory in computer science, illustrating the interconnectedness of their narratives.



Research Conducted

1: UCG.org: United Church or God - [Transhumanism: What It Is, and Why It Is So Fundamentally Wrong](#)

[United Church of God](#)

Quote: "Transhumanism is basically an attempt by mankind to achieve eternal life without God. Rather than being thankful for Christ's sacrifice and looking to His return as the only hope for mankind, transhumanists regard **technology as their 'savior.'**"

-In my game, the "God" of the Nomican Church is a giant super computer that occupies half of the church. From the floor to the ceiling. Reinforcing the idea of **technology as savior.**

2: Former whatistranshumanism.org - [Humanity+](#) -It is an **well-operating** transhumanism organization.

3: weforum.org: World Economic Forum - [What is transhumanism and how does it affect you? | World Economic Forum](#)

Quote: "**Evolution in hyperdrive** - The central premise of transhumanism, then, is that biological evolution will eventually be overtaken by advances in **genetic, wearable and implantable technologies** that artificially expedite the evolutionary process."

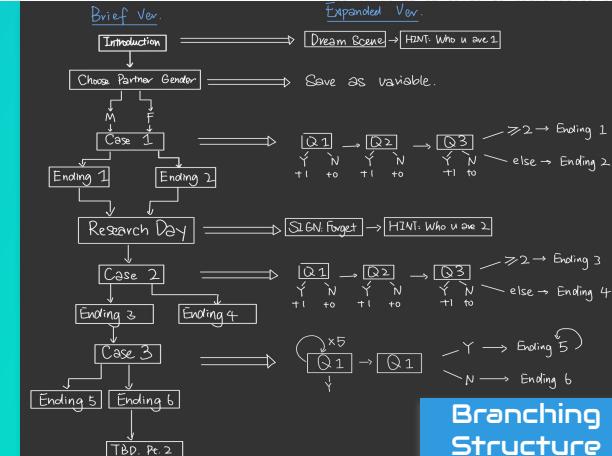
-In my game, the founder of the tech company Metis (brain chip company) previously focused on the wearable hardware engineering. And the pope of Nomic church is a biotech scientist.

4: acton.org: Acton University - [Transhumanism: A Religion for Postmodern Times | Acton Institute](#)

Quote: "Yuval Harari, a historian and transhumanist from Hebrew University of Jerusalem, told The Telegraph, 'I think it is likely in the next 200 years or so Homo sapiens will **upgrade themselves into some idea of a divine being**, either through biological manipulation or genetic engineering by the creation of cyborgs, part organic, part non-organic.'" - refer to Nomican's speech in game

Playtest Log

- 1: **Visibility Issue** - It's hard to read the text with the background images.
Solution - Version 1.2 added a **translucent black backdrop** for the text. Enhanced the visibility.
- 2: **Too Easy to get BAD ENDS** - Make 1 choice in the subconscious wrong lead to a bad ending.
Solution - Version 1.3 added the **increment variable** for the player to be able to one or two wrong selections.
- 3: **Gender of partner** - Even though player can pick the gender of their significant other at the beginning of the game, it does not show in the following gameplay. (ie: picked a "SHE" but the following game still uses "he/him" as pronoun.)
Solution - Version 1.4 added the **pronoun word bank** to fix this issue. Now instead of using actual pronoun in the writing, I use pronoun variables instead.



Branching
Structure

S

Taste

Chinese Cooking Simulator

Moodboard

Players step into the shoes of interns in a Chinese restaurant in this tabletop game. They learn to cook a variety of dishes for different customers, each with their own unique stories and backgrounds. Through preparing and serving these dishes, players not only develop their culinary skills but also gain insights into the lives and experiences of the restaurant's patrons. As they progress, players uncover new recipes, master cooking techniques, and forge meaningful connections with the customers, creating a rich and immersive experience in the heart of a bustling restaurant.



中餐
生成器



Package Design



Game Board Design

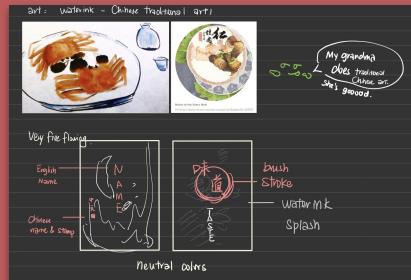
Skill Card



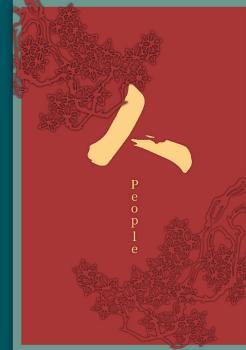
Collection Card



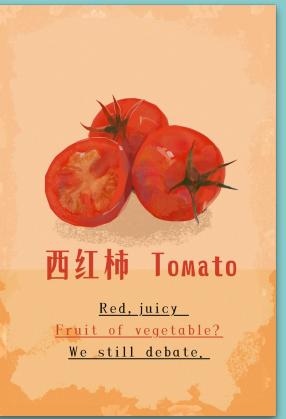
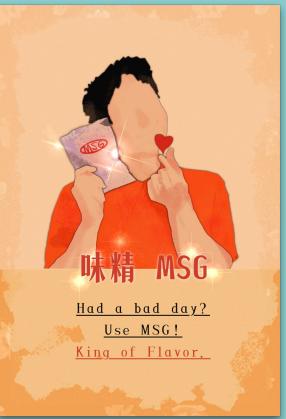
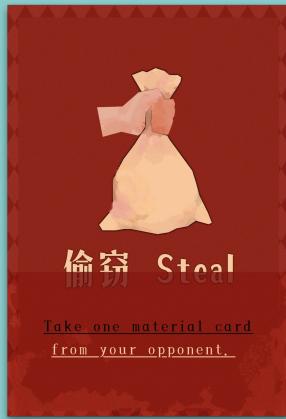
Card Front



Card Wireframe



Card Back



Action Card & Ingredient Card

Card Front & Back





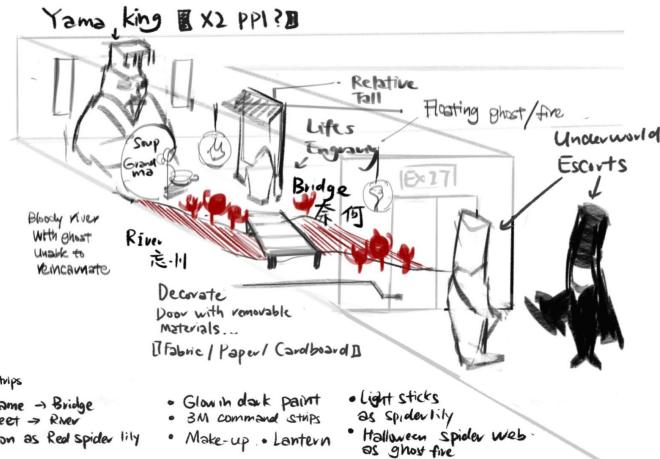
Digital Archive:

[Artq 134: Group undertakers](#)

Project Credits:

Sunny Gai
Joyce Cha
Kaiwen Su

Our project, "Journey Through the Chinese Underworld," creates an immersive experience within the UCSC Experimental Theater, bringing to life the mythological Chinese Hell. Participants will navigate through a series of captivating hellish attractions, encountering various officials and deities of the underworld. The journey begins with the appearance of the black and white escorts (黑白无常) and ends in a dramatic encounter with Yama, the King of the Underworld, who is in charge of giving justice judgments to the participants' past lives. Along their path, participants will traverse the Bridge of Helplessness, sip the memory-erasing porridge brewed by Grandma Meng, and have reunions with ancestors and living relatives at the relative booth.



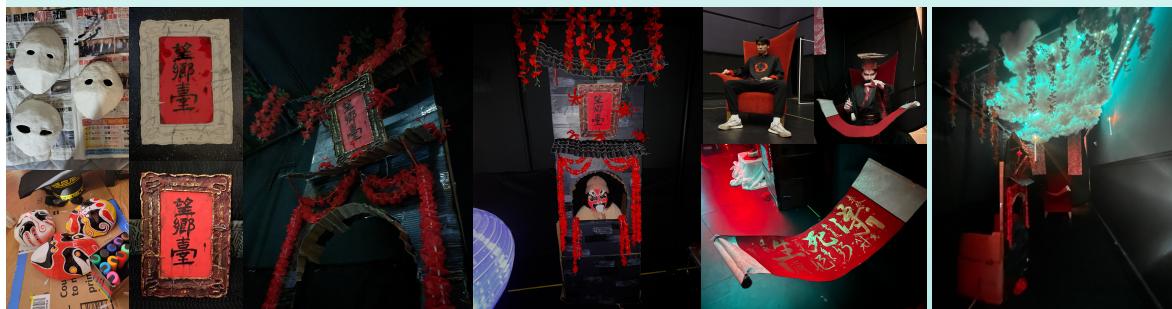
&

Ideation Sketch Sets Documentation



Forgetting River & Helpless Bridge

Handmade clay river lotus candle light, pipe cleaner spider lily with styrofoam riverstone stand
Bed frame with wood plank & textured sticker bridge, water projector



Yama king throne & Ancestor Booth

Clay, cardboard structured mask and plaque (with gold foil)
Life and Death Book, cloud ceiling with LED strip lighting



**Black & White
Undertakers**
(黑白无常)

Take the dead away from the living world to the underworld.



**The Yama (阎王)
King of underworld**

Give judgement to the dead to decide what they shall be reincarnated as.



Grandma Meng(孟婆)

The grandma that makes soup that makes the dead forget about the last life.

The Ancestor Channel(望乡台)

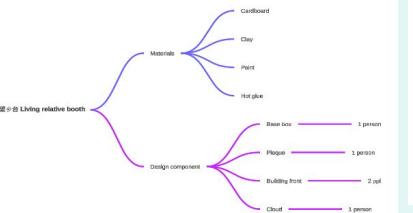
The channel that allows the the dead to speak to their ancestor or their living relatives..

I. Project Summary

Throughout history, every civilization has developed its own perceptions and narratives about death, creating a rich collection of death cultures that reflect the diverse ways in which humanity confronts this universal phenomenon. Similarly, Asian culture, with its long-standing history, has developed a distinct set of beliefs and narratives concerning the afterlife.

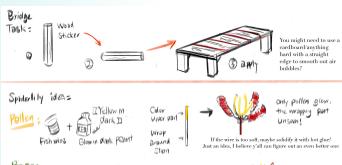
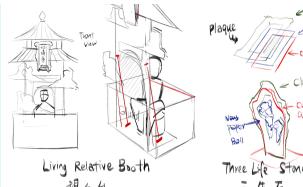
Despite the large Asian population in the United States, Asian culture often goes uncelebrated within the broader mainstream cultural narrative. This cultural richness tends to be overlooked and understood mostly within tight-knit Asian communities. To bridge this gap, we aim to merge the universal theme of death with Asian cultural elements through our immersive experience project, Journey Through the Chinese Underworld. This approach seeks not only to highlight the depth of our culture but also to foster a greater appreciation and understanding across diverse audiences.

This project also aims to be a barrier-breaking project, especially for those of us majoring in game design (Art & Design: Games + Playable Media), pushing us to engage with physical mediums and traditional art processes. It also offers a unique opportunity for the art major students in our group to delve deeper into character creation and narrative development. This initiative encourages us to step out of our comfort zones and explore new artistic possibilities, broadening our creative horizons. However, the scope of our project extends beyond merely



Project Management

Managed the pre-production, production, and execution of this project. Including budget sheets, process breakdown flowchart/visual, work assignment, showday schedules and so on.



Sunny Gai's Portfolio: Immersive Experience Design - Journey through the Underworld

IV. Timeline

Week	Project Goal	Related Objective	Activity	Expected Completion Date	Person Responsible
1	Complete Existing Farming, Continue to Monitor and Understand stage	Conduct research on Climate Change	Get through Climate (Emissions & biodiversity) research. Look for related videos.	Week 1 Thursday	Sandy (Share) and everyone else
2		Complete Group Veggie Patch Presentation	Market proposal update. Create presentation slides. Finish patching project challenges.	Week 2 Thursday	Everyone
3	Finish pricing orders for project materials	Search for materials	Search for materials on different websites. Compare prices on different materials.	Week 3 Tuesday	Sandy, Joyce, and Evelyn
		Create the material list	Make a Google sheet and document the items needed for each patch. Add cost of each item, estimated date of arrival, and where purchased.	Week 3 Thursday	Sandy
4	Decide on the project budget	Complete the project budget	Look at existing grants available online.	Week 4 Friday	Hazem, Sandy
	Project Handover	Caring for project	Given a dark night sky, the wooden bridge, another house, a small garden, a path, a pond, the river simulation.	Ongoing	Everyone
5	Project Hand-on	Caring for project	Glow in dark spider (15), candle light (10), the wooden bridge, the garden, the pond, the river simulation.	Ongoing	Everyone
6	Project Hand-on	Caring for project	Candle light (10), the wooden bridge, the garden, the pond, the three tiles since the moon, the simulation, the TV, lanterns.	Ongoing	Everyone
	Project Playtest	Care for the first playtest	Setup the space. Take notes of the player comments.	Week 6 Friday	Everyone
7	Project Narrative	Develop an overall narrative and timeline for each character	Develop simple game design. Do the storyboards. Double check the narrative for the class presentation.	Week 7 Friday	Everyone
	Production materials	Design promotional materials for the exhibition	Design posters. Online database and checklist.	Week 7 Friday	Joyce, Hazem, Sandy

V. Itemized Budget and Justification

Category	Item and Price	Supplier
Lighting	Projector Screen	10.96
	String Lights	4.99
	LED lights	11.86
	LED String	12.79
	Asbury	11.99
	Dimmer cord	30.96
	Black Light Up Down	49.99
	Red Lantern	15.95
Props	Goldfish Bouquet	7.62
	Egyptian Bouquet	4.99
	12" x 20" Winter Garland	14.6
	4' x 6' Tablecloth	1.45
Catering	Calligraphy Set	32.39
	Wood Shredder	12.36
	Show de dark paint	9.75
	Elastic Banding Straps	1.75
Costume	Golden Paint	8.12
	Wax	7.50
	Velour	9.12
	Chair Art Dry	60.88
	Chair Art Dry	25.00
	Chair Art Dry	25.00
	Wall Hanging Sconce	13.99
	10' Primo Bubble	234.26
	Tool Kit	10.99
	Tool Kit	76.99
	Tool Kit	76.99
	Tool Kit	76.99
Total Budget:	Black Fabric	17.34
	False Tanos	1.96
	Asbury Handi Set	21.6
	Asbury Handi Set	12.95
	Red Kit	16.49
	Grey Wig	14.97
Total Budget:		\$974.69

STUDENT PROJECT FUNDS APPLICATION SUMMARY

This form serves as a cover sheet for your actual proposal. It is required of all applicants.

NOTE: 1) This form must be typed or neatly printed. 2) Do not say "See Attached" when asked for information. At least a summary of the answer is required. 3) Include the checklist. 4) Submit the original and one copy of the entire proposal using this form as the cover sheet on each. 5) Submit the original to Cowell Provost Office before 3:30 pm on or before the deadline. 6) Keep a copy for your records.

Name of Lead Student: Xi Gai
College: Crown Phone: 6266957837 Email: xgai@usc.edu
Complete Mailing Address: 205 Potrero St, Apt #3, Santa Cruz, CA 95060

Project Title:	Journey Through the Chinese Underworld
Project Category:	Cross-discipline group project
Research (Specify academic area)	<u>Art & Design: Games + Playable Media</u>
Public Event (Include date and location)	Exhibition Date: 03/12/2024 at Experimental Theater
Brief Abstract (Please limit length to three words)	Exploring Chinese mythology through interactive games.

Our project, "Journey Through the Chinese Underworld," creates an immersive experience within the UC Experimental Theater, bringing to life the mythological Chinese Hell.

Grant Proposal

Applied for the IRWIN Grant
and successfully received a
project grant of \$580.

A	B	C	D	E	F	G	H	I	J
TO-Dos	Time	Assigned to	Notes	Item	Price	Purchased by	Arriving date	Notes	
dry ice container charger, speaker setup, audio testing, eyeballs bring in	10:00 Satry		"bring brush for usg, portable charger, speakers"	Projector Aurora	10.96	Sunny		Looks amazing, but we might need more.	
background signage setup	10:15 Satry		"at least 4 chairs, clear counter top, room for passing"	Battery Candles	4.69	Sunny			
makeup Keri	11:00 Satry		"@ Keri show up with dry ice & lanterns"	Wood Sticker	12.36	Sunny			
makeup Halen	11:00 Joyce		"make sure the candles inside the lanterns and skulls are on"	Glow-in-dark paint	9.98	Sunny		The red paint glows as yellow in the dark....(
lights on	11:20 Evelyn			Elastic Bracelet String	1.7	Evelyn			
dry ice effect	11:45 Haien	Joyce	"make sure the candles inside the lanterns and skulls are on"	Artificial flowers	7.62	Sunny			
dressup done by	11:45 Joyce		"balloons for dressup if needed"	Fake Tattoo	1.96	Haien		Smaller than I thought	
standby	11:45 everyone		"BS&H backdrop"	LED lights	11.86	Sunny			
makeup Eve	11:45 Satry			Beads	2.79	Sunny			
makeup Keri	11:50 Satry		"@ Keri show up with dry ice & lanterns"	Neon Tapes 2 color	3.38	Sunny		Not enough...	
makeup Halen	11:50 Joyce		"make sure the candles inside the lanterns and skulls are on"						
lights on	11:50 Evelyn		"make sure the candles inside the lanterns and skulls are on"						
dry ice effect	11:50 Haien	Joyce	"balloons for dressup if needed"						
dressup done by	11:50 everyone		"BS&H backdrop"						
standby	11:50 everyone								
Lunch	11:55 Satry								
makeup Eve	11:55 Satry								
makeup Keri	11:55 Joyce								
makeup Halen	11:55 Joyce								
lights on	11:55 Evelyn								
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standby	11:55 everyone		"BS&H backdrop"						
makeup Eve	11:55 Satry								
makeup Keri	11:55 Satry		"@ Keri show up with dry ice & lanterns"						
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**Beta Testing Link:**[Carnival of Dreams](#)**Project Credits:**

Aaron Rodriguez
Daphne Cheng
Steph He
Adrian Cheng
Sunny Gai

Hilton Mai
Mason Neve
Jessica Jorgensen
Harry Chou
Jesse Sison
Mason Neve

With every dream that is dreamt, a brand new story unfolds, and with every story lies an adventure to be had. Allow us to take you on an adventure, one that will never forget, even when that dream comes to an end. Welcome to the Carnival of Dreams! Join Riley on her adventure in this mysterious carnival that has materialized just beyond her doorstep. Play a variety of games. Indulge in tasty treats. Make new friends as you discover what lies at the heart of the carnival's mysteries!

Mini Game Board Design



Shooting Gallery - Western x Childish Cardboard Cutout

From backdrop to foreground cardboard cactus. UI elements added at the end

Plinko Game Board - Plinko x Vaporwave x Space

Endless vector horizon backdrop and a space themed vintage monitor with futuristic UI elements.

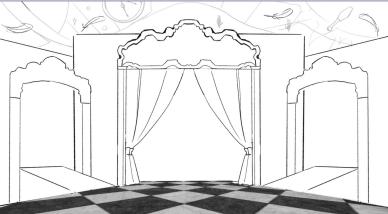
Circus Tent Related Design



Working Process

Demonstrations

Strived to combine dreaminess with circus theme through the design.



(Left) Outside of the circus tent/title page

The background sky has constellations that represents different characters player will encounter throughout the game.

(Right) Inside the tent & Credit Page

Made sure the color & scene remain consistent to the title page. But also differentiate them based on the use.

Character (NPC) Design



Draft Placeholder

Schtiltz

Schtiltz is this very tall character who patrols the amusement park, occasionally gifting free souvenirs to visitors.



Draft Placeholder

Saturn

Saturn operates the game known as Saturn's Stellar Blitz, and is known for her spectacular portal ring performance in the Realm of Fantasia. She has a pet capybara named Eliot that assists her in her game.

Other Assets Design



Shooting Gallery

Cursor & Target

The cursor needs to be clear & visible enough for players to see.

The target has the cardboard cutout design like the cactus with a more vintage look.



Dialogue box & Inventory overlay

The overlays are designed to be clean, translucent with not too much rendering since it might overpower the text/items that are on the overlay.

0
8

HOTEL *Iremia*

Digital Archive:

[Hotel Iremia Public Build](#)

Project Credits:

Sunny Gai , Joyce Cha, Haien Liang

Hotel Iremia is a queer horror multiplier tabletop RPG about adventuring in a haunted, newly renovated luxury hotel that previously was an asylum.

Players will interact with NPCs and physical pieces inside this hotel powered with narratives and eventually discover the truth hidden in the past.

Artistic Intention

The artistic intentions for ***Hotel Iremia*** are to blend elements of historical asylum narratives with the luxurious ambiance of a high-end hotel, creating an immersive and evocative experience for players. By doing so, the project aims to explore themes of memory, identity, and the intersection of past traumas with present realities.

My Contribution

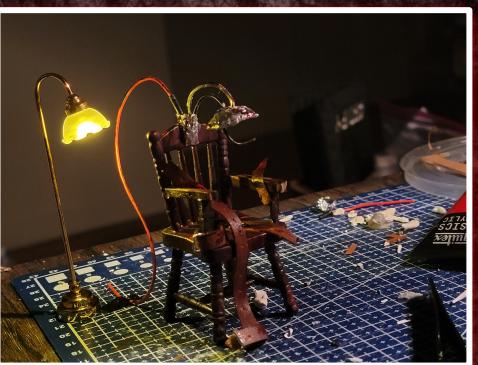
I contributed to the ***Hotel Iremia*** project by:

- ❖ Creating detailed physical miniatures, such as staircases and themed rooms
- ❖ Designing key game elements like the character creation sheet and player invitation card.
- ❖ Developing the narrative, focusing on themes of memory, identity, and historical asylum experiences.
- ❖ Designing unique game mechanics and integrating physical clues to enhance gameplay.
- ❖ Managed the project by coordinating tasks and ensuring team collaboration.



Hotel Suite

A miniature represents the hotel suite where the players are staying. Explore the suite, experience haunting events, and search for clues.



Basement: Asylum Torture Room

Players are allowed to “hack into” the surveillance cameras to observe the basement.

Game Mechanic



HP Tracker & Random Number Generator



Magnifier & Enlarged text notecards



HOTEL IREMIA
SERENITY IN EVERY STAY

Hotel Registration Form

Guest Information

First Name	Last Name	Preferred Name (if any)
Country	Gender	Preferred language
Birthday (MM/DD/YY)	Occupation	

Additional Information Questionnaire

To enhance your experience with us, we invite you to share your preferences through this questionnaire. Your input will enable us to tailor our services to your desire, ensuring a personalized stay.

1. Dietary Restrictions or Preferences: _____
2. Your Hobby/Interest: _____
3. Special Occasion or Celebration During Your Stay: _____
4. Additional Services or Special Requests: _____
5. Consent:
 I consent to using my personal information for service purposes.

Signature: _____ Date: _____

Character Creation Sheets

Act 1: (Rather short intro)
Players look around the room. They will also meet the janitor. The janitor gives the player hints and tells them they can call him/her when needed.

Act 2:

1. Night falls, and players are haunted by ghosts seeking their blood for paint.
2. Certain items trigger ghostly voices or eyes in windows.
3. Players search for a combination code so the hacker can access the basement camera.

Act 3:

1. Players now have access to look through the surveillance camera of the basement.
2. Find hints/clues of what happened in this basement on the anniversary years ago.

Finale:

- ◆ **Bad Ending:** Players die if they lose all three lives(candles) ☺
- ◆ **Good ending:** The janitor hides the vinyl on the lawn. The players discover the truth and meet the ghost. The ghost receives the vinyl disk and stops haunting this place.
- ◆ **BEST ENDING:** The players also persuade the janitor to talk to the ghost. The ghost stops haunting after feeling fulfilled and relieved upon receiving the vinyl disk.
- ◆ **Epilogue for best ending:** After the ghost leaves, the haunting stops. Players have a heavenly experience at the hotel. The hotel owner, aware of what happened, makes all players lifelong

VIPs, giving them the best moments of their lives.

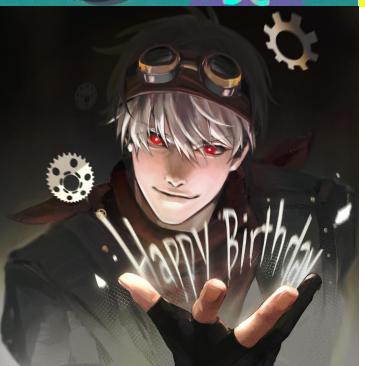
About the Players

Players are invited to the luxurious Hotel Iremia for its pre-opening ceremony and stay in a three-level suite. During check-in, they create their characters and receive their suite key from the owner. They meet the janitor, who provides hints and assistance. At night, they are haunted by ghosts seeking blood for paint and searching for a combination code to access the basement camera. They uncover clues about tragic events in the basement years ago with the camera access.

Back story

The ghost of a painter who suffered lobotomies and conversion therapy before dying in despair haunts the asylum with a vengeance. The painter's lover, a musician, left a vinyl record with a janitor who failed to deliver it, and now, generations later, the current janitor seeks to fulfill this promise finally. The game weaves these haunting tales into a suspenseful and emotionally charged narrative.

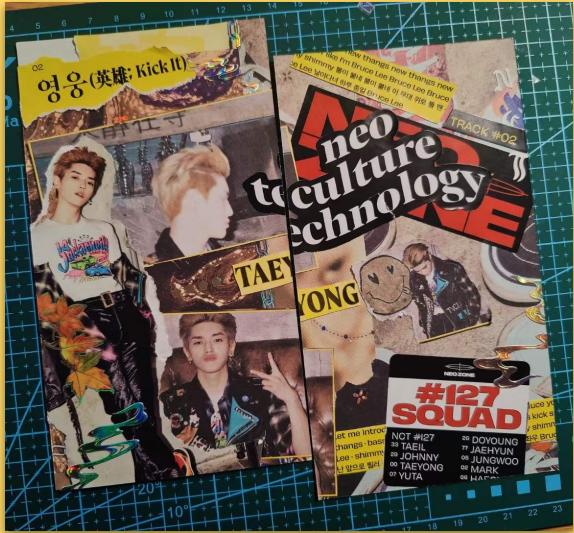
Game Narrative



∞ ++



Collage Journal





Cross-Discipline



Cooking

Cross-culture fusion

&

Language Tutoring

My student improved his English test score by 56 points on the scale of 150 by the time of Chinese college entry exam

&

Photography

I enjoy capturing moments with camera.

猜测词义判断方式：	
判断上下文： 例句中文义及释义 Skinnyman looking over a passage quickly to get the main idea before you read it carefully.	根据语境： He has been getting his exercise during the night however he is determined,上下句的连接词若为however, however/otherwise等,都可根据前后句意变化来一目了然。
2利用同义词或反义词 The doctor prescribed glasses and other medicines.	根据因果： We spent so long in the sun and now all of our skin is peeling and dryness foods are method.
3利用语境推断 Mr Smith always arrives home earlier another early or late.	根据原因推测结果，根据结果分析原因： BACK

Pt. 3 状态+时间
过去

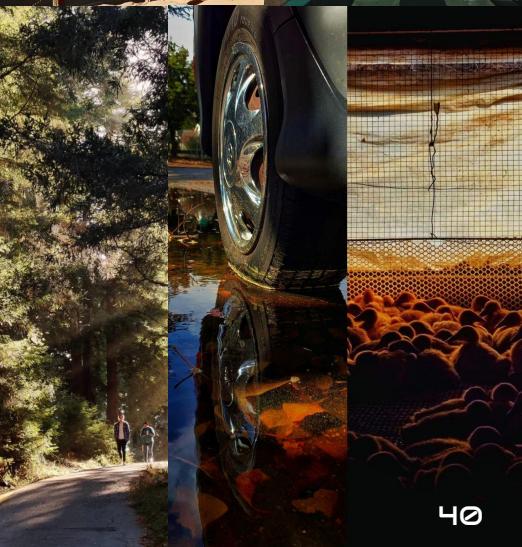
完成进行

过去 现在 将来

昨天六点我已經吃完了饭。

过去 完成进行时

时间/状态	单数 (过去完成时+过去式)	进行 (过去进行时+过去分词)	复数 (过去完成时+过去分词)	正在进行 (过去进行时+现在完成时)
现在	我最近 light years fasted 到现在为止，我快走光了。	我最近一直在 playing tennis right now. 我现在一直在打网球。	我最近已经走了 stayed there three times. 我已经在那待了三次了。	我最近一直在 has been playing tennis. 我一直在打网球。
过去	我昨天 had a great time yesterday. 我昨天玩得很开心。	我昨天一直在 were doing my homework 昨天一直在做作业。	我昨天已经做了 had done my homework. 我昨天已经做完作业了。	我昨天一直在 had been doing my homework. 我昨天一直在做作业。
将来	我明天 I will do it tomorrow. 我明天会做它。	我明天将要 will be doing it tomorrow. 明天我要做它。	我明天已经做了 had done it tomorrow. 明天我已经做完它了。	我明天一直在 will be doing it tomorrow. 明天我一直在做它。
过去将来	我过去 I would do it. 我过去会做它。	我过去常常 used to do it. 我过去常常做它。	我过去常常已经做了 had done it. 我过去常常已经做完它了。	我过去常常一直在 would be doing it. 过去常常一直在做它。



Under-development Project

**Please note that the following projects are still
under-development.**

**The following section of the portfolio does not represent the
actual quality of the project.**

World Overview

Innocent Colosseum

Character Creation

I contributed to the following:

- Research about the jail system
- Game Mechanic Design
- Graphic Design (logo) & Costume Design
- Physical Pieces Crafting
- Character Creation via Jail Intake Form
- Immersive Experience Design & Meta Narrative
- GM's Note & Player's Handout

The artistic intention behind "Innocent Colosseum" Part 1 Character Creation Stage is to create a visually striking blend of Modern/Near Future aesthetics with the grandeur of Ancient Rome. Central to this vision is the innovative combination of modern jail and incarceration themes with the iconic elements of ancient gladiatorial combat.



Private Jail Logo Design:



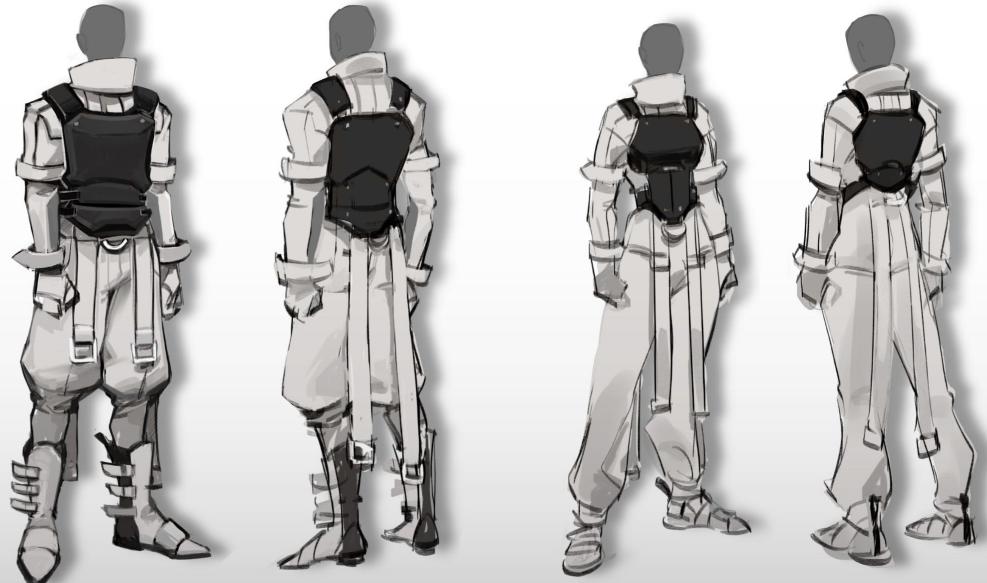
Accensi Detention Corporation

Mixing Ancient Rome Architecture
with jail cells..

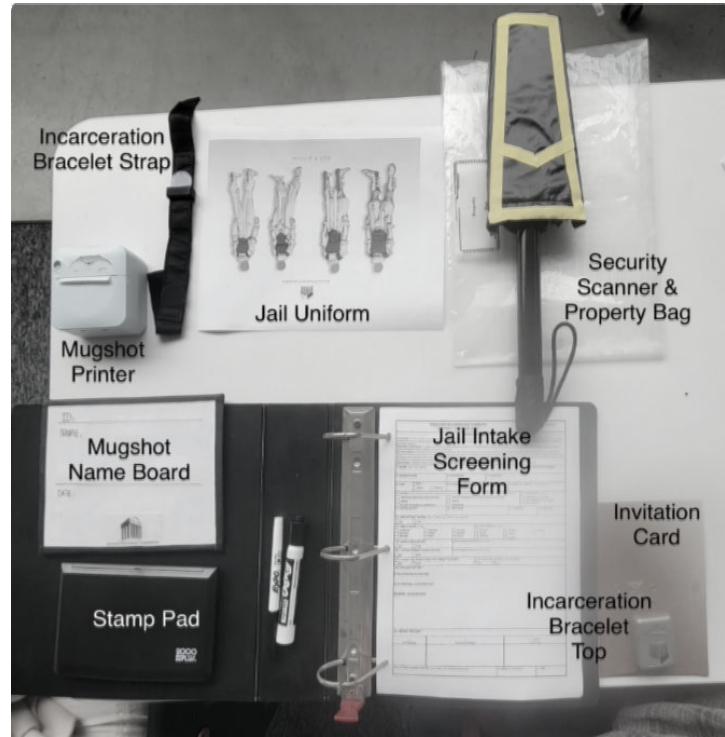
Game Graphic & Costume Design

Jail Uniform Design:

Blending Gladiator Armor with modern straitjackets.



Jail Uniform



Game Board Layout & Physical Assets

PRISONER BACKGROUND SUMMARY SECTION 1 - PERSONAL DATA		REPORT DATE (YYYYMMDD)	
PRIVACY ACT STATEMENT			
<small>AUTHORITY: 10 U.S.C. § 136, "Under Secretary of Defense for Personnel and Readiness"; 10 U.S.C. Chapter 46, "Military Correctional Facilities"; DOD Directive 1321.04, "Confinement of Military Prisoners and Administration of Military Correctional Programs and Facilities"; and DOD Instruction 1321.57, "Administration of Military Correctional Facilities and Clemency and Parole". POLICY: To collect a new prisoner's personal history to assist in the classification and assignment process. The information will also be used to evaluate progress toward rehabilitation, survival for parole or clemency. PURPOSE: To collect a new prisoner's personal history to assist in the classification and assignment process. The information will also be used to evaluate progress toward rehabilitation, survival for parole or clemency. AUTHORITY: Title 18, United States Code, section 2432(d) of the Privacy Act of 1974, as amended. Information may be provided to the Department of Justice and U.S. Probation Officers for annual statistical data analysis, and to the Federal Bureau of Prisons (FOP) when a prisoner is transferred to its custody. Additional routine uses are described in the Privacy Act of 1974, as amended, at 5 U.S.C. 552a(e)(3). DISCLOSURE: Voluntary. However, failure to provide all requested information may prevent the Corrections Facility from fully evaluating the prisoner.</small>			
1. NAME (Last, First, Middle)		2. REGISTRATION NUMBER	
3. Maiden Name		4. Nickname	5. Alias(es)
6. AGE	7. SEX:	8. PLACE OF BIRTH (City, County and State)	9. DATE OF BIRTH (YYYYMMDD)
10. RACE (X one or more) (If prisoner does not fill out or answer questions 10 and 11, reviewer will mark "UNKNOWN")		11. ETHNICITY (of one)	
<input type="checkbox"/> AMERICAN INDIAN/ALASKA NATIVE <input type="checkbox"/> NATIVE HAWAIIAN OR OTHER PACIFIC ISLANDER <input type="checkbox"/> HISPANIC OR LATINO <input type="checkbox"/> ASIAN <input type="checkbox"/> WHITE <input type="checkbox"/> NOT HISPANIC OR LATINO <input type="checkbox"/> BLACK OR AFRICAN AMERICAN <input type="checkbox"/> UNKNOWN <input type="checkbox"/> UNKNOWN		<input type="checkbox"/> ASIAN <input type="checkbox"/> NATIVE HAWAIIAN OR OTHER PACIFIC ISLANDER <input type="checkbox"/> HISPANIC OR LATINO <input type="checkbox"/> BLACK OR AFRICAN AMERICAN <input type="checkbox"/> WHITE <input type="checkbox"/> NOT HISPANIC OR LATINO <input type="checkbox"/> UNKNOWN <input type="checkbox"/> UNKNOWN <input type="checkbox"/> UNKNOWN	
12. NATIONALITY		13. RELIGION	14. HEIGHT
15. WEIGHT			
16. IDENTIFYING MARKS (Scars, tattoos, etc.) (If Yes, see attached)			
<input type="checkbox"/> NO <input type="checkbox"/> YES 17. HAIR COLOR (X one) <input type="checkbox"/> AUBURN <input type="checkbox"/> BROWN <input type="checkbox"/> SILVER <input type="checkbox"/> BLONDE <input type="checkbox"/> GRAY <input type="checkbox"/> BLACK <input type="checkbox"/> RED <input type="checkbox"/> WHITE <input type="checkbox"/> BROWN <input type="checkbox"/> GREEN <input type="checkbox"/> BROWN <input type="checkbox"/> BALD <input type="checkbox"/> GRAY <input type="checkbox"/> HAZEL <input type="checkbox"/> BLONDE <input type="checkbox"/> RED <input type="checkbox"/> VIOLET			
18. EYE COLOR (X one)			
19. GANG ASSOCIATION: GANG NAME/LOCATION (City, State)			
20. CULT/EXTREMIST ASSOCIATION: CULT NAME/LOCATION (City, State)			
21. a. HAVE YOU EVER TRIED TO COMMIT SUICIDE?		b. DO YOU FEEL SUICIDAL AT THIS TIME?	
<input type="checkbox"/> NO <input type="checkbox"/> YES		<input type="checkbox"/> NO <input type="checkbox"/> YES	
22. CIVILIAN HISTORY			
EDUCATION BACKGROUND:			
OCCUPATIONAL BACKGROUND:			
GENERAL BACKGROUND:			
23. ARREST RECORD			
a. OFFENSE(S)	b. PLACE OF ARREST	c. DATE (YYYYMMDD)	
24. FORM COMPLETED BY (Last Name, First, Middle Initial/Given)		b. DATE (YYYYMMDD)	c. TIME

Jail Intake Form for Character Creation

**The following section is information for the GM. **

Game Stages & Component:

1. Preplay
 - a. Hand out the first page of this document to your player.
2. Property collection
 - a. Property bag: Players shall put their properties into the clear property bag.
 - b. Security scanner: Full body scan after players put away their properties.
3. Change into the jail uniform
 - a. Jail uniform design: A printout that shows the design of the uniform.
 - b. Incarceration bracelet strap: Players shall wear the strap part of the incarceration bracelet.
4. Documentations
 - a. Jail Intake Screening Form: Player shall fill out their character's information.
 - b. Stamp pad: Players will press their finger onto this stamp pad and put their fingerprints on the Jail Intake Screening Form.
 - c. Mugshot name board + dry-erase marker: Players shall write down their character name, and jail ID on this name board.
 - d. Mini thermal printer: It will print out the digital mugshot.
 - e. Medical Information Form
5. Cell assignment
 - a. Incarceration bracelet top: The box part of the bracelet with the player's jail ID. Assemble the bracelet.
 - b. Invitation Card in an envelope: *Welcome to the Innocent Colosseum*. This envelope is meant to be opened by the prisoner after days of horrible treatment.

Game Setup:

A long table is preferred for setting up this game. Two chairs are needed: one for the GM and one for the player. The GM should place the components described above onto the table using a linear structure. (ie. the leftmost of the table: property collection section with property bag and scanner, then to its right is the uniform changing area.)

Game Mechanic Design & Instructions

The Note of

funus



Echoes of the Past: Uncovering the Untold Stories and Find Clues

Scrapbook Puzzle
Solving + Narrative

ABOUT THE GAME

Artistic Intention

The artistic intention behind *The Note of Eunus* is to immerse players in a richly detailed, historically inspired puzzle experience that seamlessly blends the brutal reality of gladiator combat with the high-stakes intrigue of an escape room experience within a vintage scrapbook. The scrapbook is designed with a antique aesthetic, featuring ripped pages, vintage maps, and the use of kraft paper to mimic the worn-down effect.

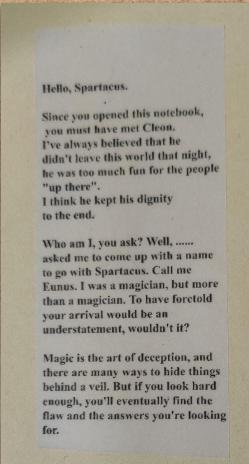
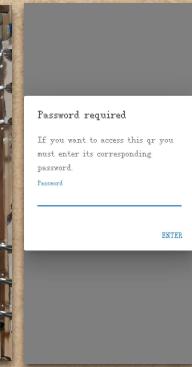
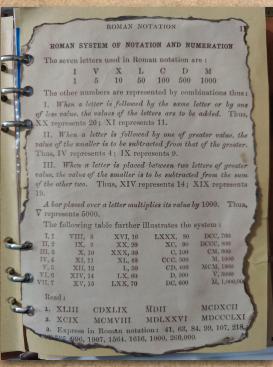


My Contribution

1. Conducted research on ancient gladiator fights and Roman history to ensure authenticity and depth in storytelling.
2. Integrated modern puzzle-solving mechanics to engage players.
3. Created the meta narrative.
4. Designed the layout of the scrapbook.
5. Hand-crafted the puzzle pieces.



The Note of Eunus Gallery



Password require

If you want to access this qr you
must enter its corresponding
password.

1

ENTER