

all aboard!



 @friendshaped_ 

friendshaped (recap)

Alex Pritchard

Technical director

Managing codebase

Repo management

Narrative Designer

User experience

Writing

Other

Character art

Marketing

Josie Wood

Project manager

Managing Jira

Leading sprints

Game Designer

User interface

Gameplay mechanics

Other

Environment art

Quality assurance



problem domain

Problem:

- Big commitment to play long games
- Single player story modes are often not replayable to the same level of enjoyment
- Narrative games are difficult to drop in and out of

Solution:

- Short, replayable loops
- Player can exit gameplay loop easily

Competitors:

- Overboard!
- A Short Hike

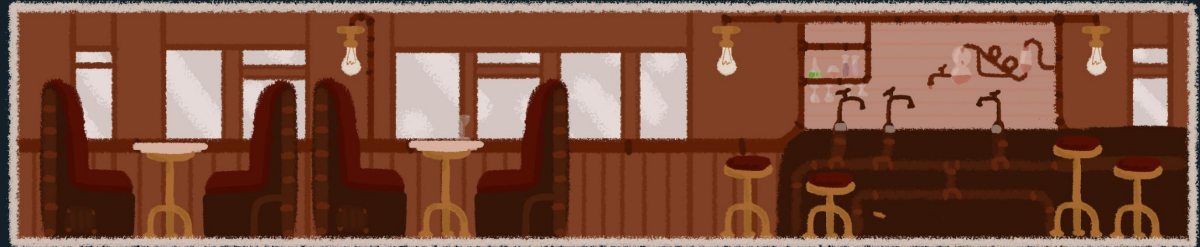
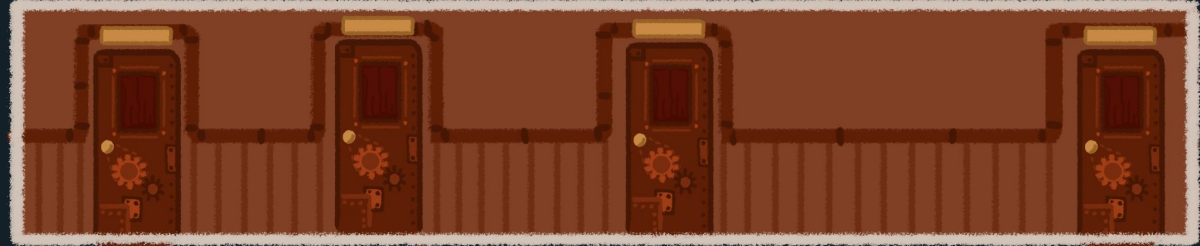


so far

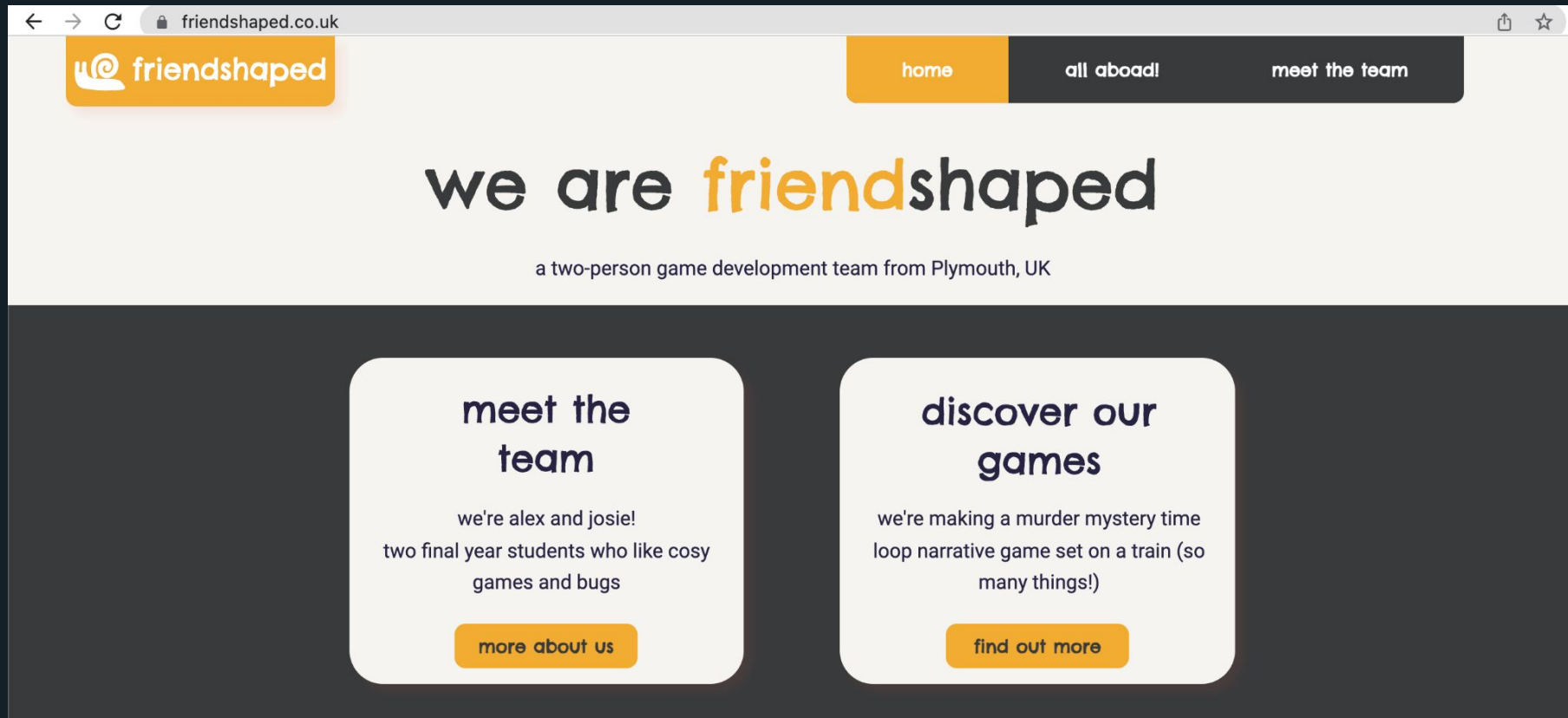
- Game art
- Major game systems
- Narrative design
- Basic gameplay loop
- Online presence



game art



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features

MVP:

- Vertical slice of final product
- Story has 2 endings
- 3 characters to blame
- There are 3 important items you can pick up and carry over to the new loop

MAP:

- Juicy final product
- Story has multiple endings
- 5 character to blame
- Extra items you can carry over that might be 'red herrings' or 'easter eggs'.



next steps

- Implement dialogue branching
- Link game systems
- Game writing
- More user testing



thanks!



any questions? 🐌