

2D Video Game: Platform

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Game Title: Ophelia's Adventure

The character I redesigned for the character Re-Reimagined project is Ophelia from Hamlet! The tragic ending of her life, in which she is driven mad by the murder of her father and ends up drowning in a river, is the part I personified. I decided to give her a cartoon, pixie, fairy-like spin where her hair is water that she is constantly surrounded by her dress is a wilting flower, and she is always crying. I also chose a darker colour palette to focus on the gloomy mood.

Ophelia is known as a sweet, delicate, and fragile character which is why I made the focus of the game flowers. The objective is to collect as many flowers as possible and reach the flower basket at the end of the scene. The reasoning is that I see the flowers as a way for Ophelia to escape the madness and tragic fate. This adventure is a way for her to revisit the girl she was before the events of Hamlet took place.

To match her colour palette, I created a rainy and gloomy scene but wanted to add elements like the clouds and swirls in the dirt to add a whimsical, magical feel. The flowers she collects and the ones in her hair are very bright and bold to break away from the darkness and add to that escape.

Ideally, in future development, I would like to add multiple levels and obstacles that naturally get harder as you progress, such as moving platforms or things to jump over, like wide gaps or a river. I also want to add enemies or bad pick-ups. For example, if you pick up a dead flower rather than one that is alive, you may lose a point or health. I would also want to add a text box on the end screen that tells you how many flowers you collected over the course of the entire game. Furthermore, I think background music and sound effects for picking up flowers, jumping, ducking etc would add a lot to the overall feel!