

Brittany Westlund
Game Engines
Milestone 2

1. Please submit your specifications.

2D Platformer
Unity
1-Player

2. Include the main premise of the game.

Find your way.

(Hoshi is unfulfilled being a star and wishes he had more things to experience. While visiting Earth, Hoshi finds out he is the North Star and finally accepts his starhood (and with it the simple, slow-paced life of a star) because he wants to help people find their way. This is Hoshi's way.)

3. Include any storyline that you might have so far.

Unfulfilled, Hoshi decided to leave his starhood behind and travel to Earth. His goal is to collect as many memories as he can in the form of postcards, as he feels this will be fulfilling. Hoshi begins to admire the fact that people have so many things to see and choices to make. Hoshi becomes more discouraged by the infinite possibilities there are for people. He doesn't feel like he is as worthwhile as people seem to be. Hoshi encounters a lost crane who tells him who he is: the North Star. The crane, unable to find his way without the brightest star, tells Hoshi how he helps everyone find their way in life. Surprised, Hoshi didn't know how important he really was. In the final level, Hoshi must travel safely back to his constellation. Once he settles in, he shares the postcards and his memories with those closest to him.

4. Include what the game will do/does.

The game will allow players to explore different snapshots of Tokyo from the perspective of a star named Hoshi. As Hoshi you will Walk/Run, Jump/Shoot, Shine/Dim, and navigate through these areas to find help and make memories while being wary of obstacles and the Earth's Forces of Nature. The memories mechanic adds a collectible aspect to the adventure to add rewarding experiences to players that take the game designer's intended route, but aren't required to complete the game for those that love a speed run. Replays present the goal of trying to collect the memories that they missed on their last playthrough should they choose.

5. Include the types of machines you plan to target (PC, Mac, mobile, web, etc.).

I plan to target Switch and possibly mobile. For mobile, the dual orientation is perfect for playing both horizontal and vertical layouts. I think the younger target market (E for everyone) is well suited for both platforms. Players are able to bring the game with them wherever they go which is a great feature.

6. General proof of concept like a storyboard; examples of this could be hand-drawn pictures, slides, screenshots, etc.



1. Hoshi starts out in space. Unfulfilled, Hoshi decided to leave his starhood behind and travel to Earth. His goal is to collect as many memories as he can in the form of postcards, as he feels this will be fulfilling.



2. Level 2 takes place at the Tokyo Tower. The Tower stood out to Hoshi because of how bright and beautiful he found it. His goal for this level is to make it to the Tokyo Tower and collect its postcard.



3. Unable to resist the magnificence of Mt. Fuji, Hoshi must collect the postcard of Mt. Fuji for Level 3.



4. Sensoji Temple is the setting for Level 4. Hoshi must climb the five-story pagoda to retrieve this postcard.



5. Hoshi begins to admire the fact that people have so many things to see and choices to make in Level 5. He visits the Rainbow Bridge.



6. Hoshi becomes more discouraged in Level 6 by the infinite possibilities there are for people. He doesn't feel like he is as worthwhile as people seem to be. In this level, Hoshi encounters a crane who tells Hoshi who he is. The North Star! Hoshi didn't know how important he really is.



7. Hoshi is excited to retake his position as the North Star now that he knows that he helps people find their way in life. He really is important after all. He encounters the Moon in this Level who tells him the whole universe has been looking for him.



8. In the final level, Hoshi must travel safely back to his constellation. Once he settles in, he shares the postcards and his memories with those closest to him.