

# Palette of Memories: The Artist's Path to Remembrance



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Project Phase I

MMI 716 - Game Programming Patterns

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# Outline

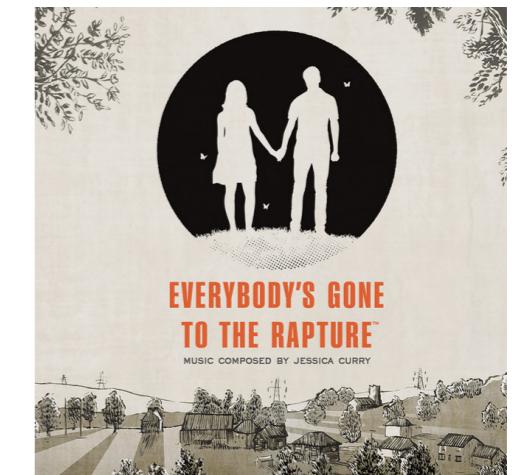
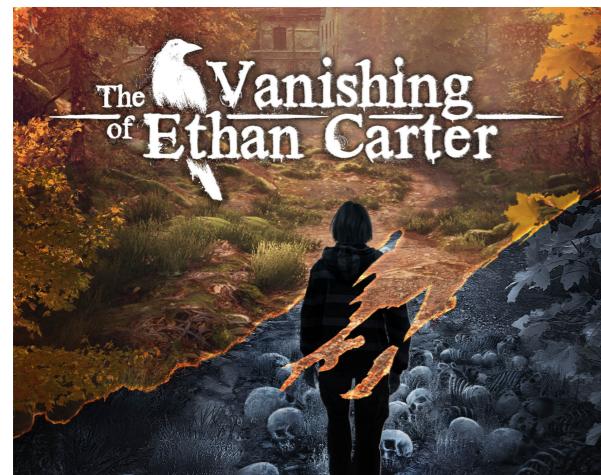
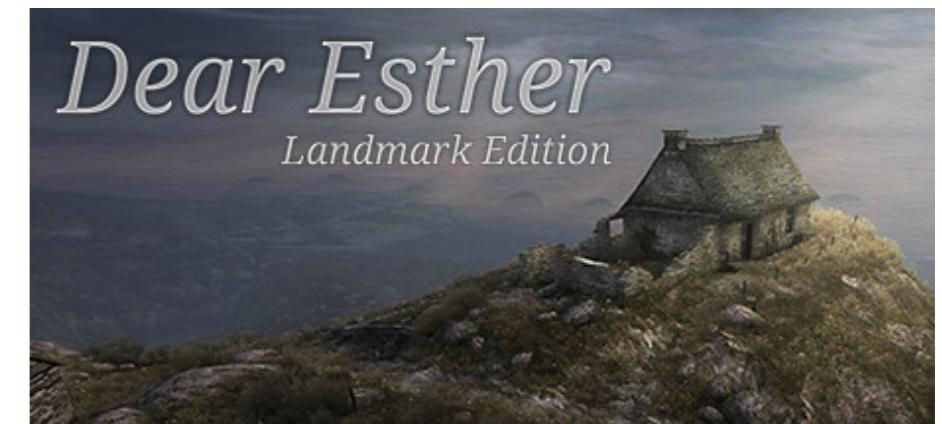
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- Literature Survey
- Title, Description and Idea
- Game Description
- Game Overview
- Characters
- Storyboard
- Game Components
- Design Patterns

# Literature Survey

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- first-person exploration games focusing on storytelling
  - prioritise storytelling, environmental exploration, character-driven plots



# Literature Survey

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- labyrinth exploration games with a focus on storytelling
- papers:
  - Procedural Content Generation for Games: A Survey (2013)
  - Narrative in Video Games (2018)
  - Games as a Medium for Holocaust Memory: Videogame Narrative Based on Real-Life Stories & Biographies (2021)

# Idea, Title, Description and Summary

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- Palette of Memories: The Artist's Path to Remembrance
- centred around a female painter who wakes up with no memory of her past
  - a journey through the mind and art of its protagonist
  - players will navigate through a series of rooms
  - specific items within the rooms that trigger fragments of her memories, piecing together her identity and history
  - offers a unique exploration of memory, identity, and creativity



# Game Overview

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- **Genre:** First-Person Exploration / Narrative Adventure
- **Target Platform:** PC
- **Number of Players:** Single-player



Images from The Stanley Parable

# Game Overview (cont.)

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- **Game World Description:**
  - The game world is a mansion filled with rooms and corridors.
  - Each area the player explores is designed to reflect the themes, emotions, and colours of the main character's artwork.
  - The rooms not only serve as a backdrop for the gameplay but also as a narrative device that reveals the protagonist's psyche and past.

# Game Overview (cont.)

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- **Game World Description (cont.):**
  - The game world evolves as the player progresses, with new areas becoming accessible and the environment changing in response to the player's discoveries.
  - The game will finish when all the rooms are visited and items are found.
  - There will be 5-10 rooms (not decided yet) including the artwork (?) (see next slides)

# Game Overview (cont.)



# Characters

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- **The Protagonist (The Painter):**
  - a talented but troubled artist
  - lost her memory
  - players will embody her, experiencing her confusion, fear, and eventual enlightenment firsthand



# Storyboard



# Game Components

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- **Physics:**
  - Unity to move objects and interact within the game world
- **Audio:**
  - Ambient Sounds
  - Sound Effects
  - Music
- **Adaptive Storytelling:** me and ChatGPT (?)

# Design Patterns

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- **Command Pattern**
  - **Use Case: Input Handling**
    - useful for handling player inputs and creating a flexible mechanism for doing actions
  - **Input Handling:** actions taken by the player into commands that can be executed, undone, or even replayed.

# Design Patterns

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- **State Pattern**
  - **Use Case:** Character State Management and Game Progression
    - for managing the protagonist's state, rooms' lock state
    - as discovering items, and unlocking memories, the character's psychological state, abilities, and even perceptions of the environment might change.
    - transition between different states (e.g., confusion, realisation, enlightenment)
  - **Character State Management**
  - **Rooms' Lock Management**
  - **Game Progression**

# Design Patterns

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- **Observer Pattern**
  - **Use Case:** Event Notification System for Interactions and Environmental Changes
    - allowing various components of the game (such as UI elements, audio cues, and game logic) to respond to events
    - **Item Interactions**
    - **Environmental Changes**

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**Thank you for listening!**

Any recommendations?