# No Name

Charles Doucet

Artist's statement
**Prototype 1**
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 "No Name" will be a game where the user control a small character moving in what we can call a naïve, colourful and ordinary platformer environment. Everything seems normal and nothing is extraordinary about it. However, after a little time into this environment, the personage falls into a glitch and becomes stuck into the computer itself. Now the whole system is corrupted and the small figure needs to access to the machine's core so he can shut down the device.

The game will not really be a game (for now). It will be more as an experience without penalties. I want the first level in the casual platformer environment to be ugly and without interest, like a lot of games that we can find on the market. Inside the machine will be more elegant, minimalist and dark.

The whole idea is to figure out what happens in a device and how it is viewed by a segment of the code (the character of the fictional platformer in this case).  A lot of people used computer, console or cellphone without really knowing what is going on behind the interface. I want to reflect on the figure's emotions as well. Giving him some consciousness so, he is aware that somebody is controlling him. I also desire to show his fears of  shutting down the computer, in his case, ending his lines of code, dying. The game will restart after the fake reboot of the device, but the character will have no memory of what happened.