

ISEA Proposal Draft

Today's gaming culture includes 3D graphics, realistic environments, intense combat, and incredible art. Art even brings players in before the actual gameplay. But with art taking a backseat during actual gameplay, players are left with the impact in the back of their minds. I propose my browser game, Overnight, as an attempt to bridge that world. I may be no world-renowned artist, but I do know the process that goes into making art. I will be using a popular motif from today's gaming culture, horror, and incorporating a somewhat educational approach that brings together the intensity of playing a horror game, and the process in which one creates art. Horror games usually involve the human psyche, in other words, they make people think, make them wonder. I plan on combining that sort of intensity with a game that teaches the player traditional techniques of creating art. This may sound weird, but the idea is to create a place where the player's mind is focused on the art. The art is part of the gameplay. Of course, gameplay will be just as important as the art, as games today have gained massive recognition for gameplay despite "primitive" or "simple" art.

A brief synopsis of the game: Something happens to your father, something that's changed him. Your mom drops you in the middle of the night to spend the weekend with your father, but something's not right. It becomes your job to figure out what's happened to your dad. What's responsible? Who is? Delve into the mind of an artist.

It's still a work in progress, but the idea is simple. Explore the house, find clues, and solve the mystery.