

The Little Dream to the Moon Photo Journal

Date: 19 October 2022

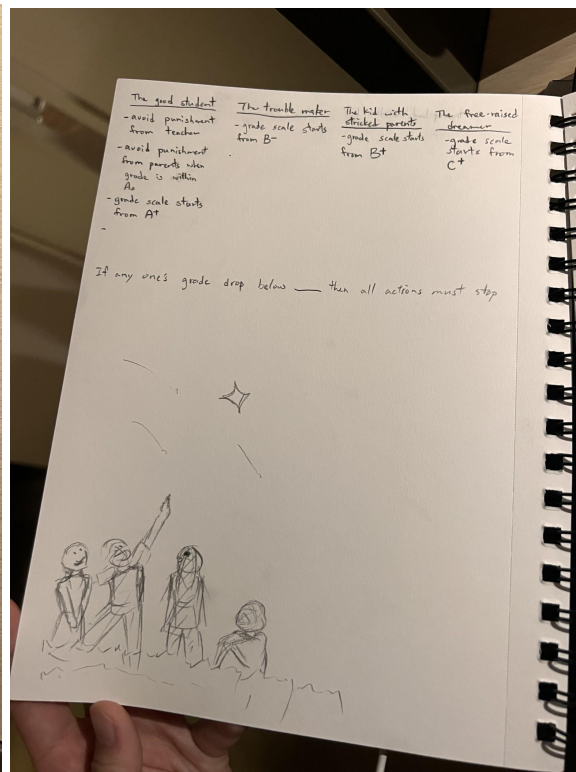
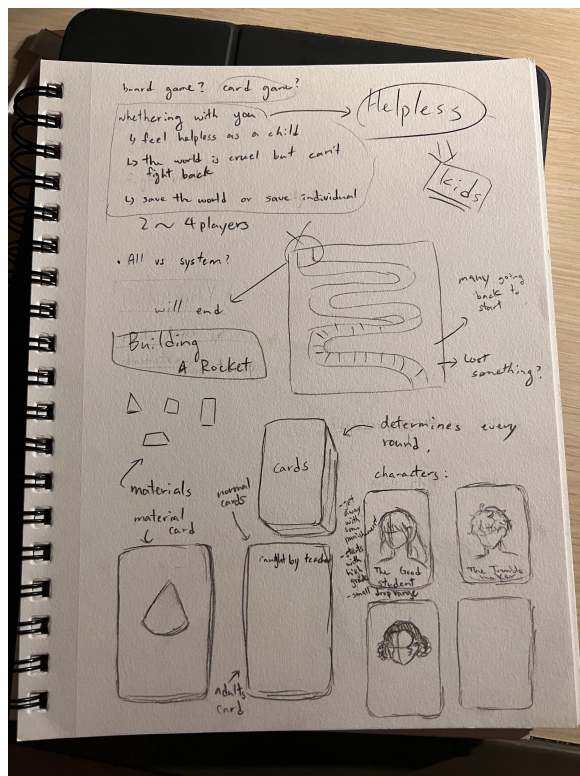
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Emotion word

I chose the emotion "helpless" from Weathering with You directed by Makoto Shinkai. Where I got the strong emotion from the main characters, who are pressured by reality but can't help because they are under age. Similar emotion was present when I experienced the game Nier, where the androids question their existence but have no solution to it. You can't change the world, however, you still need to survive and seek for the meaning of life yourself.



Design process



During the brainstorming process, I listed out all the possible directions that I will be pursuing. I tried to think of a theme that can make the players feel helpless, such that I can come up with a gameplay that makes the players feel like they are a character of the story. At first my idea is to create an endless game so that the players will feel helpless that they'll never or extremely hard to win. So I decided to make it a card game instead of a board game to break the limit boundaries and the players cannot see the possible outcomes. I also decided to use the players versus system matrix to replicate the society, environment, or world pressure. Then, I started to think about the theme of this game since it will be very story based. I came across some themes like children running away from home, life, human vs natural disaster, and end up keeping the concept of children. My objective is to make the players feel helpless but not miserable, so I make them build something together that is hard to build just like pursuing a dream.

I put a lot of effort into visual and narrative writing. I believe the strong emotion is caused by the players feeling themselves in the story. I sketched in my sketchbook and drew everything on my ipad with Procreate. However, before making all the fancy cards I used paper print outs to play test before customizing all the cards and pieces that are needed for the game.



While thinking about the theme I also thought about some elements to add in the game. Such as grades, since kids' responsibility is to go to school and study. However, if they have any things that they want to do, they either have to sacrifice or prioritize other things. After some playtests, I decided to add character cards to add more drama and remove the grade tracking system. Instead I added more game cards including grade cards and balanced out the power of each character.

Players were confused believing that they couldn't finish the game instead of realizing that there is possibly no end to this game. Therefore, I added an ending narrative for the occasion of winning, losing due to time limit, and losing due to player give up. The players will then realize that losing is a possible ending to this game.

I added more descriptions on the cards, so the character cards perform in the game. In addition, I removed some material cards along with the materials. In spite of that, it would increase the chance of finishing building the rocket ship. Removing the material cards is to balance the amount of materials so that it won't run out of materials.

Conclusion



I would say this project is pretty successful, most test players respond with very similar words like "sad", "depressing", "hopeless", etc. The game has three endings, win, lost by player, or lost by time. I hope the player can recall their powerless and innocent past self, and receive a different meaning of life after all the hardship within the game.

The experiences of play testing classmates and other people really differs.

Non-classmates intended to win the game, but classmates enjoyed the process of the game. By rushing through the game will not have the best experience nor getting emotions provoked.