

MEMORY MUSEUM

CUTTING EDGE
EXPERIENCE

inspos

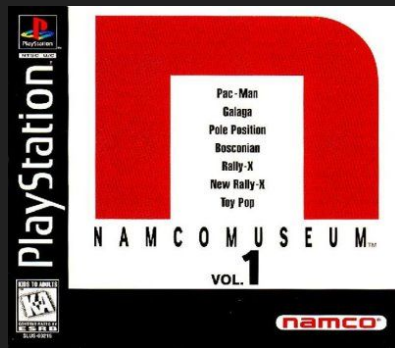
viva pinata - destressor, mundane tasks, visually compelling, things to look forward to (non-resident pinata tease)

tetris cdi - complete lack of story or context, abstract, super relaxing

namco museum - hub world gameplay, visuals

hypnospace outlaw - aesthetic, comedic content, portrayal of internet content

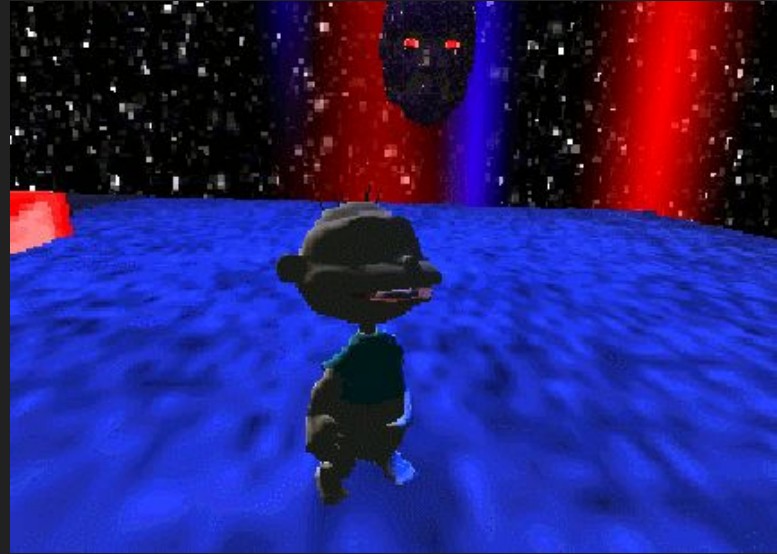
animal crossing - maintenance, game continues to “run” even when shut off



i know lol

the actual game

- first-person “gardening/tending/growing” (??) game
- hub world with one open room, the rest are locked
- rooms replicate environments, from snowy to grassy to more abstract ideas like sound-reactive walls/decor
- roaming “animals” are weirdly/improperly rigged existing 3D models from gamecube/n64/ps1 games
- if the garden isn’t maintained the animals leave
- you can talk to them and they speak in tweets (??) maybe. interaction should be unintentionally funny, unscripted
- there’s no “end”, since the content is always new you can strive to create the perfect garden full of your favorite characters (ie. goku demon arm rig)



gameplay



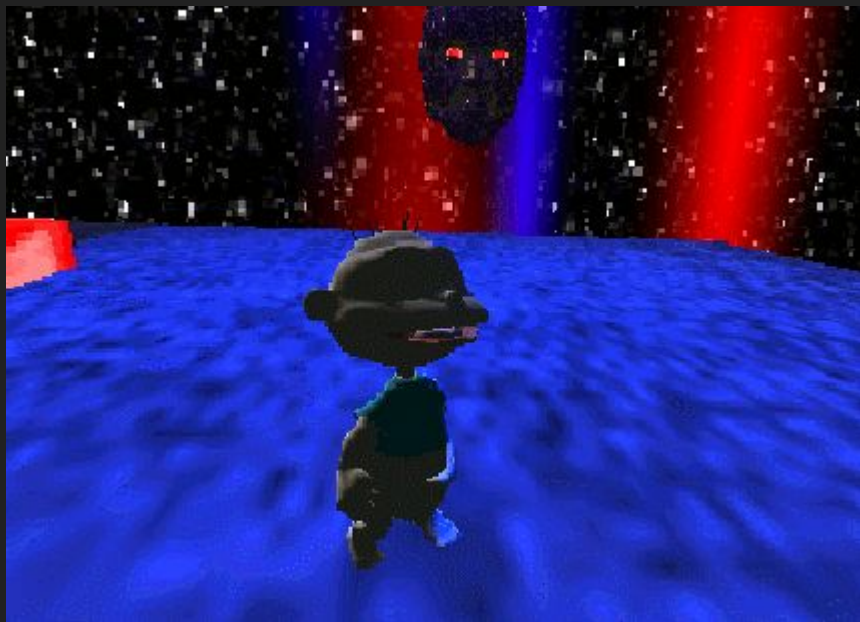
- first person movement, no jumping
- Interact by centering whatever object you want to interact with in the view and pressing an action button

aesthetic

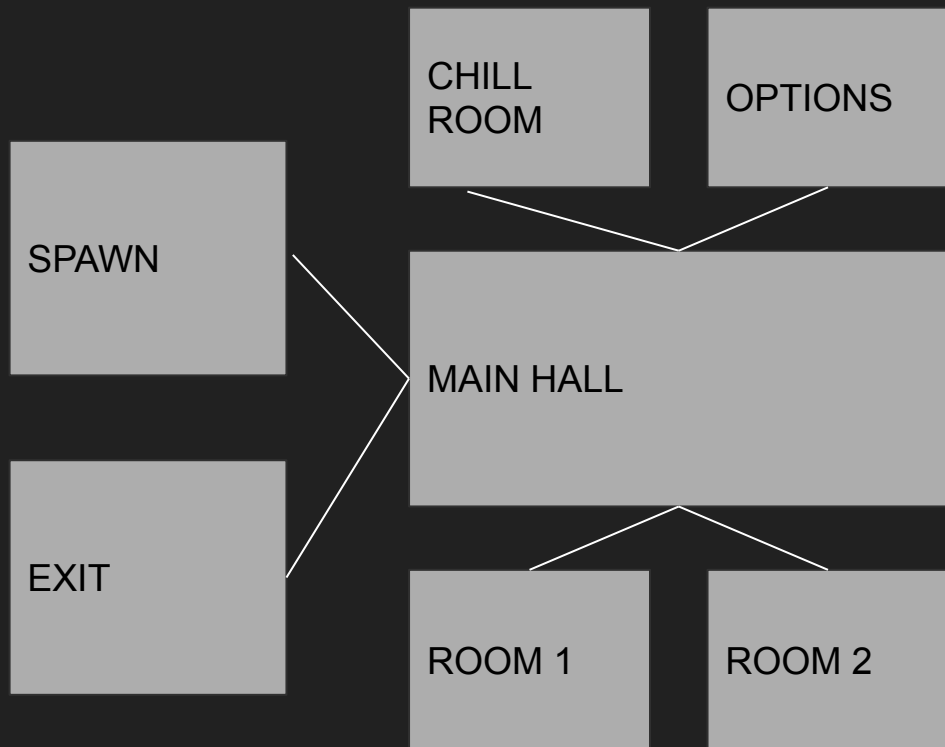


- super primitive shapes, crushed filtered stretched textures, flat shading with minimal shadows
- relaxing environments & colors juxtaposed with a weird sort of emptiness/clinicalness

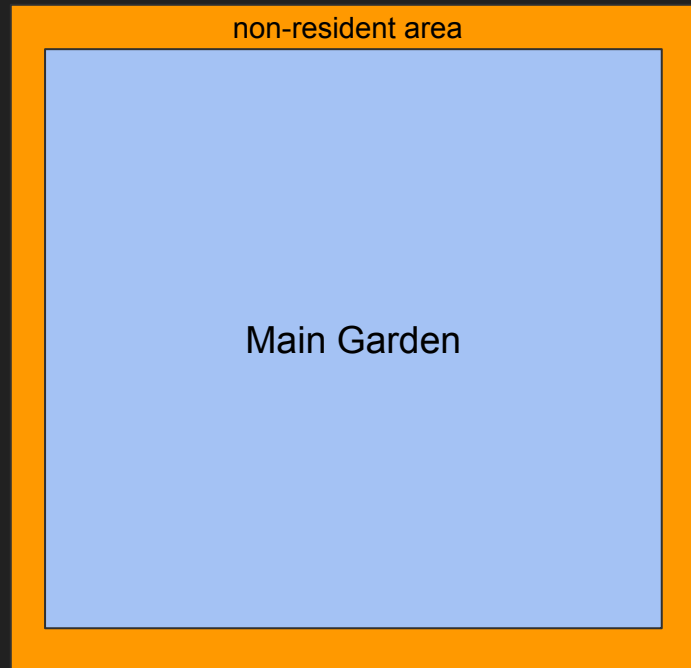
aesthetic test in Unity



sketches



room layout



sketches ctd.

minimal UI, indicators such as a plant needing watering will be reflected in the game world

non-resident area

SCREEN

DIALOGUE (if talking to an animal or accessing settings)

ACTION

Click to add title

Text go here For Presentation

use case

- you spot an animal outside your garden you want. it's a goku model from budokai 1 but he has been given cat animations. you don't know how to attract him into your garden
- you plant a "shree" which is just a shoe hanging from a branch
- that gets his attention as he comes to investigate the shree
- you talk to him and convince him to stay
- if you don't manage the shree by watering it it will die, and cat goku will leave the garden

the goal would be to have a garden full of your favorite abominations and maintain whatever is keeping them there