

Michael Poirier

Everest Pipkin

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Project Proposal

For my final, I am thinking of designing a game in Unity that has a theme of glitches and 4th wall breaking, with a mix of horror added into it. This is in relation to the glitch section of our class. I also want to make the game genre fluid, which means the genre of the game is not very stable and changes quite quickly. Some inspiration comes from horror indie game designer Akuma Kira, who uses this a lot in his work such as “Lines” and “Akuma Kira’s Day Off”. Some loose ideas I have is having a 4th wall break midway through the game, where you’ll have to play on your desktop. I also am considering the idea of tricking the player into thinking they’re looking at the desktop, but it’s actually the game.

I have a current workflow of how the game would pace itself. The player would be presented with an 8-bit side scroller shooter game. The simplicity is chosen for deception. Gradually, at a certain point after shooting enemies, an absurdly massive wave of enemies start to increasingly appear until the player dies, which triggers the screen to glitch out. Then the player is presented with a platformer game in which they collect coins. After collecting a certain amount of coins, the coins mutate into something horrific and kill the player, triggering another glitched screen. Then the player is presented with a fighting game in which they must beat three people. The third person ends up being a glitched character that instantly kills the player, causing the screen to glitch again. The next game presented is a dungeon crawl game. The player

navigates a dark area with limited visibility killing enemies. However, the enemies seem to bug out when dying. The player's vision starts to shrink, and a glitched mess attacks the player causing the game to glitch out. This could continue in many short genres until the player finds themselves back at the desktop, only for the desktop to be ripped open and a 4th wall break happens. This then leads to the final area which is a 3d/2d area full of flying code. The player must defeat the glitch using mechanics from the genres from before.

Mechanically, all of these genres are separated by "Modules". Modules are sets of code that contain the necessary information to make a "base" version of a type of game genre. Most of these I already have, and some I will have to code. Health bars and animations can be made in photoshop and pixel editors. Cutscenes like jumpscare and glitches can be done in adobe premiere and after effects and then exported as a video. Sound and music can be done in auditions by tweaking and transforming preexisting sound files.

The basis and importance of this project is to make the viewer question stereotypes and the borders of "Game Genres" as well as make the viewer think more about game clones versus unique individual games.