(Un)fortuned Fate

Concept

The game is made from a series of scenes where, initially, the main protagonist appears to have met her death. Subsequently, each scene introduces a new element that seemingly caused her death, yet each revelation contradicts the preceding one. The final scene reveals that everyone is unharmed, and nobody is dead.

Genre

Simple Narative Game

Player experience

Player is listener to the whole story. The settings is in modern age, in the morning.

Visual and Audio style

The visuals should evoke a sense of humor and maintain a deliberately unpolished appearance. There will be "TODO" notes and Czech labels, adding a comical touch to the overall visual.

Game World Fiction

The game will unfold across five scenes:

1. Family: The first scene introduces the main character within her family environment. Engaging in conversation with family members, she eventually steps outside. A sudden event occurs, creating the illusion that something has fatally impacted her, portrayed through a screen suggesting her death.

2. Taxi Minigame: The second scene features a minigame with a taxi driver navigating through obstacles. The game will end with a dramatic crash, seemingly involving the main protagonist.

3. Cat: In the third scene, a couple argues over a cat that has fled from them. The climax will hint that the cat has met a collision with the taxi from the previous scene.

4. Repairman Minigame: The fourth scene introduces a minigame involving a repairman grappling with a malfunctioning machine. An annoying woman in a window persistently tries to offer guidance, it will result in the machine falling, giving the impression it landed on the main protagonist.

5. Final: The final scene, presented as an animation through GIMP, reveals that everyone is unharmed, and nobody is dead. This will serve as a humorous twist.

Platform(s), Technology, and Scope

- Unity
- 2D
- small scope (20 hours per person)
- team of 2 people

Game Loop

The game is designed as a simple narrative, similiar to a visual novels. Players will engage with the storyline by reading through text, triggered by clicking or pressing a button. Additionally, two simple minigames will enhance the interactive elements:

1. Taxi Minigame: Role: Assume the role of a taxi driver navigating through obstacles. Perspective: Presented in a first-person 3D view. Objective: Dodge obstacles as they come into play.

2. Repairman Minigame: Role: Step into the shoes of a repairman tasked with repairing a machine. Perspective: Presented in a third-person view. Challenge: Face the escalating force of the wind, trying to balance on ladder.