

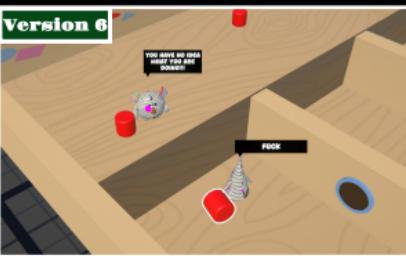
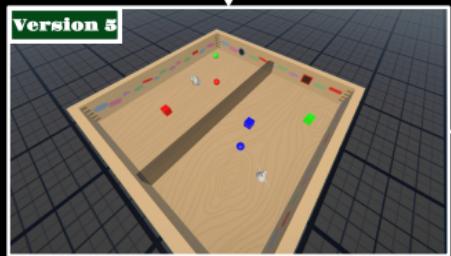
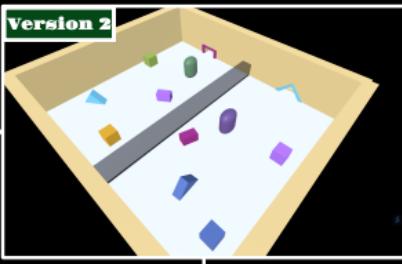
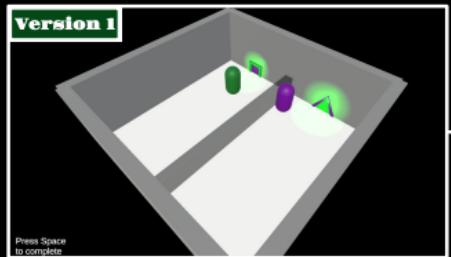
I N N E T W E E N

# DOCUMENTATION

H A V E A P L E A S A N T  
R E A D I N G



# Versions of the game



# General overview of the dev process

Game was made in



Game was made by



Game was made in



Well, first of all, it is worth mentioning that the project was created as a part of the university course «Build a toy first». The main idea of this course was to understand the difference between "Game" and "Toy" and how to implement these principles in the game development process. Building a toy, first of all, meant for me to start project with very simple, but strong and fun idea and then, make the development process as experimental as possible, avoiding overdoing, but finding all «fun aspects» of the future game to make it interesting for players.

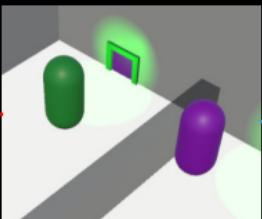
The idea of following this concept influenced the game development process a lot, therefore I found it essential to mention this. Talking about other aspects that influenced the way process was organised, it makes sense to mention deadlines. There were deadline for presenting a new version of the game every 2 weeks. In the end, there are 8 versions of the game, that are visually represented on the previous page. First two versions are the part of the prototyping phase. That is why at that point the game didn't have any narrative or art idea, only core mechanics.

Later on, the narrative was developed. The idea is that the events of the game take place in the attic, where many boxes with board games can be found. And the main characters, two plush toys that became alive, play this games, however they have a difficulty. The characters, whose names are Bob and Sabrina, have a wall between them, and because of that wall they have to cooperate and help each other to solve the puzzles and proceed through the levels.

Since I was responsible for the art and design of the game, after prototyping phase I immediately concentrated on adjusting the art style of the characters and environment to the narrative. I experimented with textures and 3D assets to find the best way to translate this narrative idea to the players.

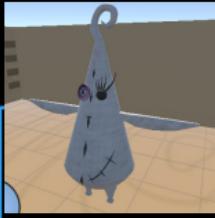
All in all, during the development process our team faced with a lot of difficulties, however, we managed to find the game's core, which is cooperation, and we finished the project in time, although many ideas have never been implemented due to the lack of time.

# Characters design

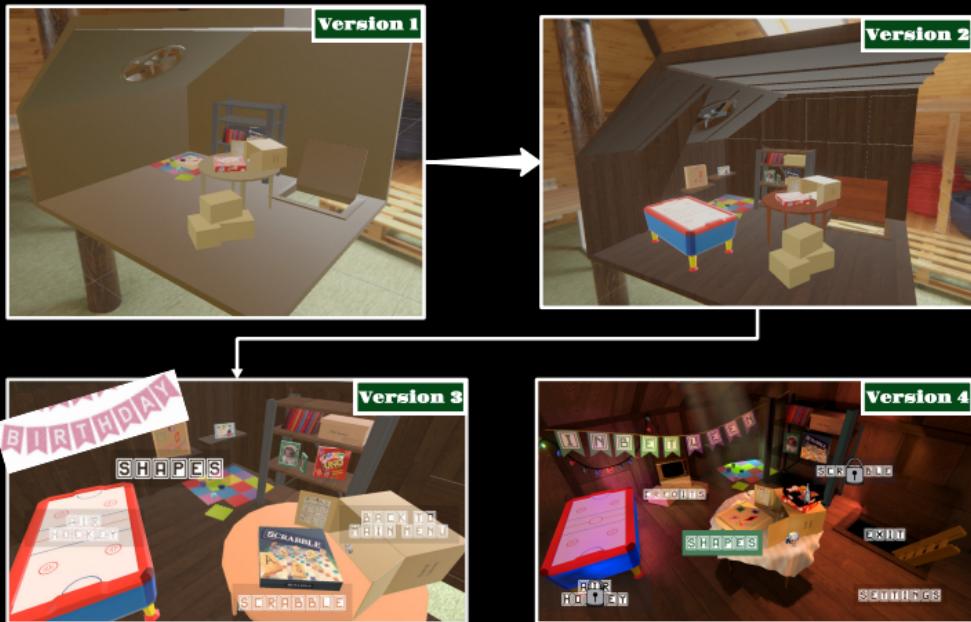


Creating the main characters of the game was one of the most important parts of my job in this projects. Talking about it in general, first of all, I started with drawing sketches. And in the beginning, the characters were supposed to be some magical, fantasy creatures. However, after that, I had to adjust them to the narrative to make them look like plush toys. Some little details and textures helped me with that.

Also, a huge part of this process was animating the 3D models. In the end, each character has 6 animations, including, idle animations, walking and others



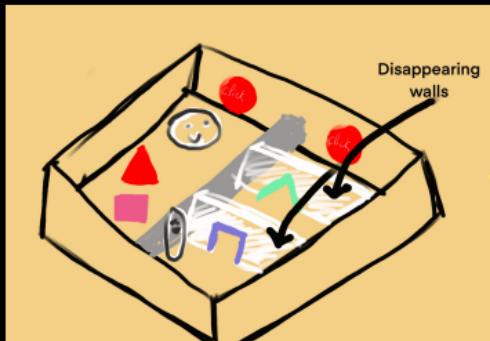
# Main menu (attic) design



First versions of the game had a main menu as a simple scene with some basic 2D assets. But, at some point, I suggested my team to create a whole scene, which shows the attic, where the game takes place, and make the main menu out of this scene. This way the art and narrative ideas are shown much better.

After I finished working on the characters' models, I concentrated on creating this main menu. For that I created 3D models, some animations, particle systems and textures. In the attic players can notice some old boxes, kids toys, boxes of the board games, main characters, sitting on these boxes, a piece of paper with scores of people who played these games and many other little details. All in all, I managed to create approximately 25-30 models for this attic scene. I wish I could create more, if I have had more time. A bigger amount of models would make this atmosphere of an old, very messy attic, stronger.

# Level design

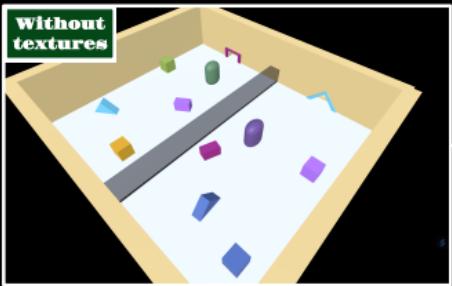


**Level design wasn't the the main focus for me in this project, because other members of the team were responsible for this part. Nevertheless, I still took part in creating level concepts and ideas.**

**In my opinion, the most significant change that I made in the levels' structure is the idea of the disappearing walls. It means, that the players put the shape in the hole in the wall (the shape should match the hole, of course) and after that this wall disappears and players can proceed to the next puzzle.**

**I created a sketch of how it should look like, showed it to my team and we discussed it. After that a new level was created according to my sketch. Later on, the mechanic of disappearing walls was implemented in more levels.**

# Environment design



During the prototyping phase there were obviously no art style and general art direction, because it was not the priority at that time. After that, there was a need to create this art style to make the game beautiful, stylish and coherent.

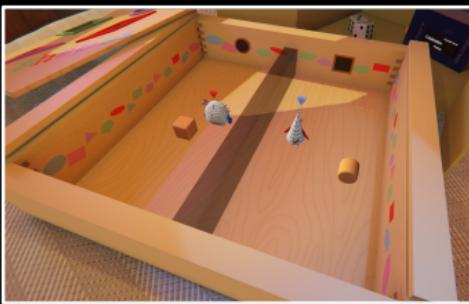
I started this process from experimenting with some new textures of the walls, making 3D model of the wooden floor. But it was obviously seen that this art style doesn't work. The main reason for that, as I understand it now, was that there was no concrete idea, of what I am trying to show to the players. What are these walls? What is this floor?

At that moment some narrative ideas started to appear and it helped me a lot. Since we want the characters to be inside game's boxes, these levels of "Shapes game" should match a game from real life. And here the idea of representing the following game appeared in our minds.

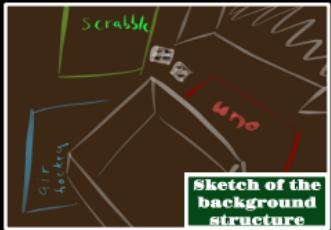
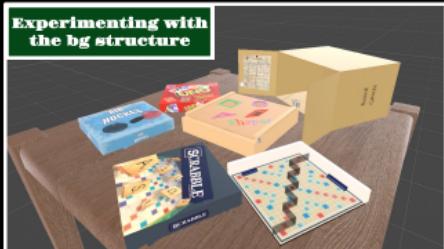
Our team came with the idea of making these levels in the stylistic of children games where they need to put wooden shapes into matching holes. Due to that reason, I recreated the art style of levels, added wooden textures and 3D frames where the objects should be placed. By replacing 2D sprites on the walls with 3D frames, I also solved the issue that was mentioned by many players during the playtesting. They were complaining that the spots where the shapes should be put, are not visible and obvious enough. So, I tried to make the new design in the way that it improves that. The only mistake that I made at first was that I put these spots on the floor, and after some testing we understood that it is too difficult to throw figures in the holes on the floor, which creates unpleasant playing experience. That is why I separated the holes' models from the floor model and moved them back on the walls.



# Environment design



In addition, to make the reference to the real game more understandable I also created the lid of the box of this game. This lid can be seen in the main menu and on the background of the levels.



So, at first, there was nothing behind the main assets of the level, therefore I decided to improve that to show visually to the players that the level is happening in one of the board games' box and the player can still see the boxes of other games in the background. The process, as usual, started with a sketch. In this sketch I tried to organize the general way of how background should look like and what assets should be there. I also wanted to add and open box on its side with the title "board games", so it looks like all games just fell out of the box and now lay on the table in a random order. In the final version, this idea changed a bit, but in general it remained as it was in beginning and it can be seen in the main menu and in the levels.

# What I learnt

Well, I have a lot to say here but I will try to put all the important stuff in this short text. First of all, I am surprised by how much I learnt while working on this project.

Firstly, due to the fact that this project was a part of an interesting class in my university. To be honest, at the beginning at the semester, I didn't choose this course during the voting. I think, I just didn't really get at that moment, what does "Build a Toy" mean? But now, I understand, that building a toy is the game concept, which helps to avoid a lot of mistakes, which I made in my previous project. In this concept I recognized a lot of thoughts and Ideas, which I already had somewhere in my mind, but I couldn't organize them in the right way and because of that I couldn't use them in my practical experience. During this semester, because of all the texts we read, because of all the discussions we had in class, I saw different perspectives on the Game Design. And now it makes me think, which of these concepts reflect my own opinion and which of them I want to follow in the future. It is a difficult question so I can't answer it now, but I hope I will answer it one day in the future.

Talking about project itself, I want to say that I am very glad that I worked with Marianna and Aaryan this semester, it was a very pleasure experience. I hope they feel this way too. My biggest concern here is that during the whole semester I felt that the level of skills of each member of the team is very different and sometimes I felt like less experienced person than some of my teammates were. However, it only motivated me more. Motivated to try, learn and become better. Some things in this project I was doing for the first time and I didn't succeed in it from the first and even second attempt. But, in the end, I managed to do everything I tried and it makes me forget all the negative emotions and see this process just as a valuable experience.

In conclusion, this project gave me a lot. I think we didn't use the full potential of the "toy" inside our game, which I maybe would improve if I had time. But because I don't have time for that, I am just glad that I had an opportunity to create a game, looking on the development process as something fun and experimental.