

# Matters Of The Heart

## **Role: Project Manager**

Matters of the Heart is a single player, narrative, and multi-screen game. The player enters a dramatic storyline that spans the game into a two levels. The mental challenges presented will spark a chain of events. The player must confront risks and consequences of their choices. The scoring is reflective of the player's level of maturity in their decision making.

MATTERS OF THE  
**HEART**



# **Helen Griffin, Jr.**

**Technical Project Manager**

# Challenges



## Challenge 1

Create a Game



## Challenge 2

No Game  
Development Exp



## Challenge 3

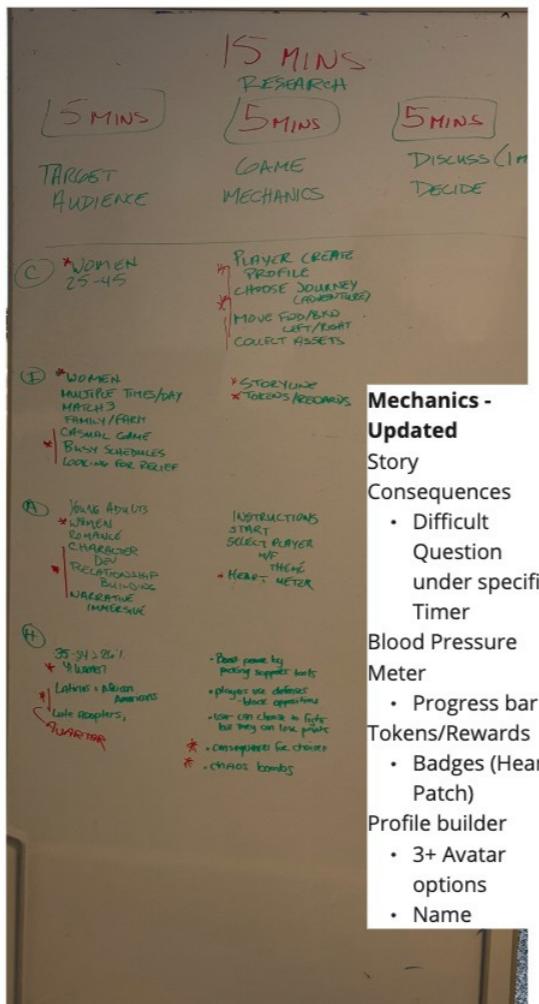
Unsure Who is Our  
Player (End-User)

# Game Concept Generation

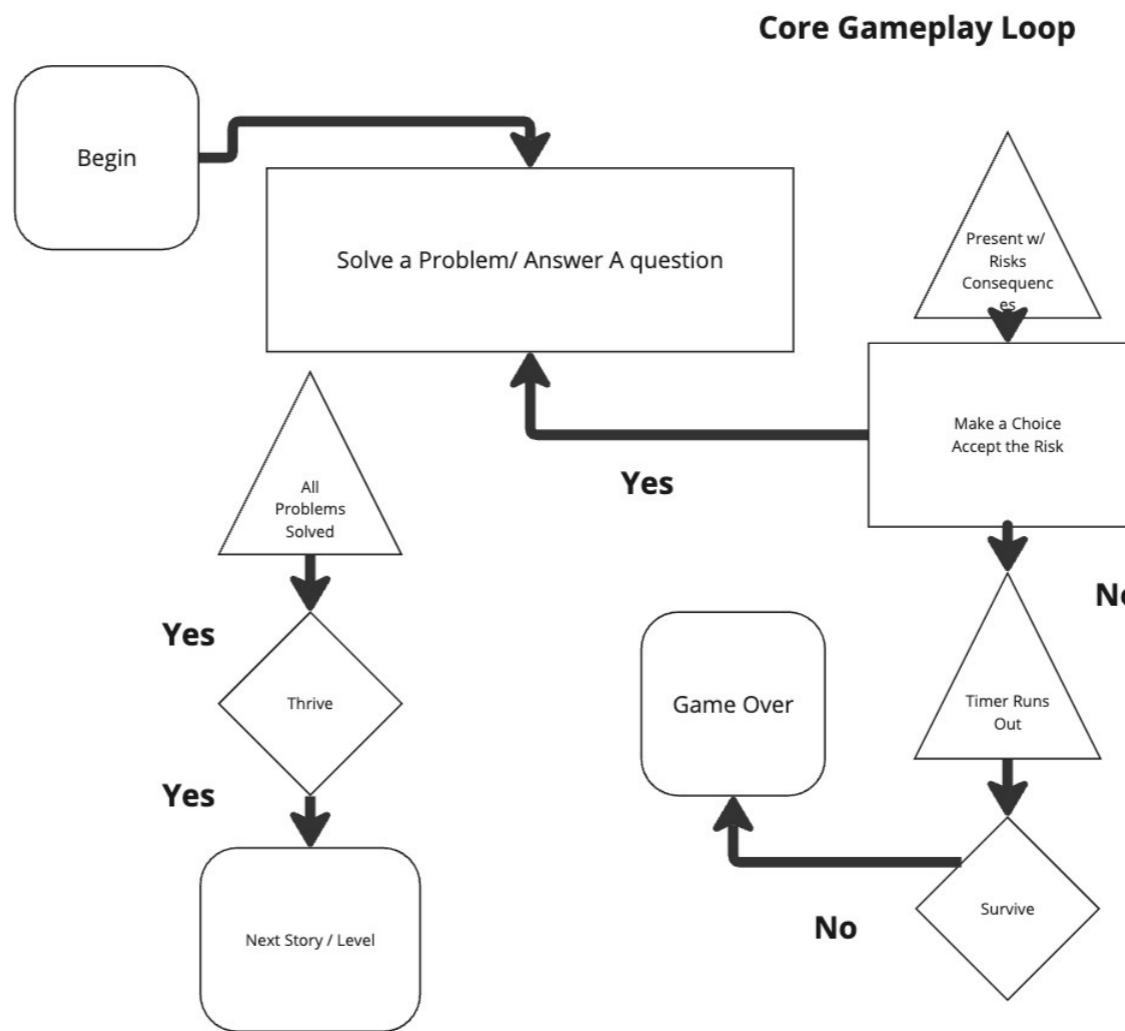
## Summary

You and your best friend have been friends for years & hang out all the time. You're at the park playing games and see that your account has been hacked. The catch is, you realize it was your best friend.

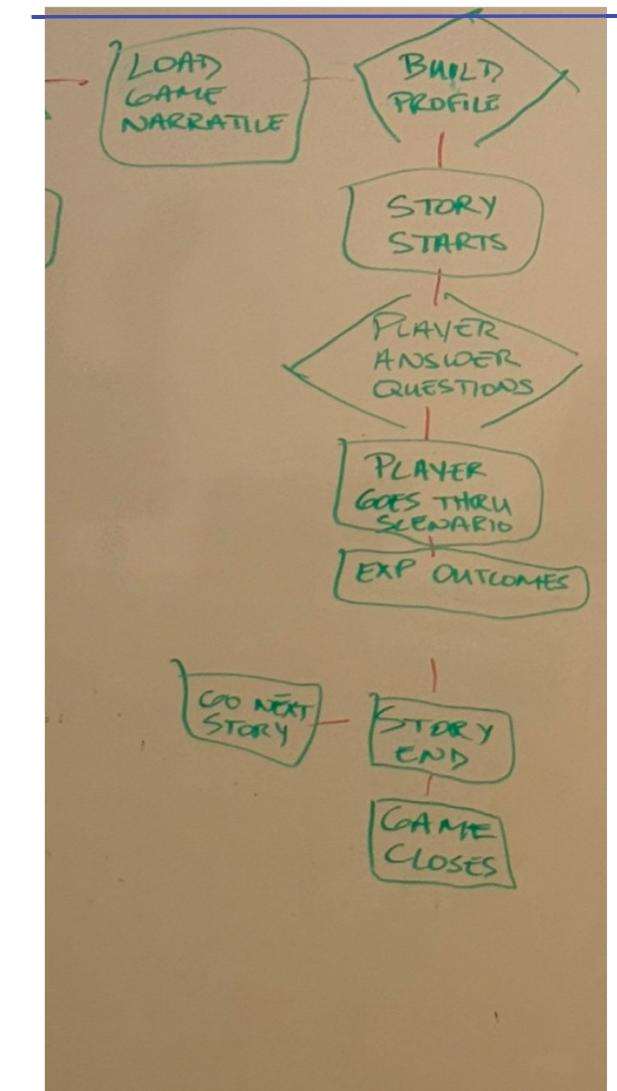
## Mechanics



## Core Gameplay Loop

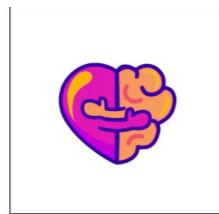


## User Flow



# Design Process

## Core Gameplay Loop



Matters of The Heart

### Typography

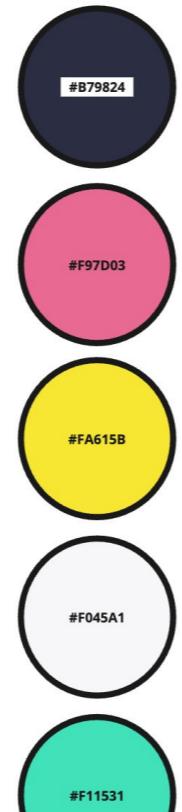
FONT NAME(S)

HEADING TEXT: **TAN Songbird**

SUBHEADING TEXT: **Fredoka**

BODY TEXT: Glacial Indifference

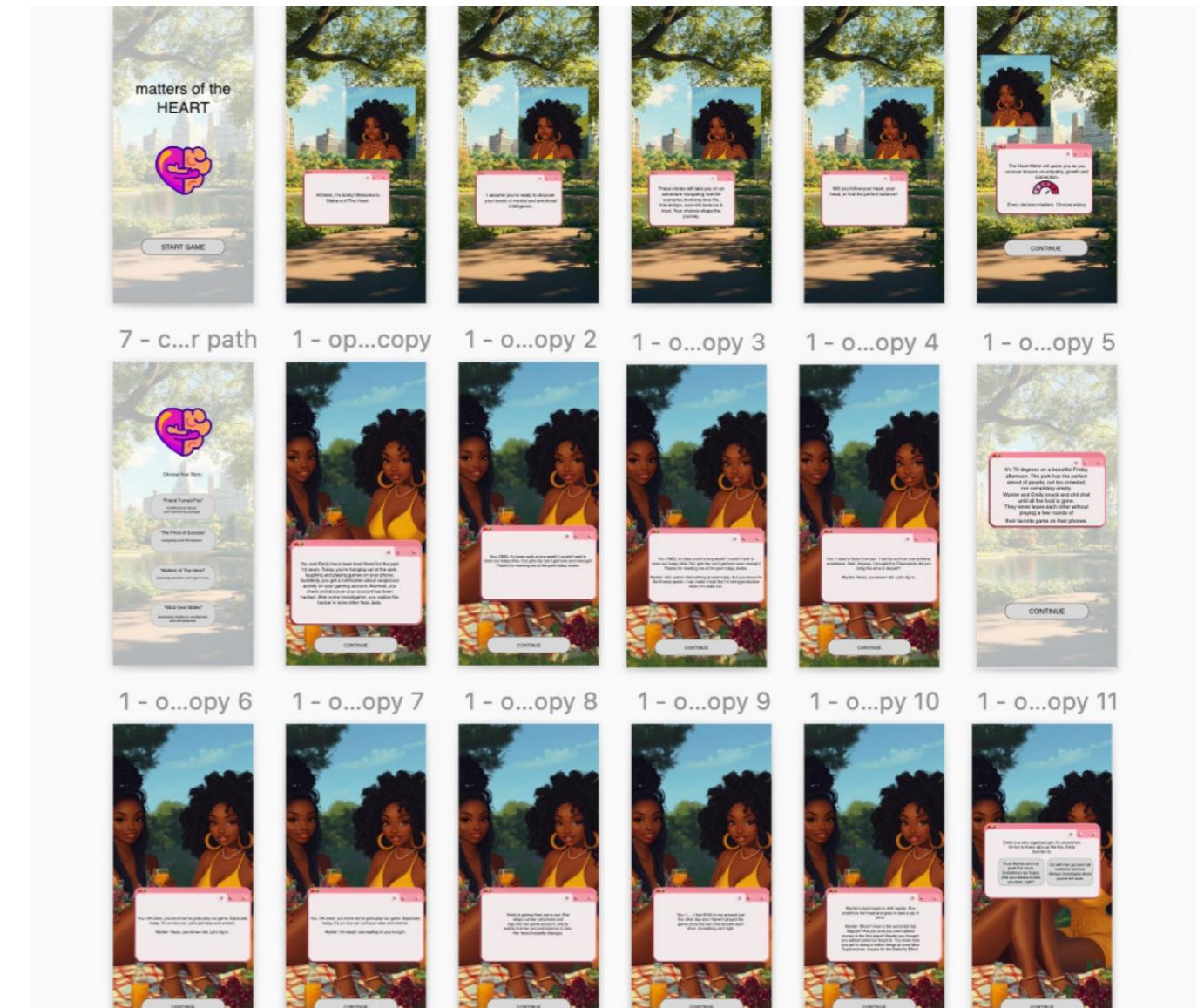
### Color Palette

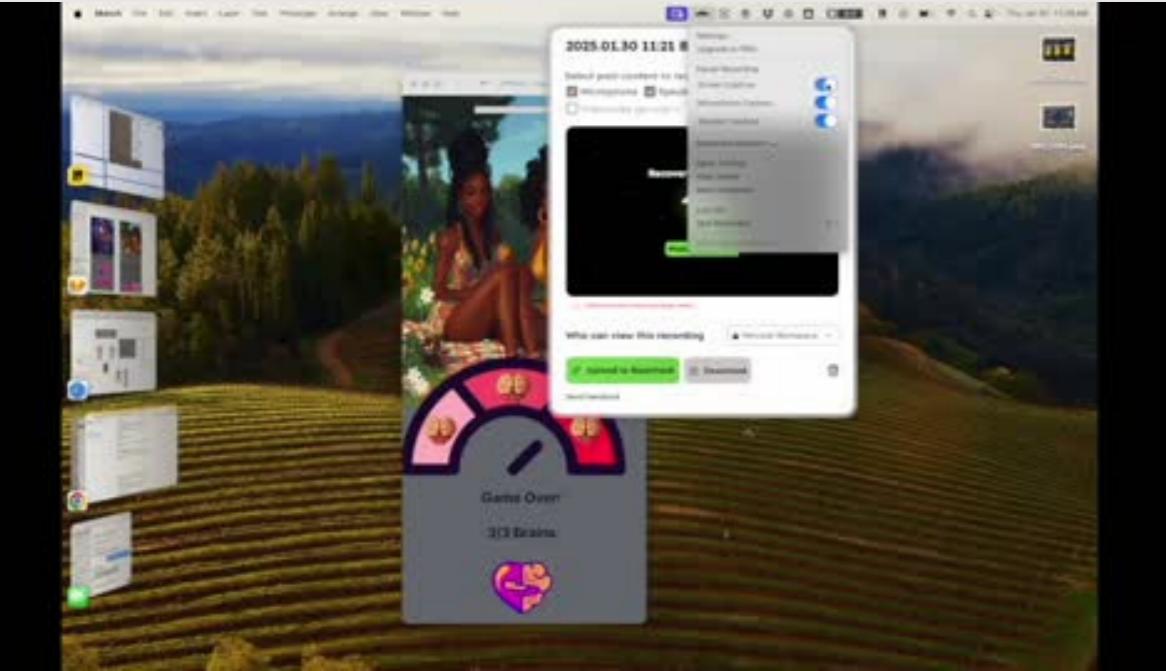


### UI Elements



## User Flow





usebacktrack.com

2025.01.30 11:21

Backtrack

The transcript captures a feedback session where two individuals, one of whom might be named Gabby, are discussing a video game in development. The conversation focuses on the game's design elements, including navigation, color schemes, and storytelling...

# User Feedback

User Feedback: <https://usebacktrack.com/share/1vsigCiJ>



Simulator - iPhone 16 - 25 February 2025  
Loom



## DESIGN DOCUMENT

By: Ladies First

## Introduction

### Game Summary

Matters of the Heart is a storytelling and emotional intelligence in various social situations.

### Inspiration

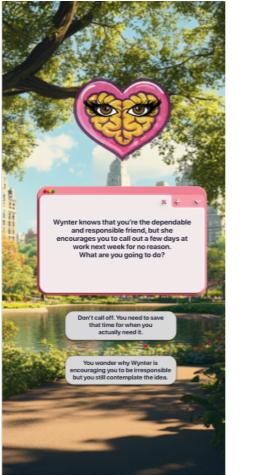
#### Storytelling Competitors

Episode - Choose Your Story

Episode is the main inspiration for building a storytelling game. The realistic graphical character design.

Netflix Stories - The Perfect Couple

The Perfect Couple inspired what not do in a storytelling game. Each chapter story has a choice where the player is reading and not interacting.



### Controls

The game progresses by tapping on the continue button and multiple-choice answers.

## In-

### Accessibility

Matters of the Heart made specific choices to be an inclusive game. Our designers used large buttons and fonts for easy navigation and readability. We used Sim Daltonism to stress test how color-blind friendly the Matters of the Heart.

# Demo + Design Doc

App Demo: <https://www.loom.com/share/33ab8c5da3394023a93e2ba2fb6752c6?sid=5a0af4de-8d2b-429c-9639-89136062a594>



Simulator - iPhone 16 - 25 February 2025  
Loom