

DES214SU25-A

MY DESIGN

INTENT

HERMIONE SEE

# ABOUT ME



My name is Hermione, the same pronunciation and spelling as Hermione Granger in Harry Potter! I like to craft environments where layout, objects, and interactive elements work together to reveal a form of narrative for the world building.

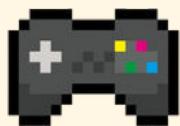
## INTERESTS



VISUAL ARTS



CATS



GAMES



JOURNALING

## DESIGN PHILOSOPHY

### NARRATIVE-DRIVEN ENVIRONMENTS

- : For **every space** to have a meaning for its existence and **serve a purpose** within the world built

### ENVIRONMENTAL STORYTELLING

- : Create spaces that feel **lived-in and authentic** to their inhabitants and guide the player's understanding through visual and spatial cues

### SYSTEMATIC INTEGRATION

- : Interconnected systems that **enhance the core experience** of the player within the game world

# ONE WAY OUT

## CONTEXT

Player stumbles into what looks like an abandoned factory and enters the backdoor to take a look, accidentally triggering an ancient security protocol.

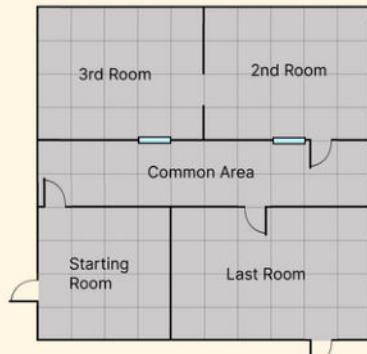
## DESIGN PROCESS

### 1 THEME AND NARRATIVE OF ESCAPE ROOM

- Witch
- Mad Scientist
- Ancient Ruins



### 2 LAYOUT OF ESCAPE ROOM



### 3 PUZZLE IMPLEMENTATION WITH ROUTING



### 4 ADDING ATMOSPHERE OF THE DIFFERENT ROOMS



### 5 ADDING INTERACTABLES WITHIN THE ENVIRONMENT



### 6 FINAL REFINING AND FLAIRS



## ROOM LAYOUT (50 x 50)



## LEGEND

- barrel - can be pushed in specified direction
- hints - for puzzles
- puzzle
- collectable - can get from puzzles
- cauldron - to make key items
- lock - using key items to unlock or powered
- key items - used to unlock respective coloured locks
- wall
- door
- power - to power respective coloured elements
- window - cannot be broken
- damaged portrait of a girl
- someone's written note

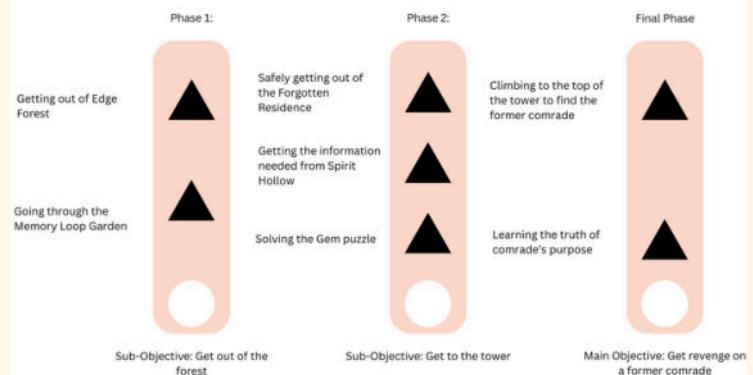
# ONE MILLION CAMPAIGN

# CONTEXT

You awaken in a dense, mist-laced forest with no memory of where you are or why you are here, but you know one thing: Vengeance.

With only your name, your broken memories and the consistent whisper of what seems to be your only purpose, you set forth towards the tower the voices are leading you towards.

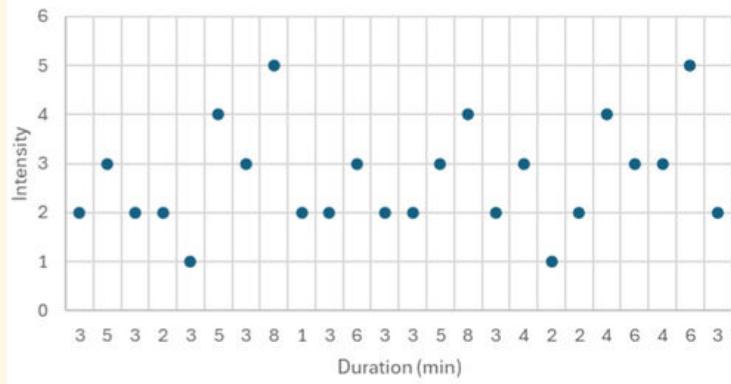
## KEY INTERACTIVE EVENTS



## REFERENCE MATERIALS/IDEAS

- Amnesia, lost identity
  - Recurring memories
  - Obsession over a single purpose or emotion
  - Guidance by old memories of the past

## INTENSITY CURVE



## MAP LAYOUT (150 x 150)



## FOCAL POINTS



# THIS IS HOW YOU DO IT

## LEVEL TITLE

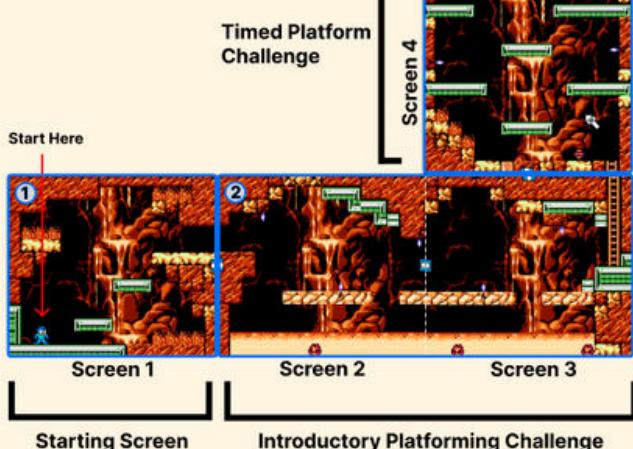
Exploding Volcano

## CONTEXT

Player escaping a volcano that is about to erupt.

## CORE IDEAS

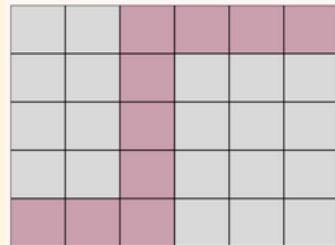
- Fire/Lava
- Construction/Man-made structures
- Erupting Volcano
- Timed Challenges
- Projectile Enemies with Fire Themes



## Timed Challenge

## Platforming with Projectiles

## MAP LAYOUT (10 SCREENS)



## BLOCK PALETTE



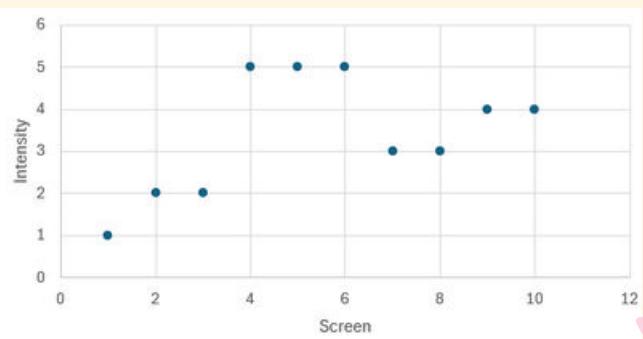
## CADENCE

A - Platforming  
B - Projectiles

C - Timed Platforming  
D - Timed Challenge

Step	Screen	Cadence	Intensity
1	1	A	1
2	2-3	A + B	2
3	4-6	A + B + C	5
4	7-8	D	3
5	9-10	A' + B	4

## INTENSITY CURVE



Tried to showcase a sudden increase in stress due to the sudden volcano eruption, and the expected calmness after running away from the volcano and then dealing with the aftermath.

