FEARLESS

Check In Presentation

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PROBLEM

15 million people in America and Canada suffer from social anxiety. People with social anxiety fear-
meeting new people, being the center of attention, being watched, making small talk, public speaking, being criticized, going on a date, eating or drinking in public and more.

This could lead or be linked to depression and/or panic attacks, which causes a serious issue.

GAME CONCEPT SUMMARY

“Fearless” is a game that metaphorically depicts social anxiety disorder. As a character in an unknown, quiet city, he/she will play as Fearless and meet unique characters that represent different symptoms of the disorder, including emotional physical and behavioural symptoms. The user will communicate with each character and do small tasks that will help these characters out. This brings awareness to social anxiety as well as suggest methods of self therapy, commonly derived from cognitive behavioural therapy sessions. Cognitive behavioural therapy is proved to be the most effective treatment for social anxiety.

This will be accompanied with calming music, sound effects and graphics.This could link to art therapy.

SO IN OTHER WORDS,

BE YOUR OWN THERAPIST.

PROMOTING “FEARLESS”

Gameplay Trailer:
Trailer to showcase a brief preview of the game

Gameplay Demo: 1 Scenario
1 scenario the character will go through during gameplay.
Will be explained further later on this presentation.

Website Promotion
1 page website to provide information on available dowload links.
Will also include:

- -Brief Introduction and explanation
- -Screenshots of the game
- -Includes the trailer +scenario demo.

TARGET AUDIENCE

Main Target Audience: Young Adults with social anxiety, looking for comfort.

Secondary Target Audience: Anyone who is curious about the illness, wishes to help a friend or family member with social anxiety, or wants a soul reviving experience.

THEME

Tranquil, Warming, Therapeutic

Lots of Nature Related Visuals:
Trees, water, grass.

Old town look:
Old style buildings, light poles and ladders.

TYPOGRAPHY

THIS IS THE TITLE TYPE FOR **FEARLESS.**
BOLD AND EDGY.

Mohave

This is the in-game body text.
Straight forward, and easy to read Sans-Serif.

Roboto

CHARACTER DEVELOPMENT

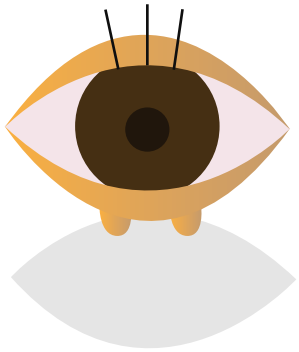
VERSION 1

VERSION 2

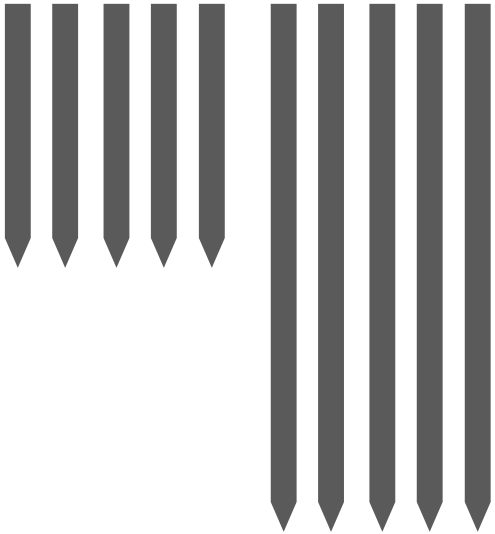
VERSION 3

VERSION 4

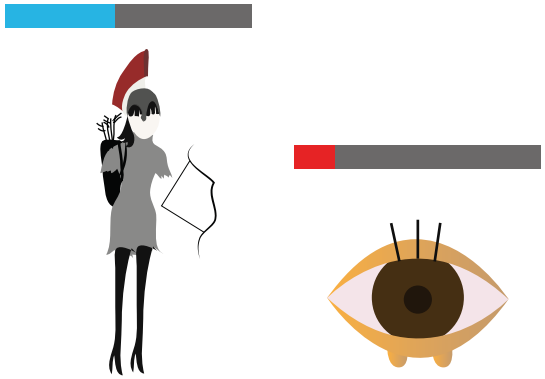
CHARACTER DEVELOPMENT
OBSTACLES



THE ENEMY



CLOSING GATES



HEALTH BAR (Only shows up when fighting enemies.)

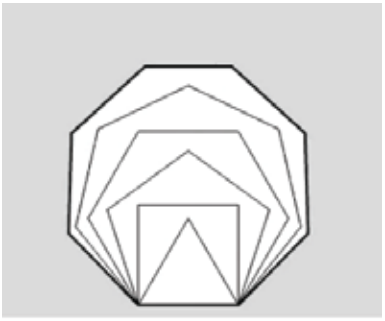
CHARACTER DEVELOPMENT
ELEMENTS OF THERAPY

GLOWING LIGHTS, REPRE-
SENTING HAPPINESS

WATERFALLS, LAKES

ANIMALS PASSING BY

SOUNDS OF WATER,
ANIMALS AND GENTLE
WIND.



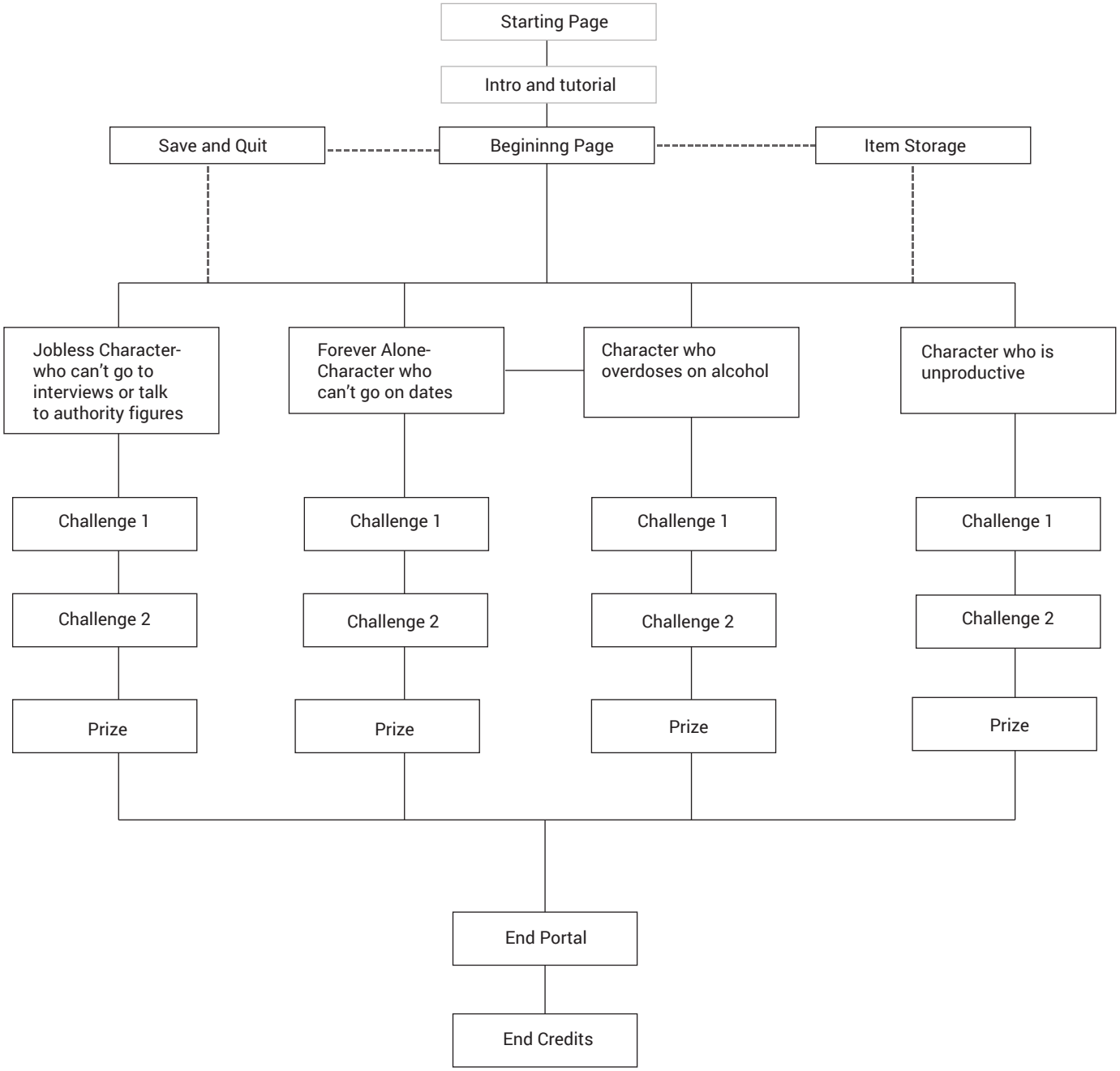
ELEMENTS OF BREATHING RHYTHMS?

AVAILABLE FOR iOS and ANDROID
Prototyped on iOS iPhone 6

Orientation: Horizontal

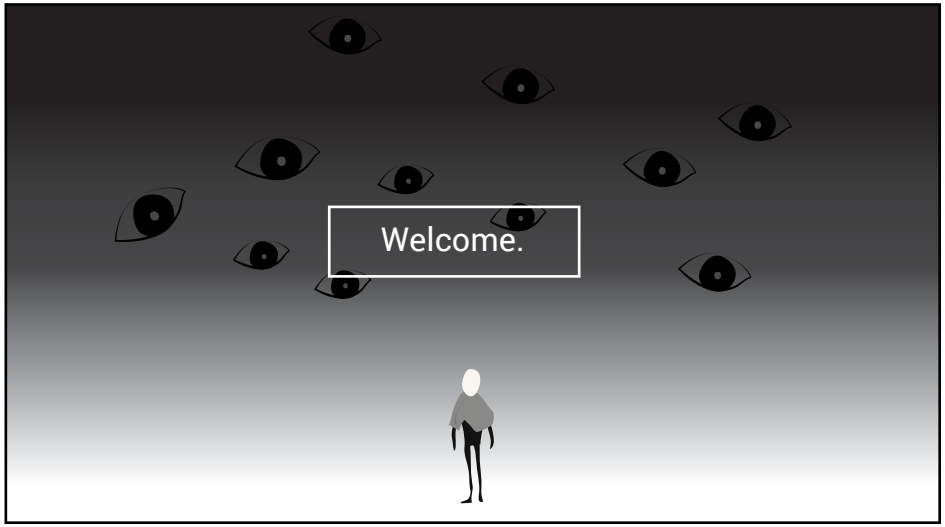
Tap Character : Character Jump
Touch Anywhere on Landscape/Background: control character back and fourth
Touch&Hold: Menu: Save and exit, Sound Settings and Restart

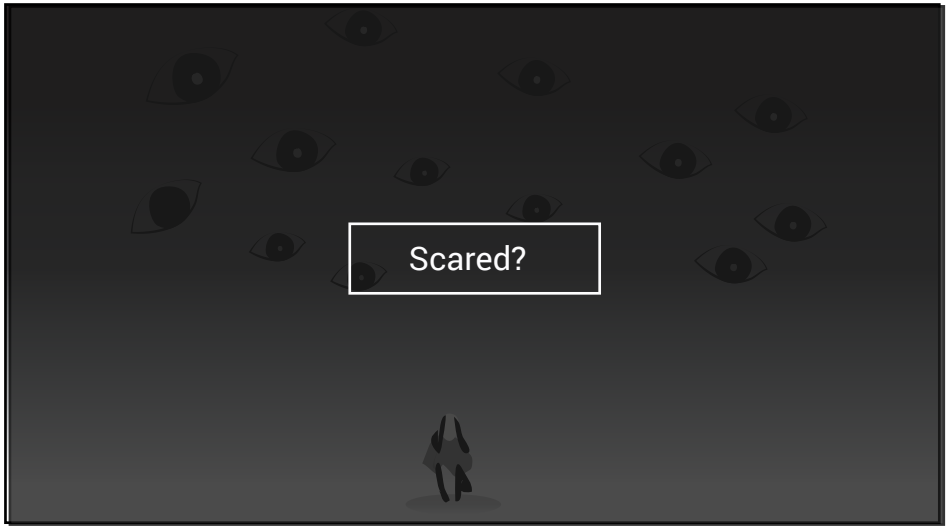
Waterdrop Effect: Circle appears to indicate tap


Starting Page
Intro and tutorial
Save and Quit
Begininng Page
Item Storage
Jobless Character- who can't go to interviews or talk to authority figures
Forever Alone- Character who can't go on dates
Character who overdoses on alcohol
Character who is unproductive
Challenge 1
Challenge 1
Challenge 1
Challenge 1
Challenge 2
Challenge 2
Challenge 2
Challenge 2
Prize
Prize
Prize
Prize
End Portal
End Credits

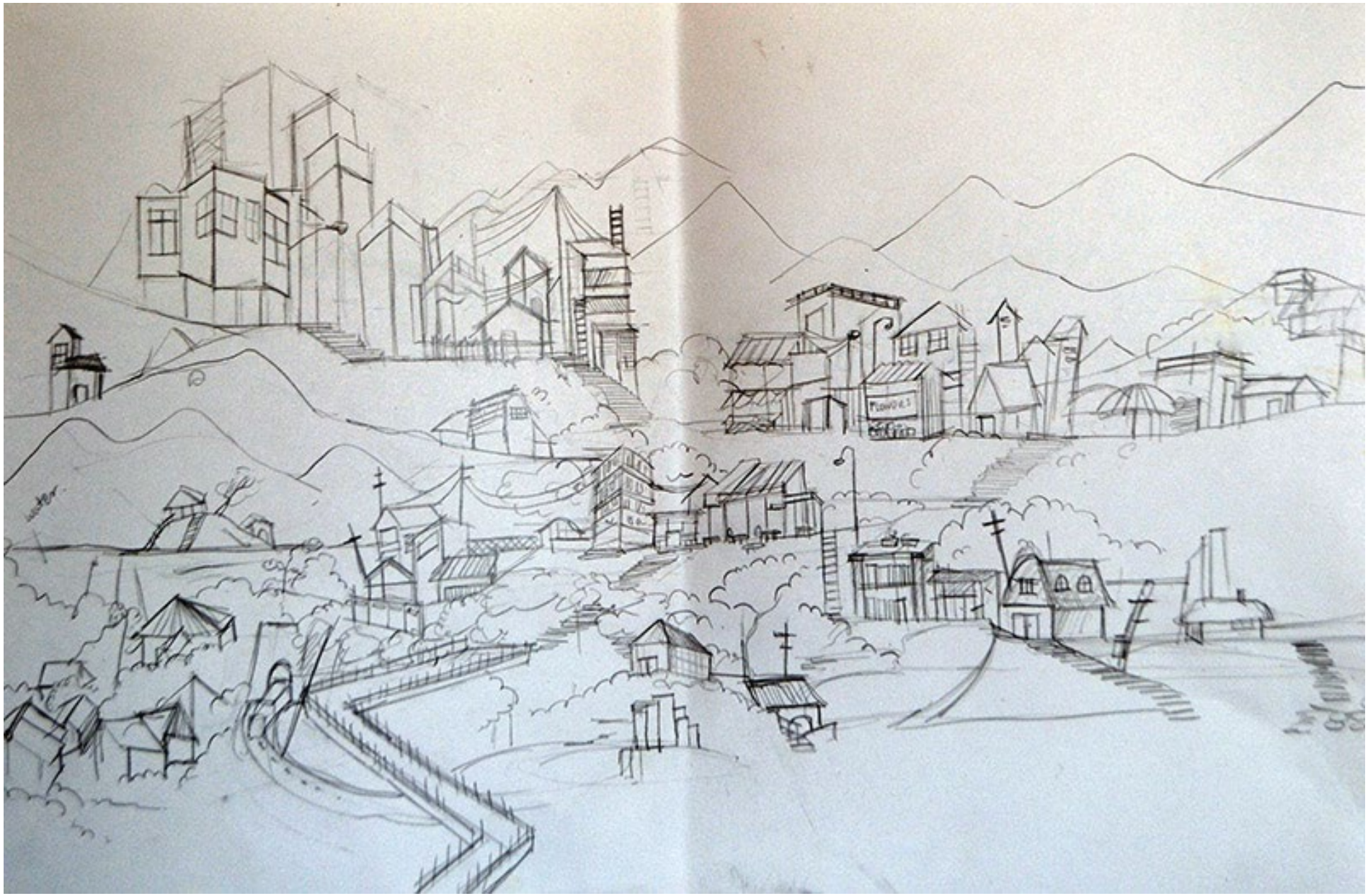
Please Enter Your Name.

Select a Character.





DIALOGUE BOX ANIMATION



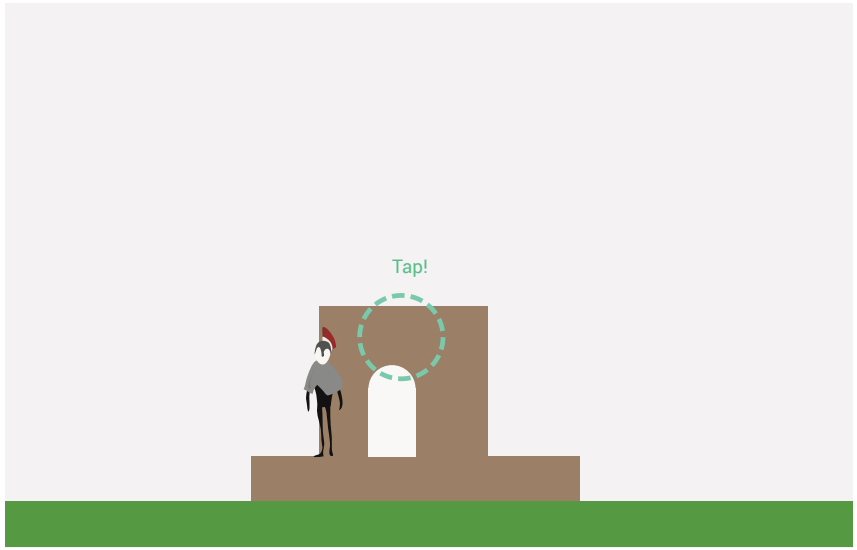
FIRST UI ATTEMPT

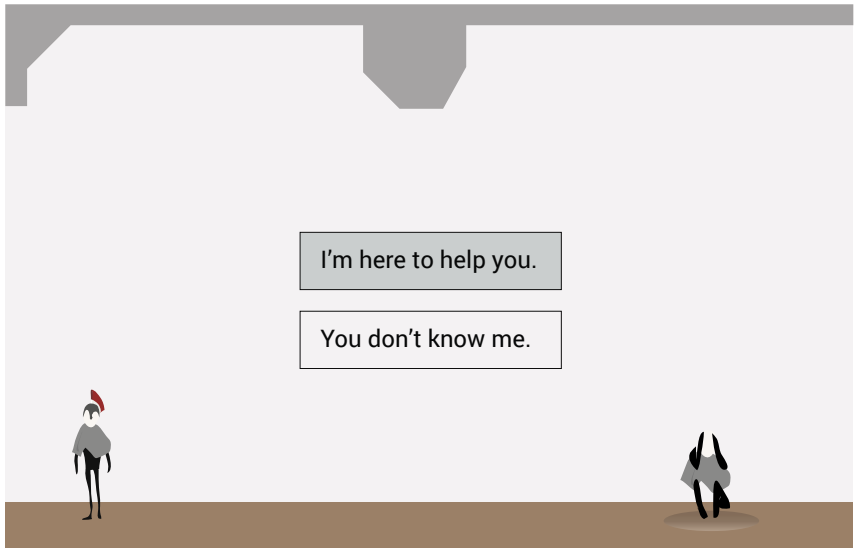
STORYBOARD:

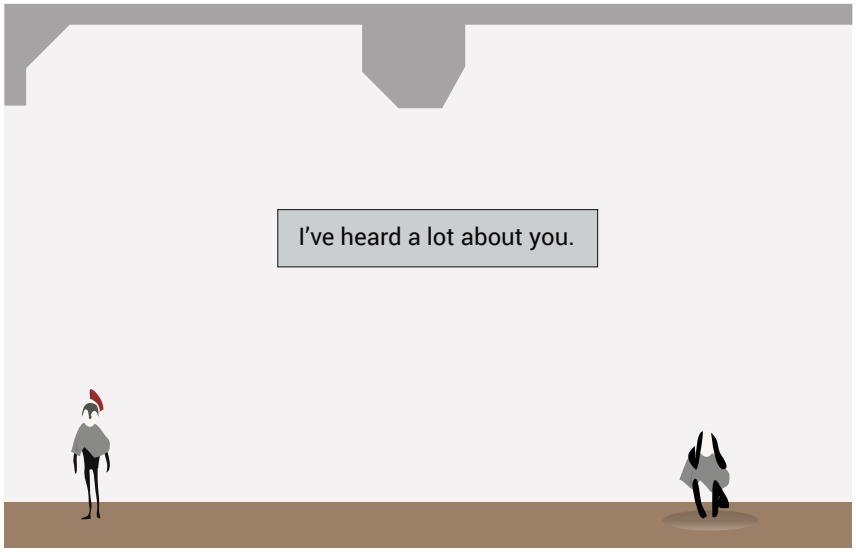
SCENARIO:

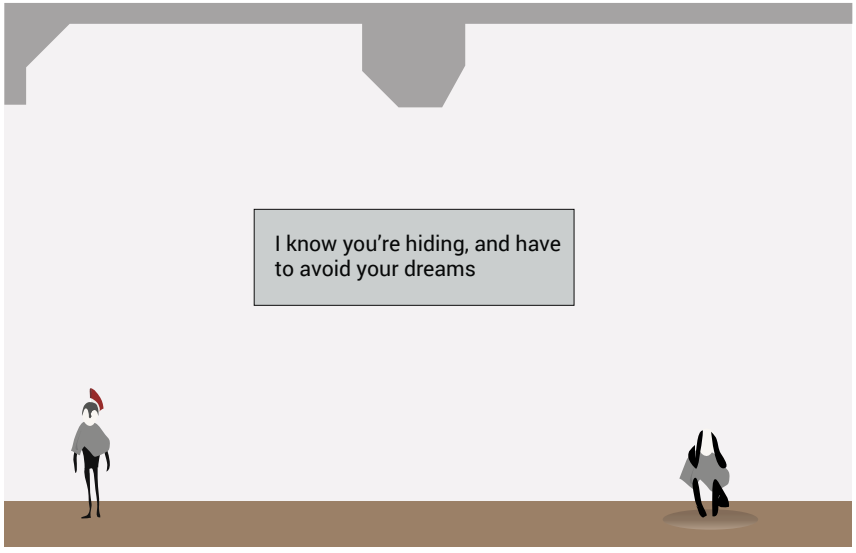
The girl who wishes to live in the city, but cannot find a job due to her anxiety.

SCENARIO STORYBOARD



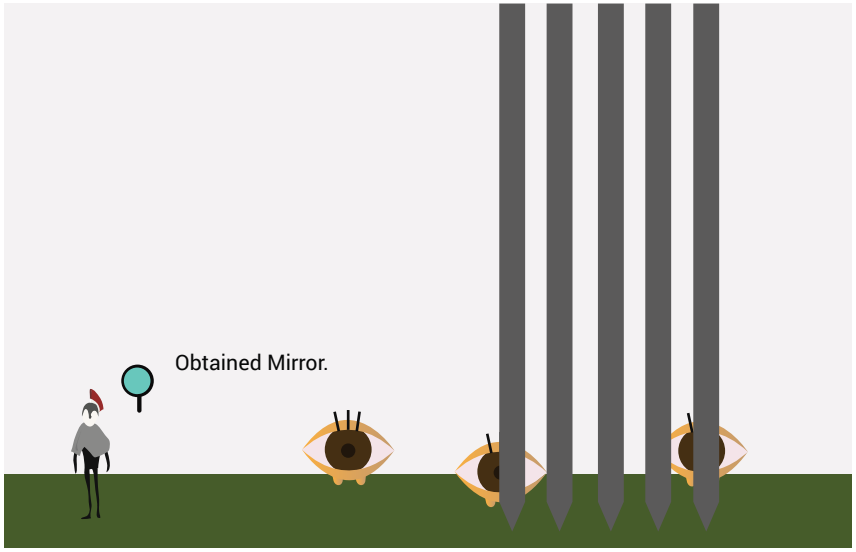






*-seeing how so*meone interprets their environment.

-avoidance problem with people who have social anxiety



fight enemy to obtain items

Vent it out in a journal.
-What are my symptoms?
-What am I afraid of?

practice “in vivo” exposure, such as imagining giving a speech or practicing a job interview through role playing

THANK YOU.