

# **Final Project**

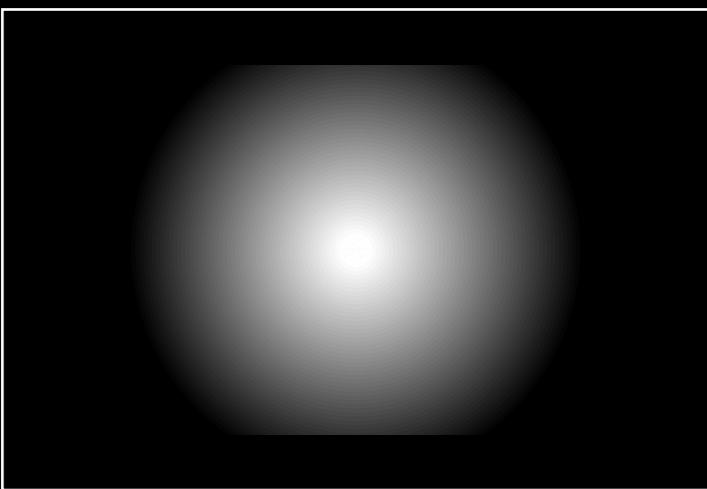
## **Ideation Presentation**

**Janelle Algarra // Creative Coding Section B**

# Idea 1: Interactive narrative

## Big picture (storyboard)

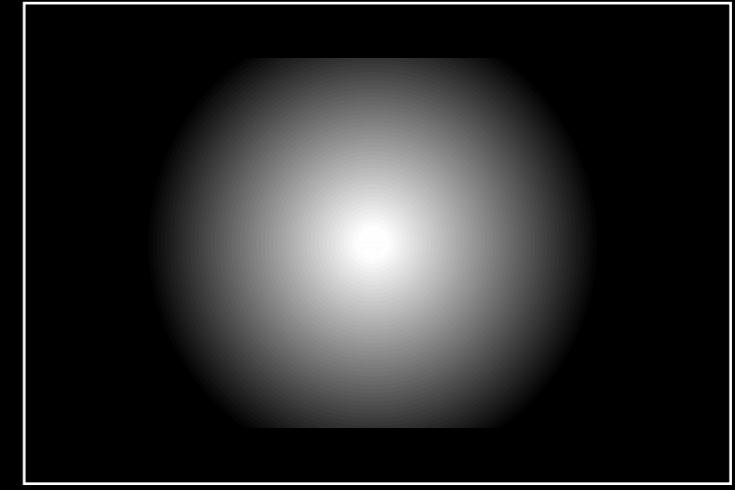
Option 1



Option 2



Option 3

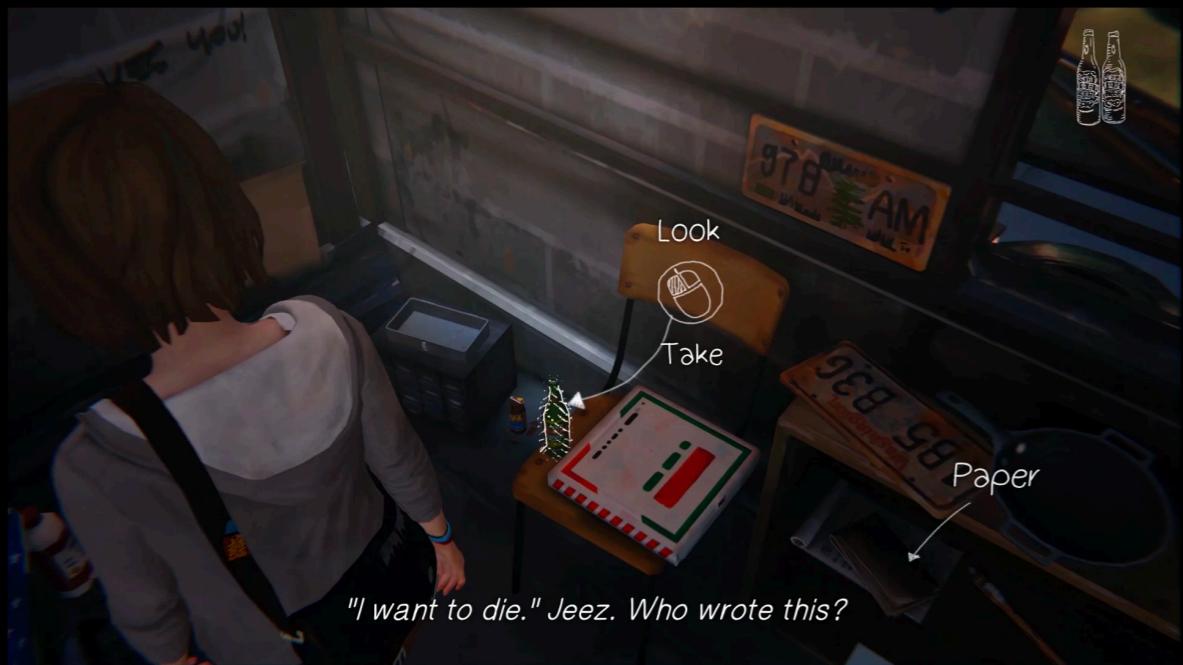


Scenery (no humans)

Scenery (with humans)

Cartoon/comic-like graphics

# inspiration



Adventure game - Life is strange



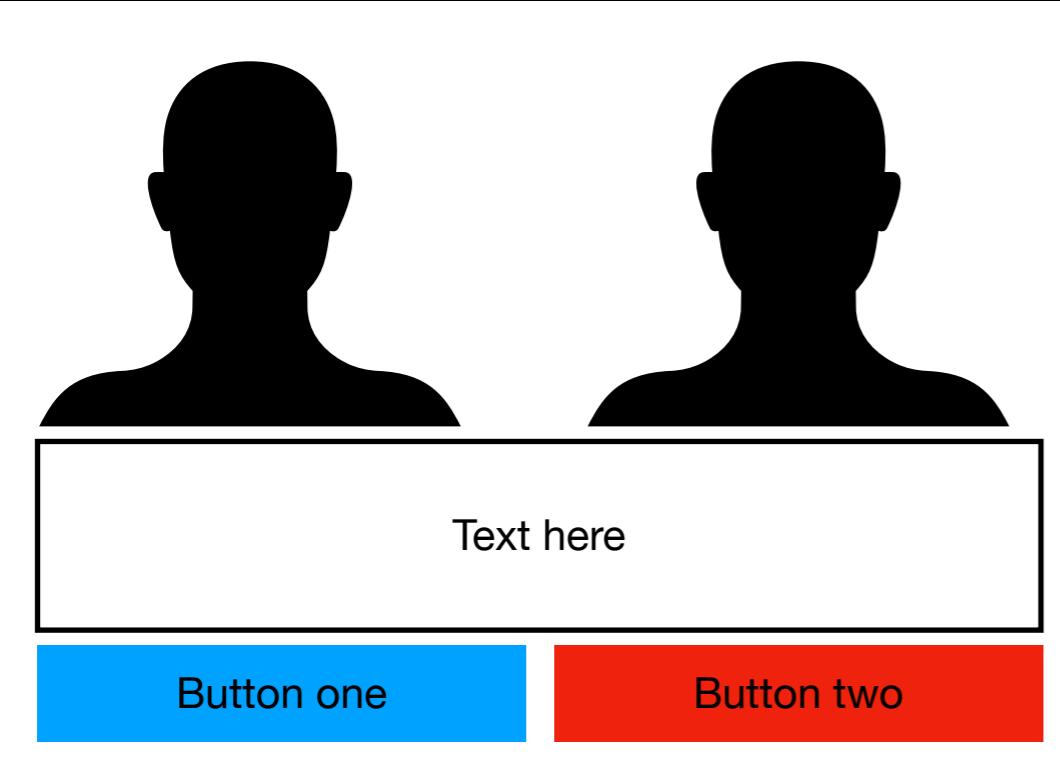
Adventure game - Walking dead



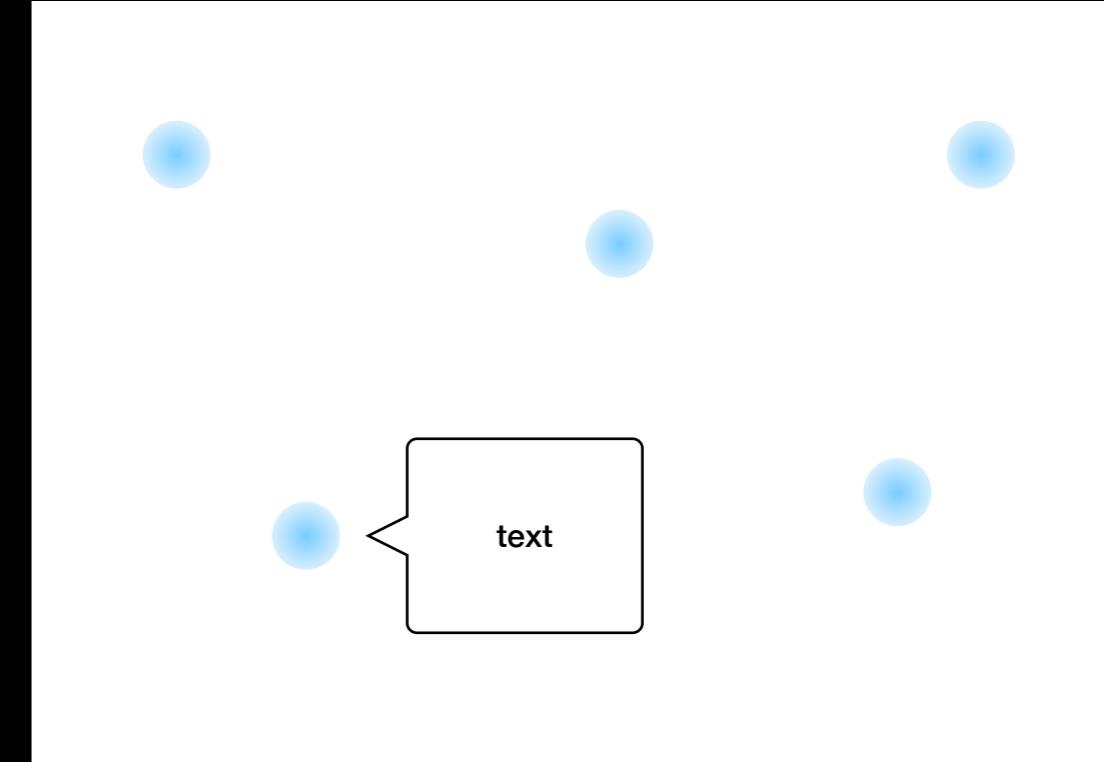
Visual novel - anime (this one is clannad)



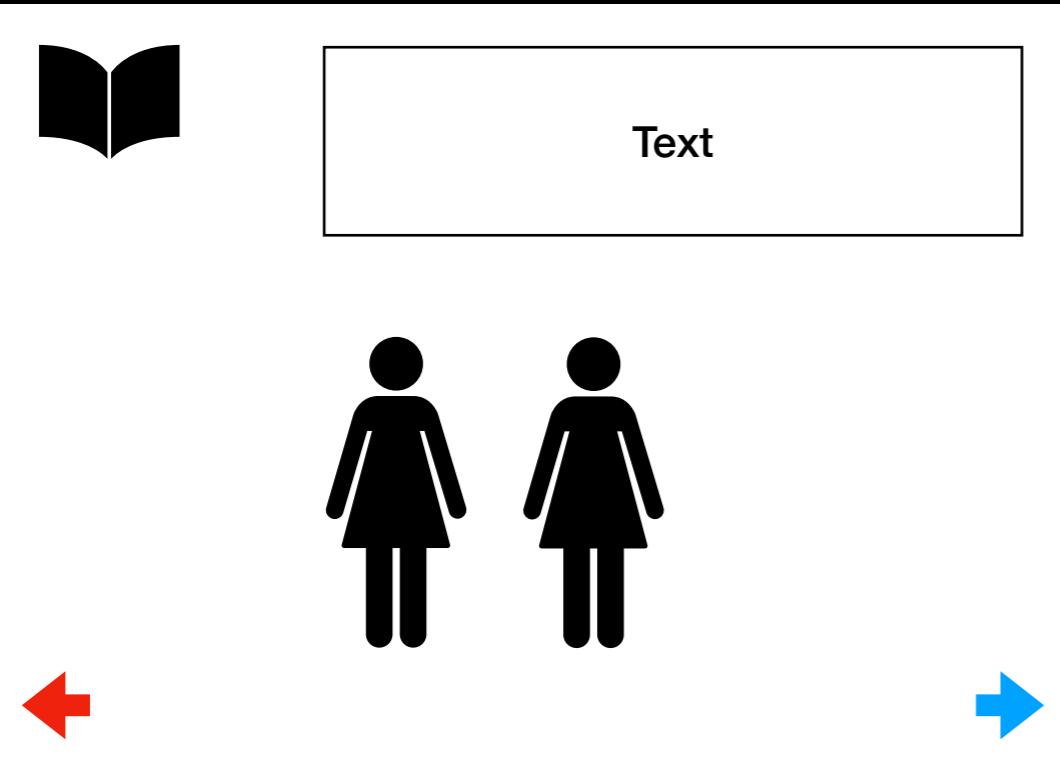
Interactive film - Bandersnatch



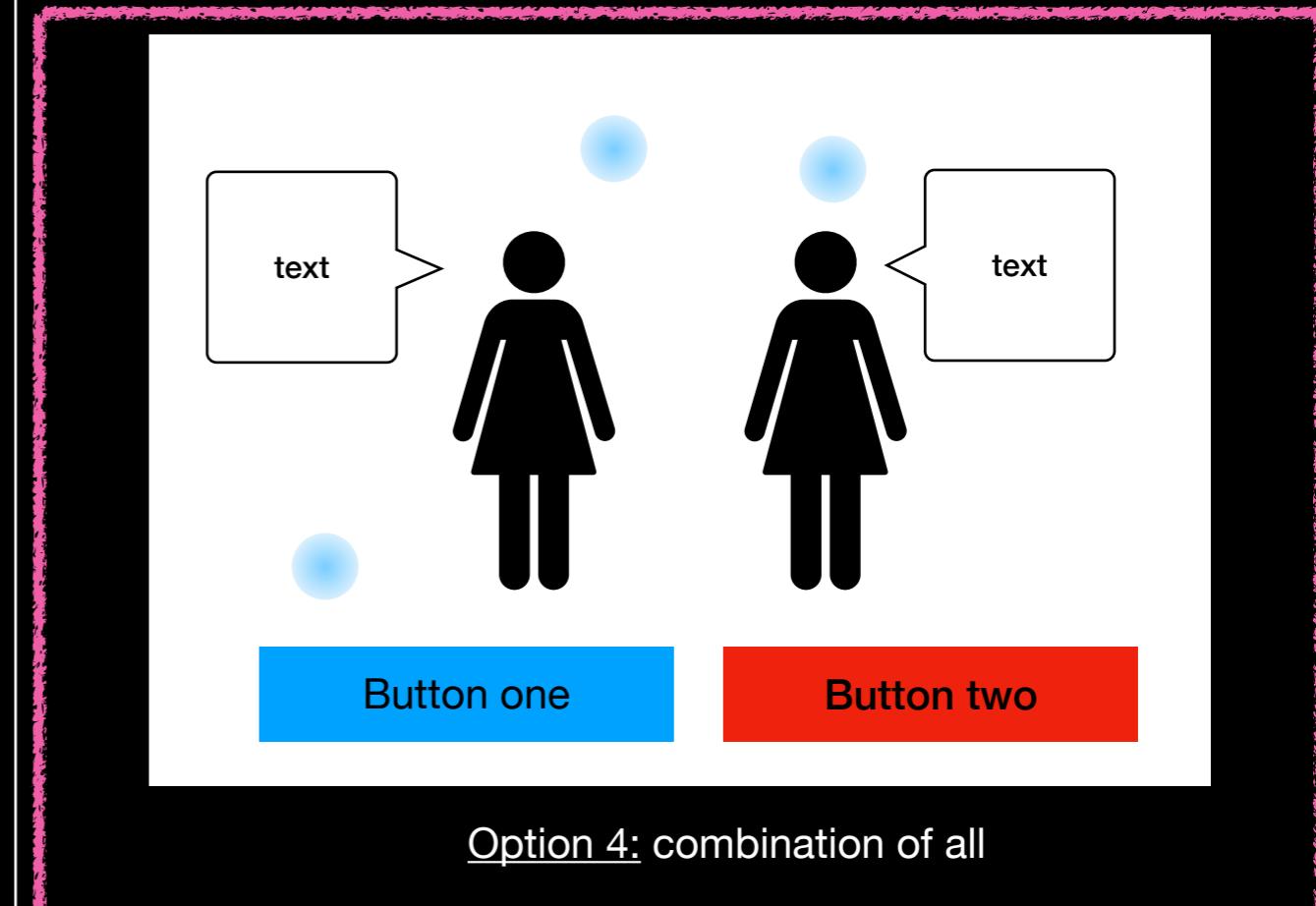
Option 1: decision making



Option 2: environment interaction



Option 3: no deciding interaction



Option 4: combination of all

# Behind the idea

**Concept:** An interactive story-telling program where the user makes choices that lead to different outcomes

**Goal:** The user should be lead visually by the graphics and content-wise through the story

## Other details:

- *Genre* - horror/suspense
- *Story* - An excerpt from an existing novel/story (or possibly my own if I have the time)
- *Visuals* - both existing and own images
- Interactive scenes where users can touch objects and certain texts/sounds will be triggered

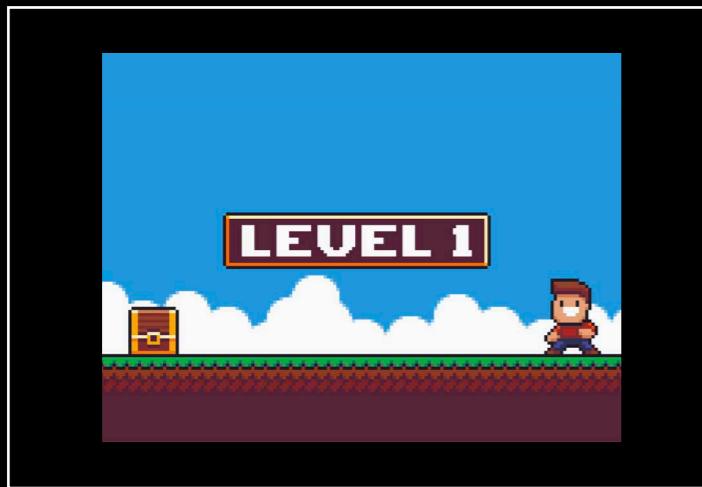
# Links

- <https://lifeisstrange.square-enix-games.com/en-us?>
- <https://www.naughtydog.com/>
- <https://sixpenceee.com/>
- <https://www.youtube.com/user/MrCreepyPasta>

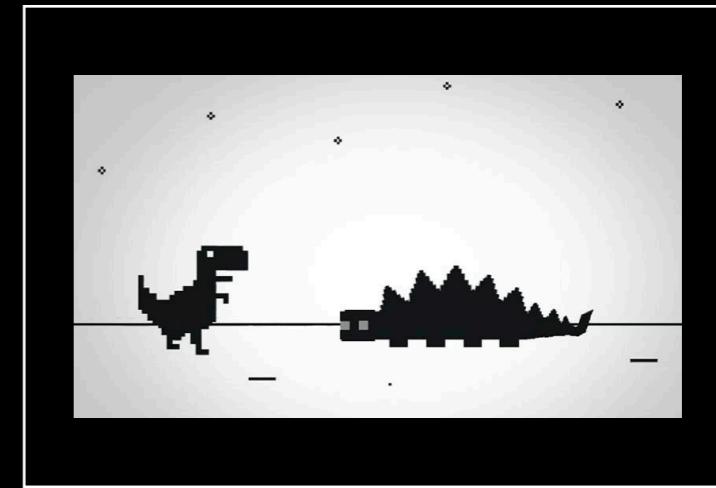
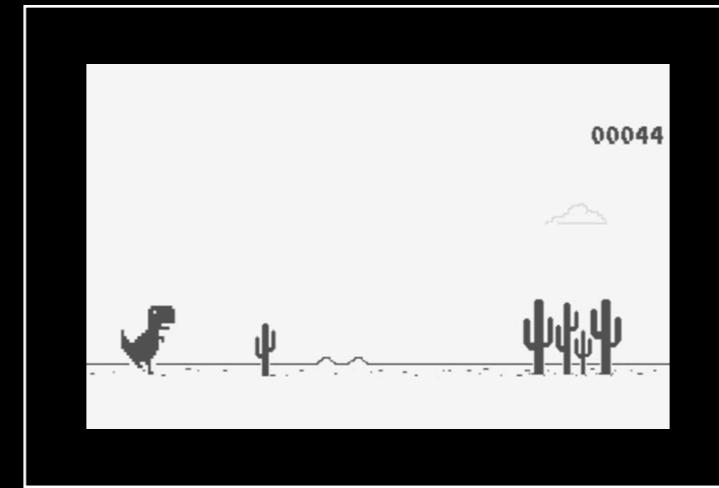
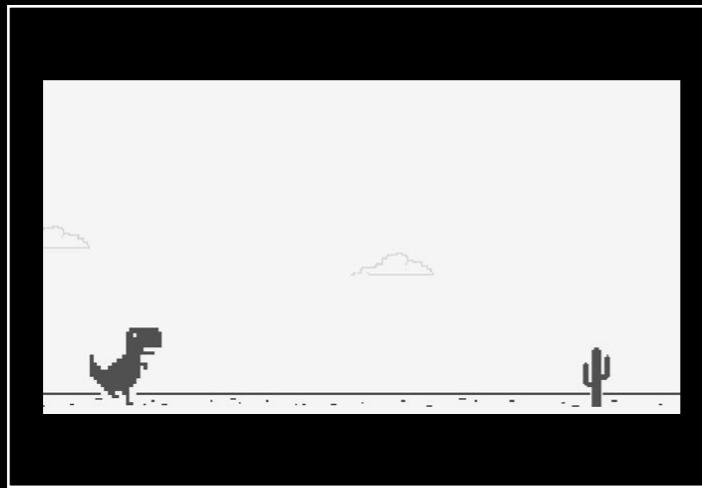
# Idea 2: adventure game

# Big picture (storyboard)

Option 1



Option 2



Option 3

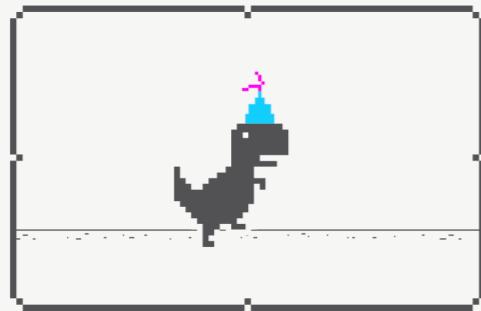


Puzzle

Increasing objects

Fighting

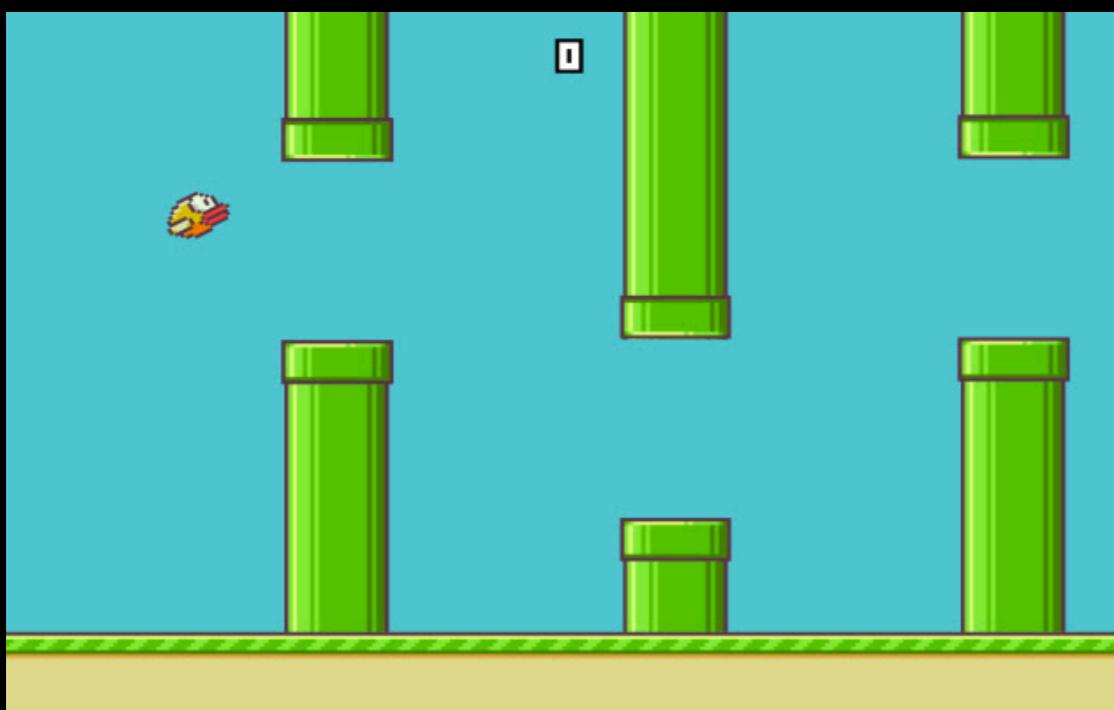
# inspiration



Google chrome Dino swords game



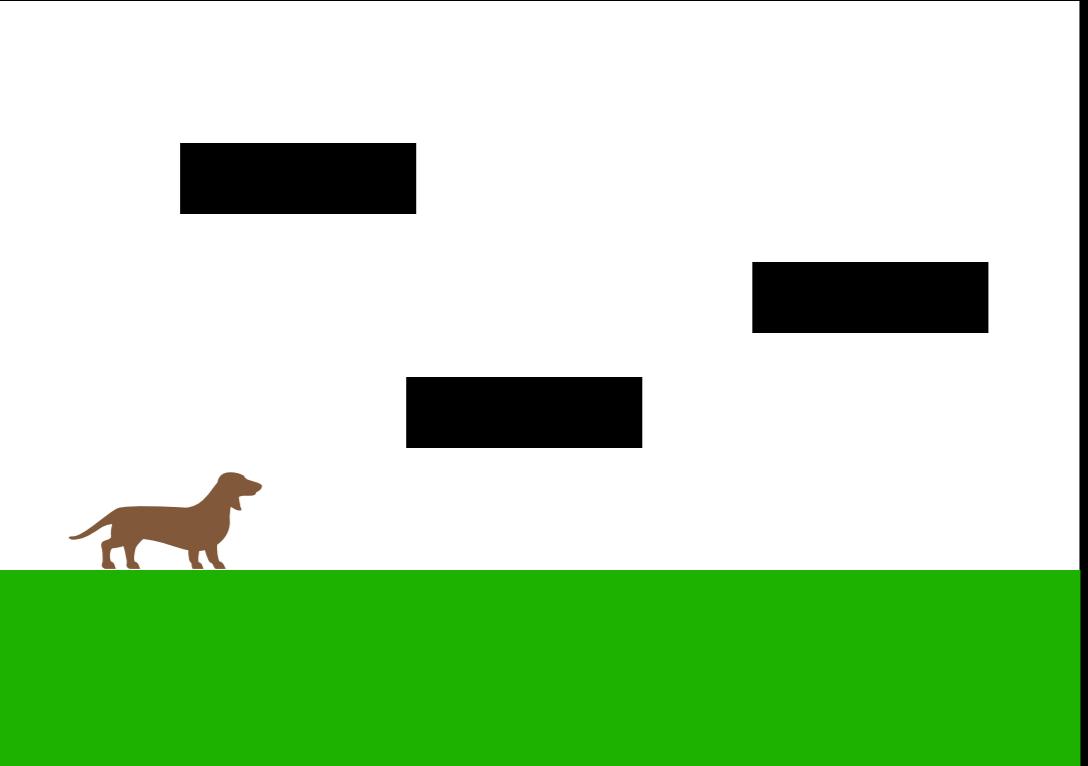
Super Mario Bros



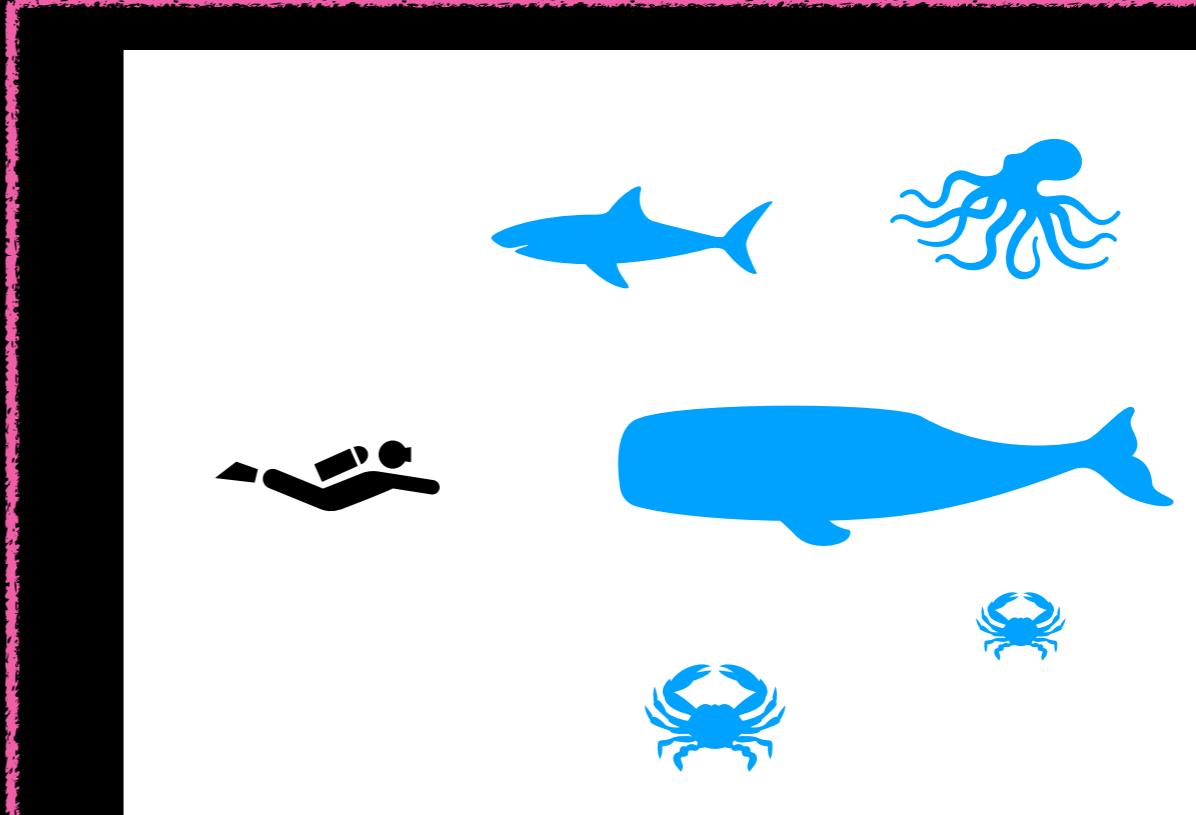
Flappy bird



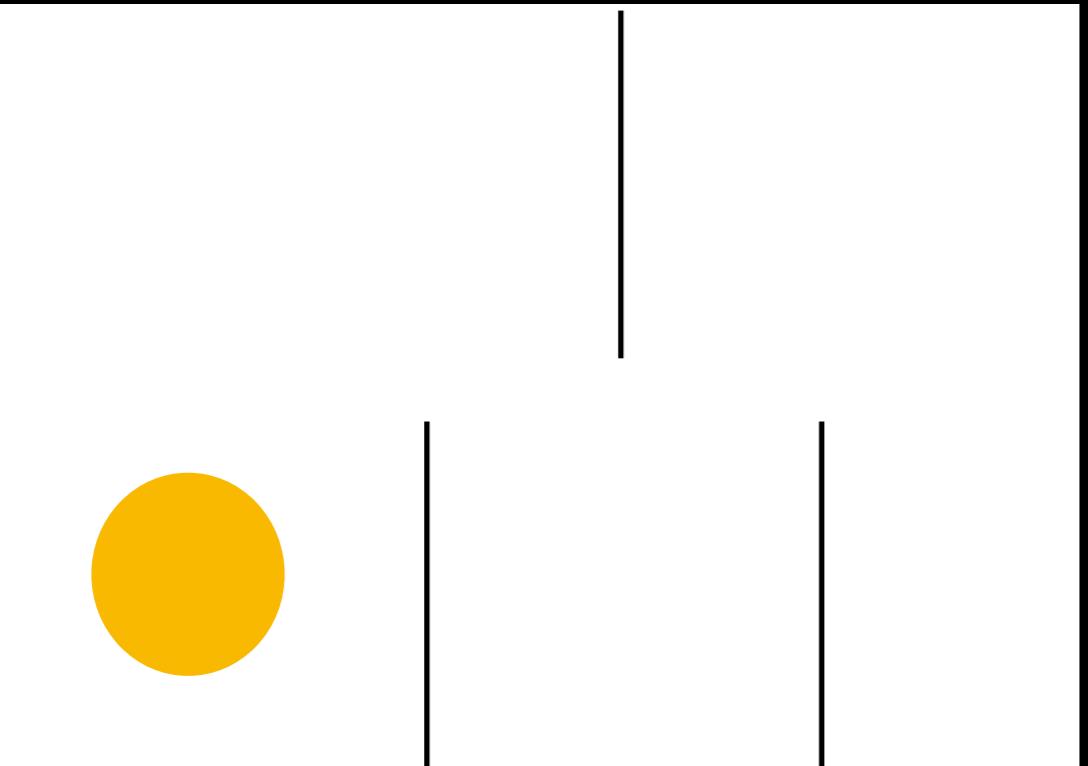
Tekken (1)



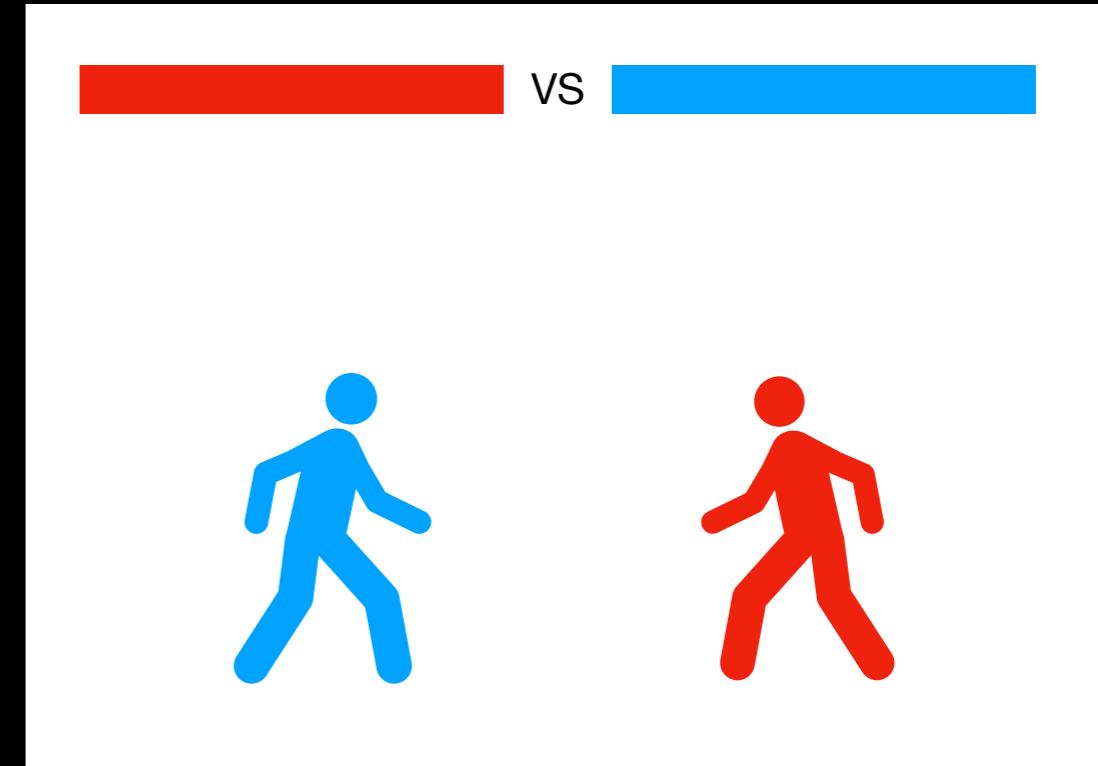
Option 1: 2D platform game



Option 2: obstacle course



Option 3: maze/puzzle



Option 4: 1v1

# Behind the idea

**Concept:** A mini game where the user must go through different challenges to win

**Goal:** A simple yet fun and addictive game both from its gameplay and alluring visuals

## Other details:

- *Genre* - arcade-style
- *Story* - n/a
- *Visuals* - both existing and own images
- Could possibly add some cut scenes to make the experience more unique given that it is a pretty common game style

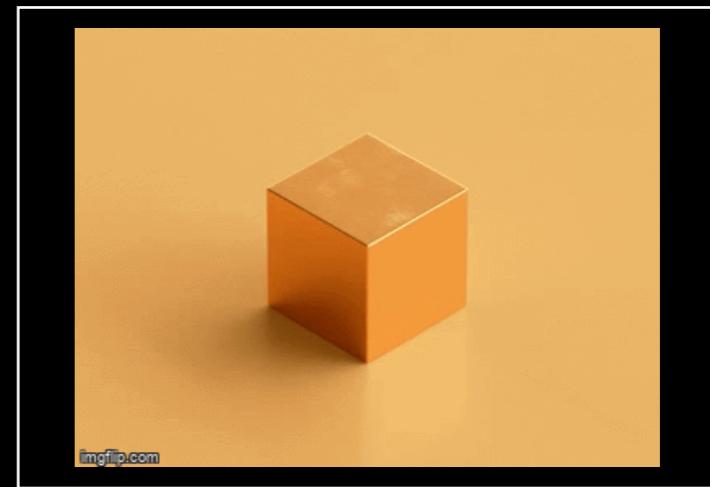
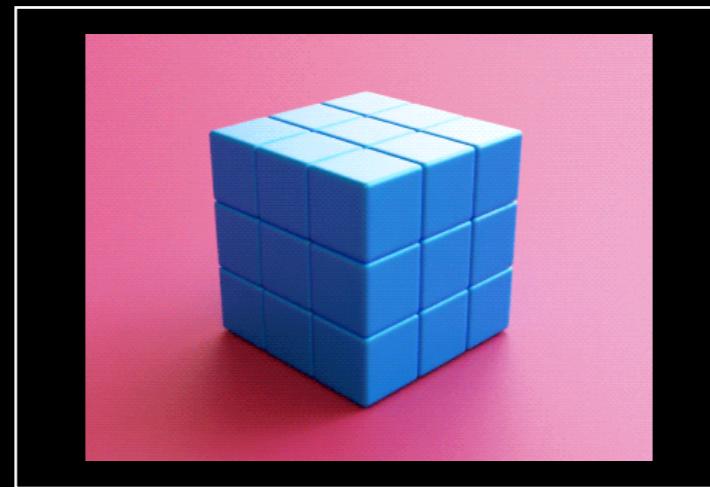
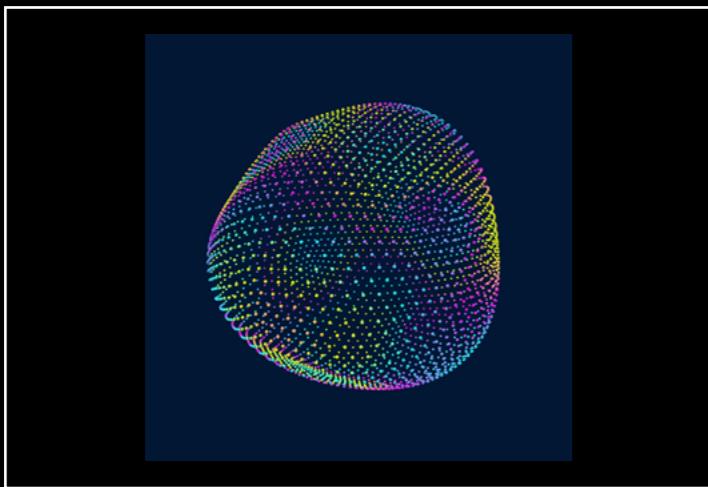
# Links

- <https://dinoswords.gg/>
- <https://fireboyand-watergirl.co/>
- <https://tk7.tekken.com/>
- <https://play.google.com/store/apps/details?id=com.nintendo.zara&hl=en&gl=US>

# Idea 3: Interactive experience

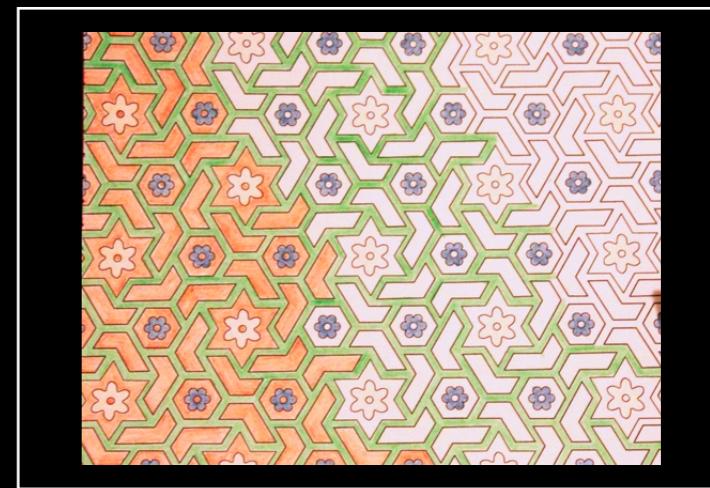
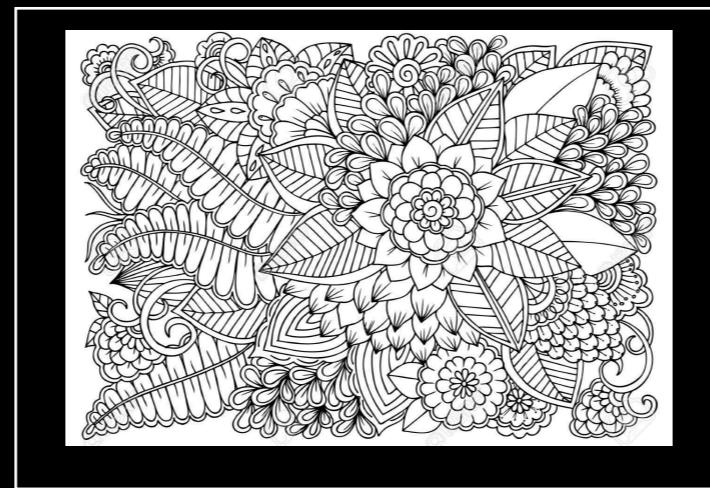
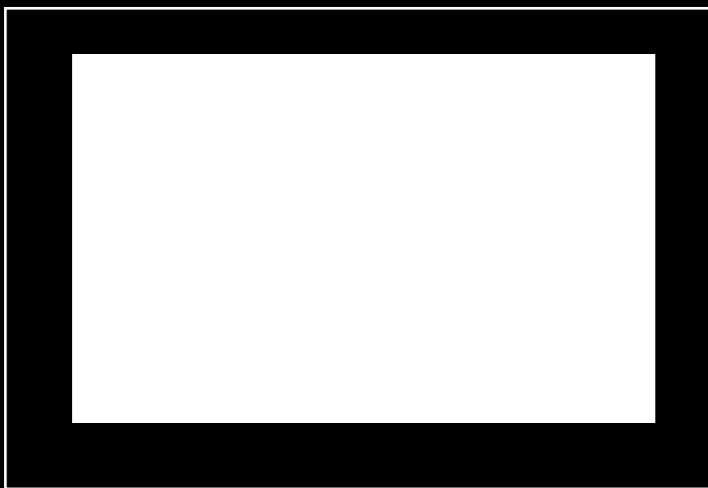
## Big picture (storyboard)

Option 1



Abstract

Option 2



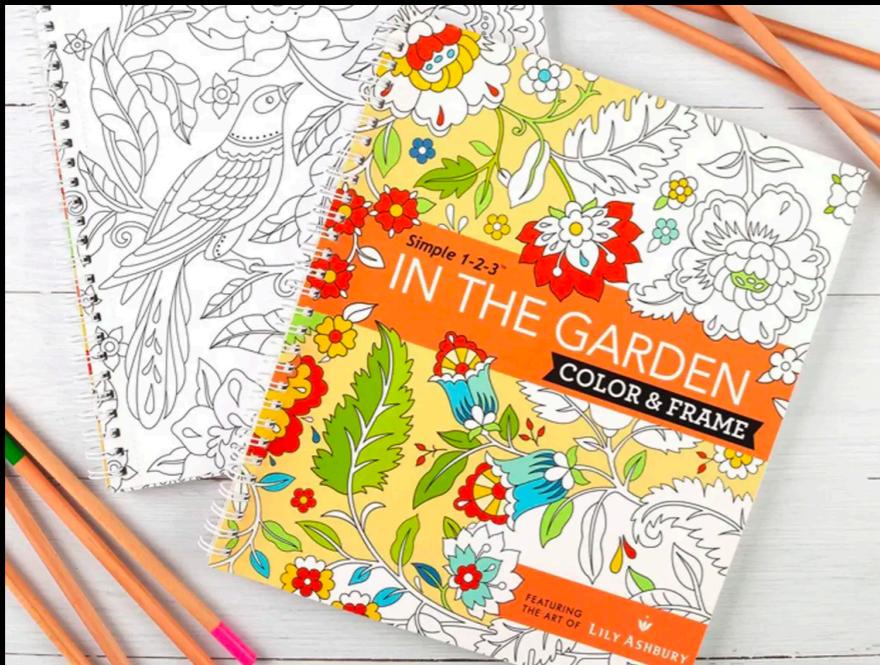
Coloring book

Option 3



Scenery

## visual inspiration



Adult coloring books

www.youtube.com › watch  
**Oddly Satisfying Video that Will Relax & Calm You Before ...**  
Oddly Satisfying Video that Will Relax & Calm You Before Sleep. 6,030,655 views 6M views • Jul 16, 2020.  
Sep 9, 2020 · Uploaded by Oddly Satisfying

www.youtube.com › watch  
**1 Hour Oddly Satisfying Video that Relaxes You Before Sleep ...**  
1 Hour Oddly Satisfying Video that Relaxes You Before Sleep - Most Satisfying Videos 2020. 6,848,801 ...  
Jun 20, 2020 · Uploaded by Oddly Satisfying Videos

www.youtube.com › watch  
**1 Hour Oddly Satisfying Video that Relaxes You Before Sleep ...**  
1 Hour Oddly Satisfying Video that Relaxes You Before Sleep - Most Satisfying Videos 2020. 1,402,137 ...  
Oct 15, 2020 · Uploaded by Oddly Satisfying Videos

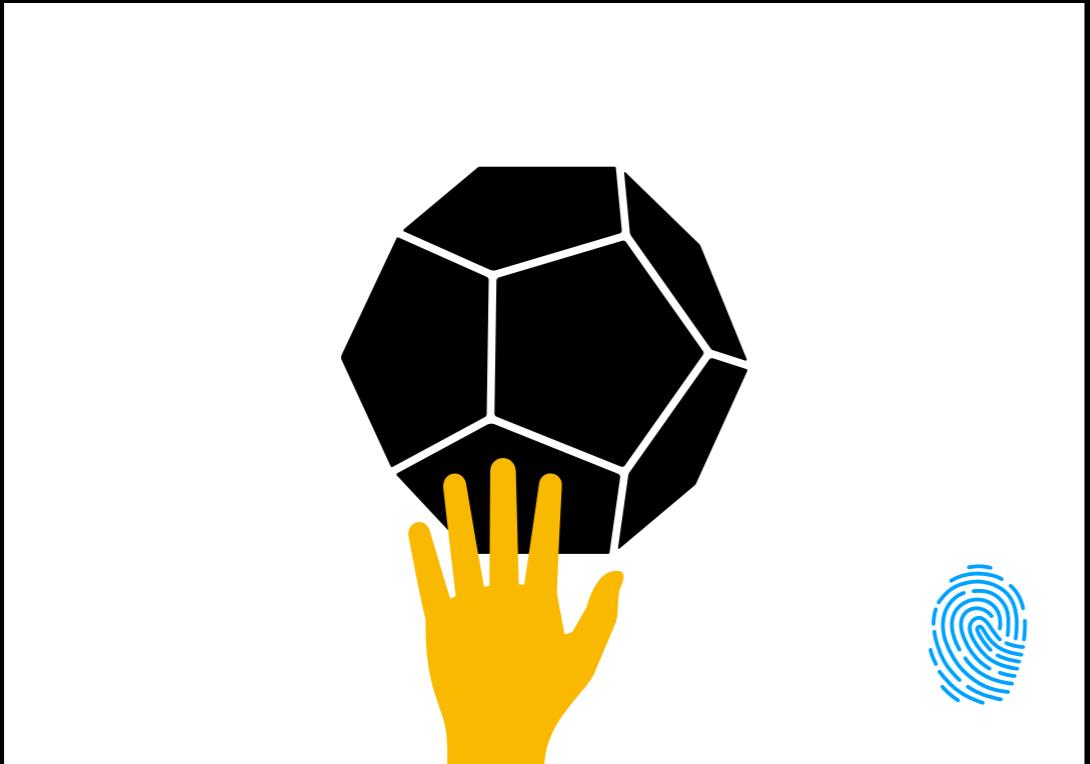
Oddly satisfying imagery



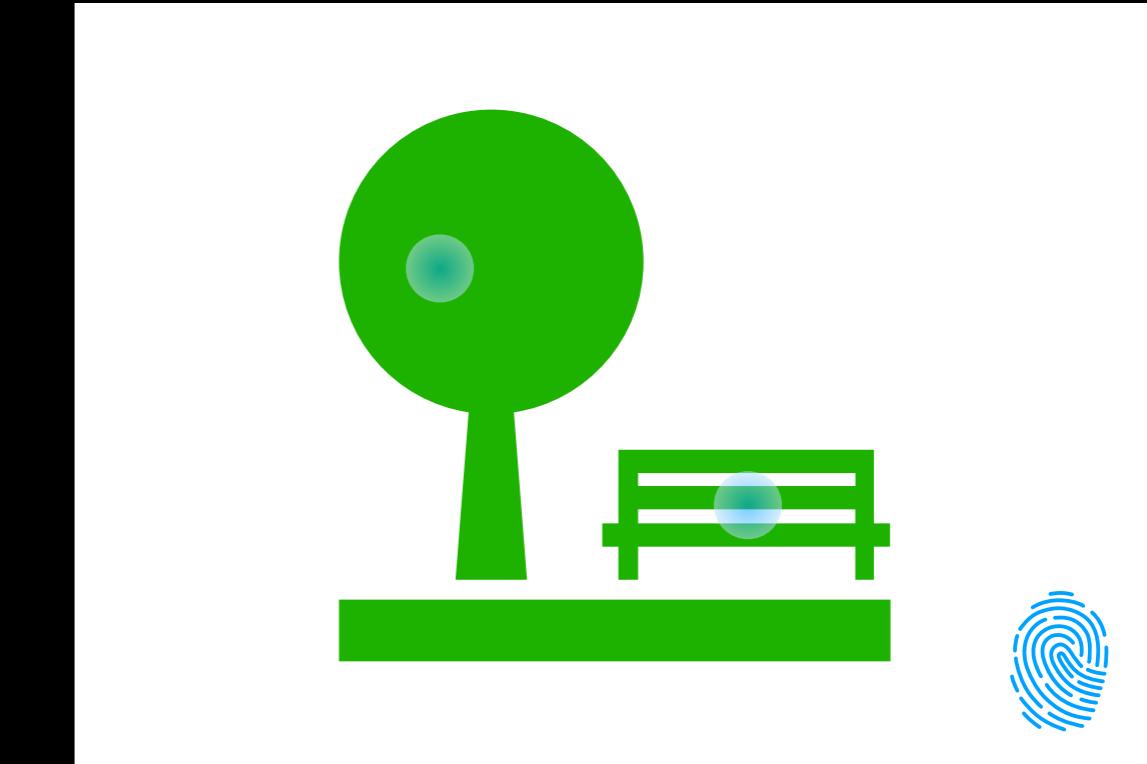
Calm app



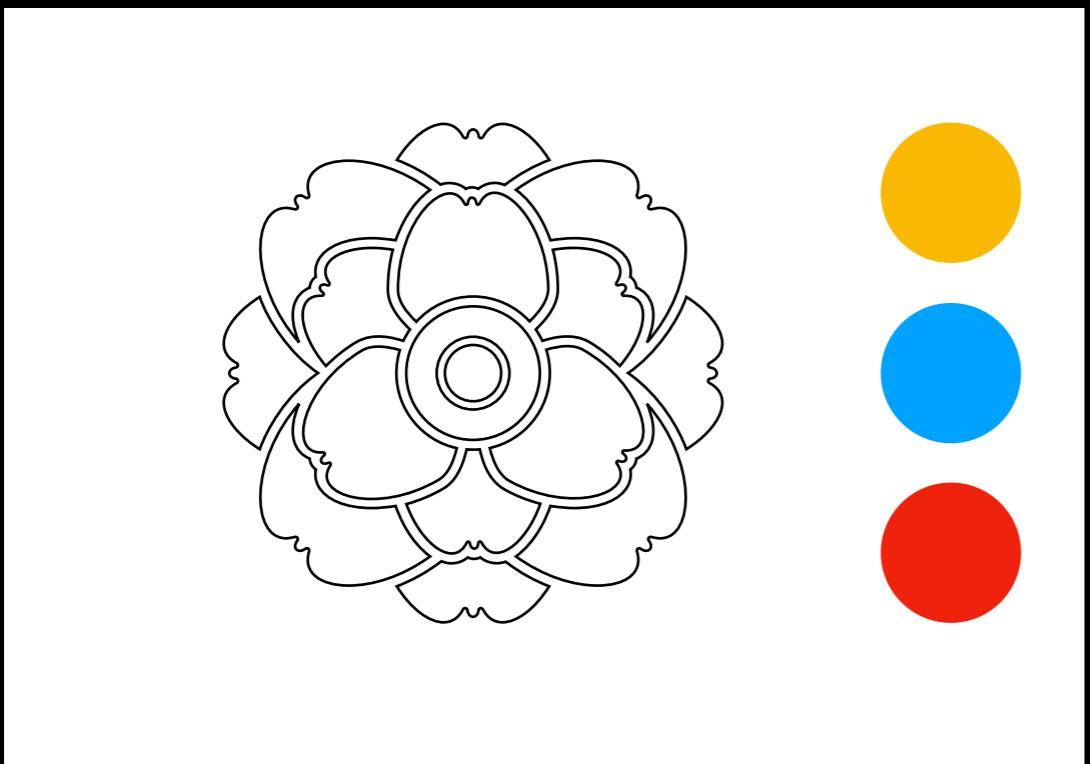
Minecraft



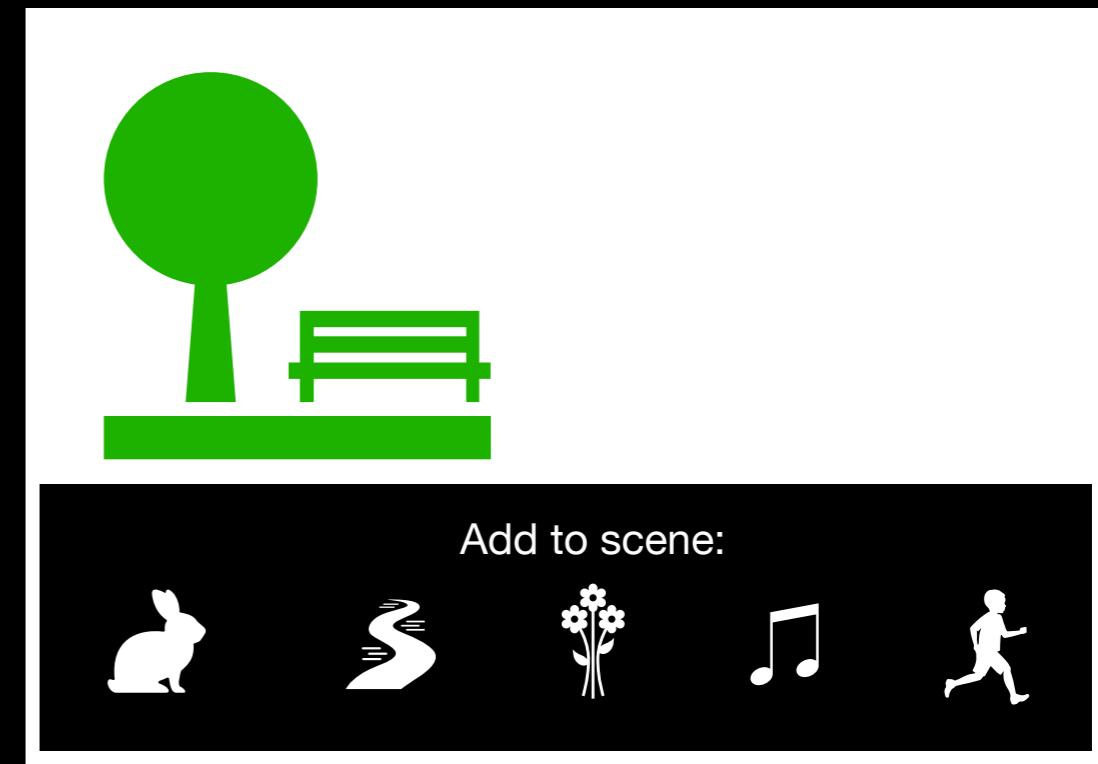
Option 1: touch to interact



Option 2: animated through touch



Option 3: coloring book



Option 4: customized scene

# Behind the idea

**Concept:** A calming and oddly satisfying experience that allows users to step into a different world

**Goal:** The users should experience the visuals with feelings of ease and contentment due to the outcome

## Other details:

- *Genre* - exploration
- *Story* - n/a
- *Visuals* - both existing and own images
- Interactive scenes where users can touch objects and certain sounds/animations will be triggered

# Links

- <https://www.calm.com/>
- <https://janellealgarra.github.io/oddly-satisfying/>
- [https://www.youtube.com/watch?v=7wKjTf\\_RII](https://www.youtube.com/watch?v=7wKjTf_RII)
- [https://www.youtube.com/results?search\\_query=satisfying+videos](https://www.youtube.com/results?search_query=satisfying+videos)

# **Final Project**

## **Ideation Presentation**

**Janelle Algarra // Creative Coding Section B**