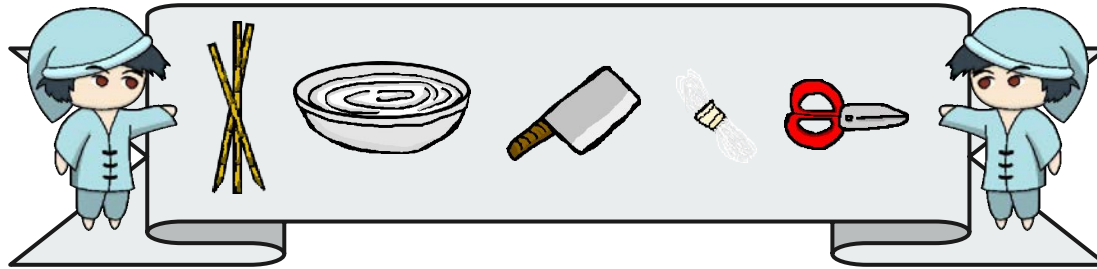


RECONSTRUCTION

a casual mission-adventure game



SD3766 - Design for Interactive Entertainment
Group #9

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A Quick Refresher

Concept
Core Mechanics

Concept

You are pulled into the future - year 2175 - and learn that records of all historical events in Asia have disappeared.

It is up to you to travel around Asia, explore portals to different time periods, and return lost artifacts to their proper places in time to restore history.

If you fail, the present-day world you came from is destined to become “Nil” - a cultural desert and dystopia.

Core Mechanics



Exploring



Opening portals



Playing mini-games



Returning artifacts

Modes of Play

2 modes of play



Adventure

- Walk around Asia and find places to open portals in
- Return artifacts to the right time periods to open up more portals and missions



Mission

- Complete mini-games to earn artifacts
- 2 types:
 - Action-based
 - Puzzle-based

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Playtesting

Summary
Results + Plan

Summary



- Mainly tested minigames (Mission Mode), not Adventure Mode
- What we demoed:
 - Adventure mode (video)
 - Exploring Nil and opening portals
 - Mission mode (puzzle game)
 - Constructing the basket
 - Mission mode (action game)
 - Collecting the egg puff ingredients
 - Adventure mode (screenshots of map, interface, and mission list)
 - Returning to Nil, consulting B-843, and finding new places to explore and return artifacts to

Results



- General
 - Need more cutscenes + transitions
 - People don't seem to read instructions for some reason
 - Story is enjoyable
 - Need to add animations and sound effects
- Basket-crafting
 - Need a progress/hints bar at bottom
 - Incorporate broken basket into next minigame
- Ingredient-collecting
 - Need a counter for the ingredients
 - Add more color to the BG

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Current Version

Adventure Mode - Opening a Portal

Mission 1 - Basket-crafting

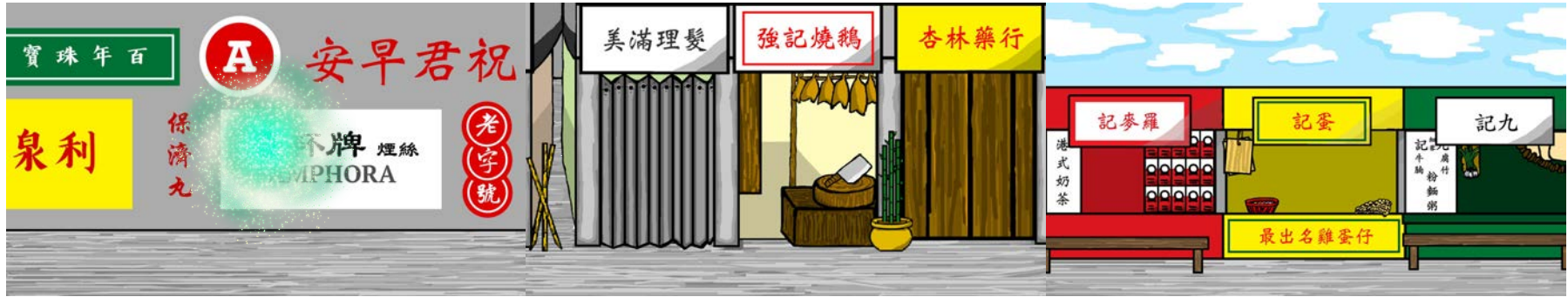
Mission 2 - Ingredient-collecting

Adventure Mode - Collecting the Kendama

Adventure Mode – Opening a Portal



1950s Hong Kong Environments



Outskirts of HK

Location of portal

“Looks like a lot of Hong Kong advertisements.”

Storefronts

Location of Mission 1

“Hm, there are lots of shops here. Looks like this place would have a lot of artifacts! But first, I need to make a basket to hold them!”

Hawker's Street

Location of Mission 2

“My stall! My ingredients! Someone, help me!”

Mission 1 - Basket-crafting



Place, Year, Title



Added method to play this game and clearer details in the instructions



Added extra doors to open and extra materials (fake objects) at the same time + Hints bar at the bottom

Mission 1 - Possible Outcomes

...



Note: This result will impact the gameplay of the next upcoming mission.



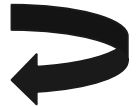
Correct



1-2 Wrong Sequences



More than 2
Wrong Sequences



Mission 2 - Ingredient-collecting



Place, Year, Title



Added method to play this game and clearer details in the instruction

Character with Completed Basket



...

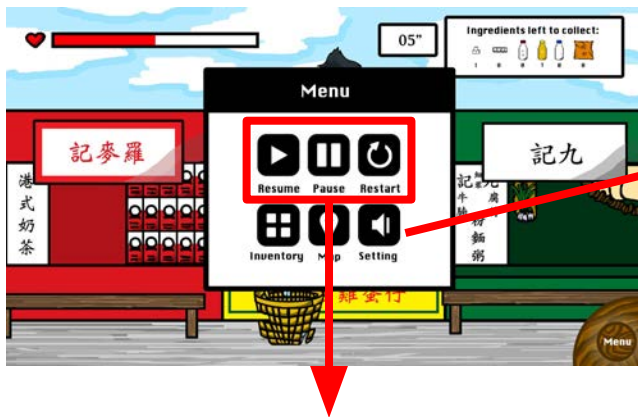


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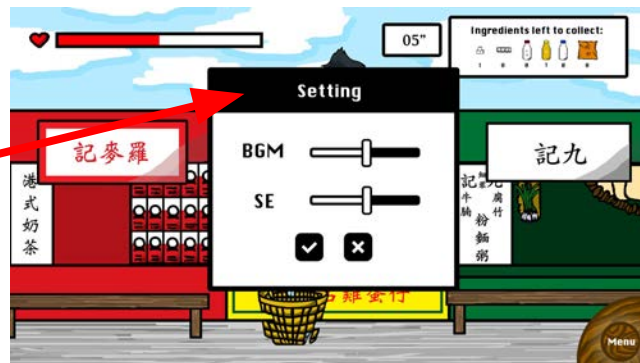
Note: Your character's basket and the difficulty of Mission 2 will depend on your Mission 1 result.

Character with Broken Basket

Mission Mode - Menu

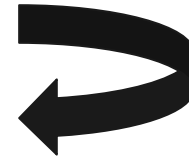


Resume/Pause/Restart Buttons
in the Menu



& Settings as well...

Mission 2 - Possible Outcomes



...

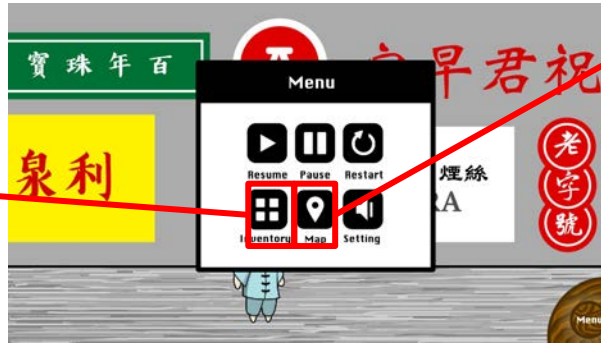
Adventure Mode – Collecting the Kendama



Adventure Mode – Menu (Map and Inventory)



Inventory with Historical Information



Map with Mission List

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Envisioned Final Game

Tasks
Flow

Tasks

- Add introduction scenes (backstory), start screen, and logo
- Add/improve animations and give characters expressions
- Improve UI (especially map) and make more consistent with overall visual style
- Implement different results in a game (i.e. the broken basket)
- Add clocks to Minigame 2
- Debug our current minigames
- Implement Adventure Mode
- Create more games and worlds (and expand the ones we currently have)

Flow

1. Intro scenes (backstory)
2. Opening the portal to 1950s HK
3. Puzzle Minigame 1 - Basket-crafting
4. Action Minigame 1 - Ingredient-collecting
5. Collect Kendama, show to B-843 in Nil, and unlock Japan
6. Find correct portal in Japan to Edo Period and trigger 2nd minigame with Kendama
7. Action Minigame 2 - Kendama trick sequences
8. Puzzle Minigame 2 (TBD)
9. Collect artifact to return to Mainland China and unlock Mainland China

Note: We should show the different paths (the game is not linear).

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Reflection

Reflection

- Communicate more frequently with other team members
- Establish the story and core gameplay (minigames) early
- Test prototypes earlier
- Create more defined roles for each team member
- Explore more visual styles and minigame types

You made it!

