

Links:

Patterns:

<https://patternlanguageforgamedesign.com/PatternLibraryApp/PatternLibrary/1628>

<https://patternlanguageforgamedesign.com/PatternLibraryApp/PatternLibrary/1629>

<https://patternlanguageforgamedesign.com/PatternLibraryApp/PatternLibrary/1665>

Itch.io:

<https://itch.io/game/edit/1925223>

Trello Board:

<https://trello.com/b/DeOrJ1E5/project-4>

Description:

Our level is taken from a farm simulator game. In the game, you would be able to build your own farm, in a kind of animal crossing/minecraft type of way, and decorate it how you want within a plot of land. This level is supposed to be a farm that you made yourself. It is quaint and peaceful and you use this plot of land to hold your dairy cows which you can milk which in the game you would make money to buy new decorations and increase the size of your land. Within the scope of our level though, you can just explore and enjoy the scenery and calming music of the farm you worked hard to create.

Design Problem:

Many players seek to play video games as an escape from the stresses of everyday life - as a designer, it can be difficult to instill a sense of serenity in the player

How your pattern applied to the design problem:

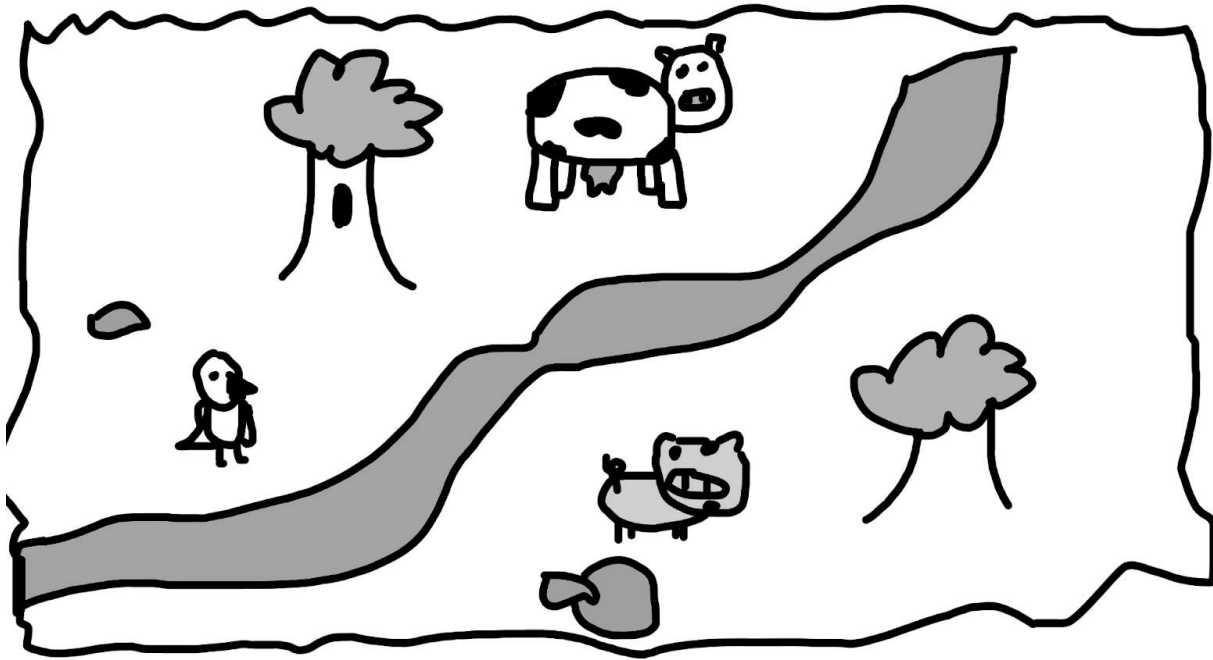
We used three patterns.

The first is concerning relaxing sound design, which we implemented by creating our own ambient music and natural sound effects like flowing water to the level. The level is relaxing both with your eyes open or closed.

The second is about the depiction of nature as a means to relax the player. The implementation here is pretty straightforward as our level is entirely based in the exploration and enjoyment of nature.

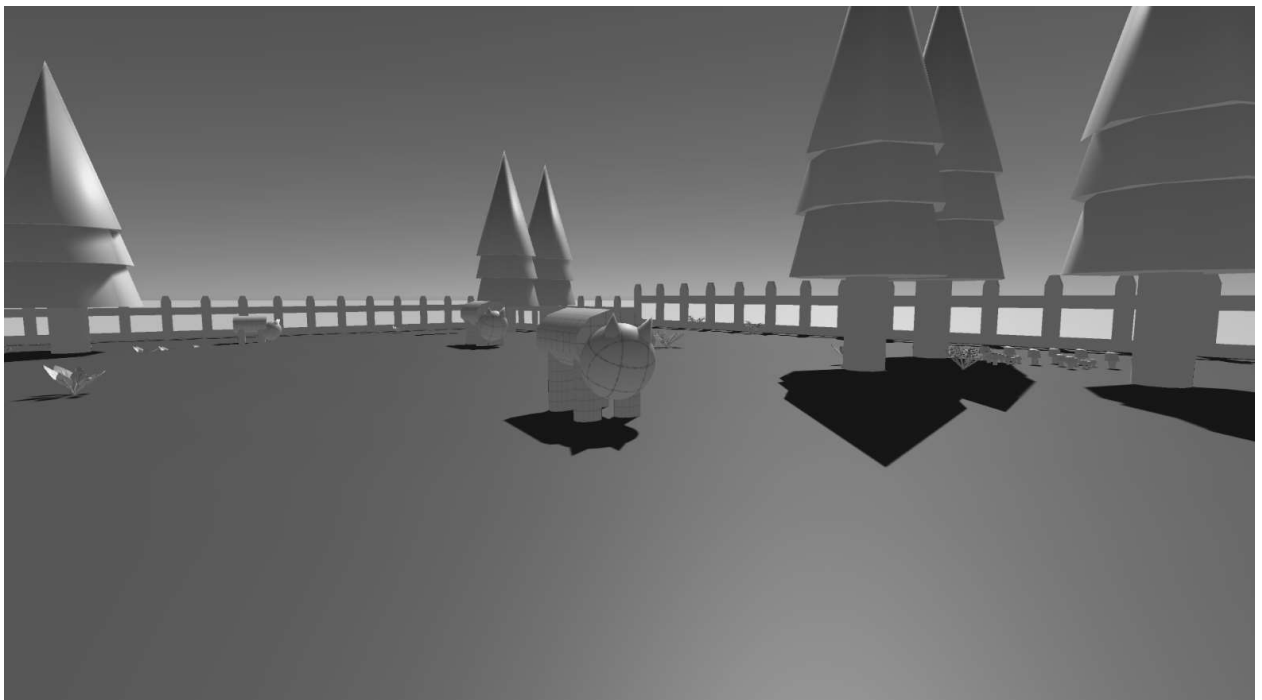
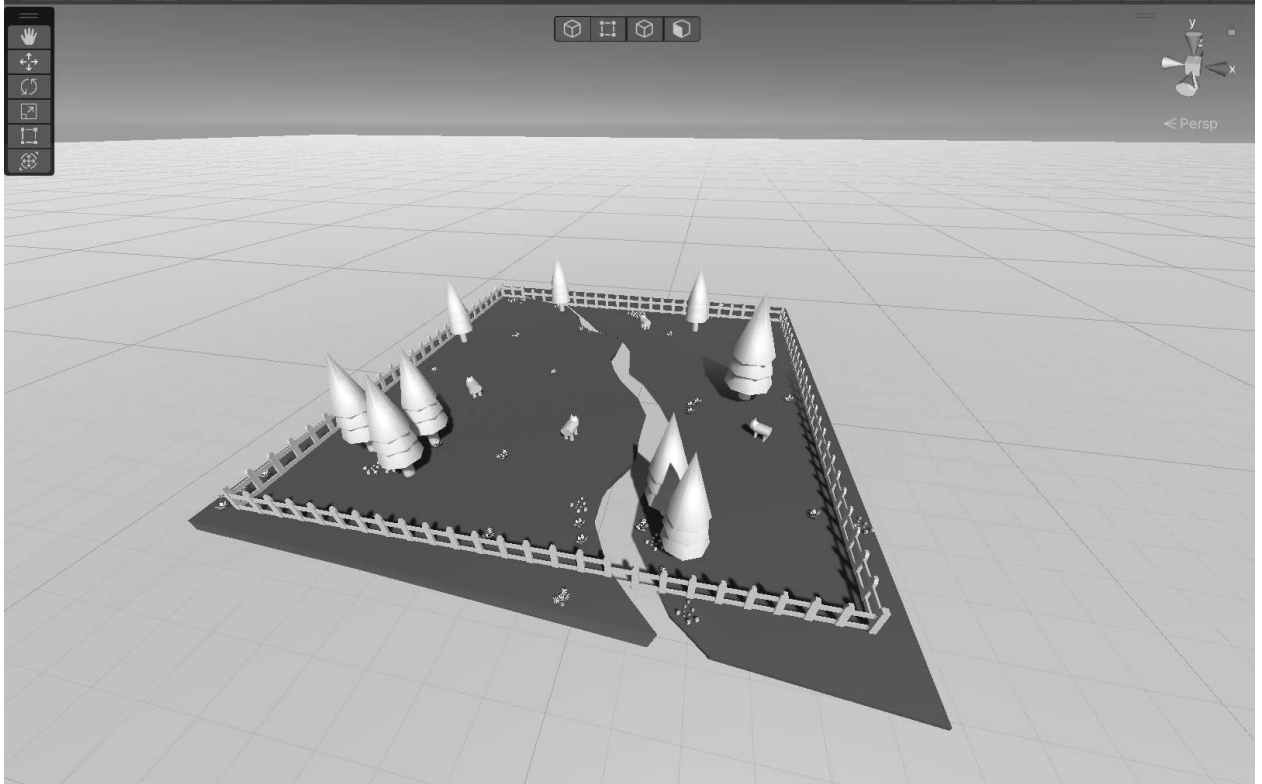
The third pattern is about simplicity. This comes into play such that we didn't clutter the level and the player has only a few things that they can do in the environment. It would be impossible to become stressed or overwhelmed within our level.

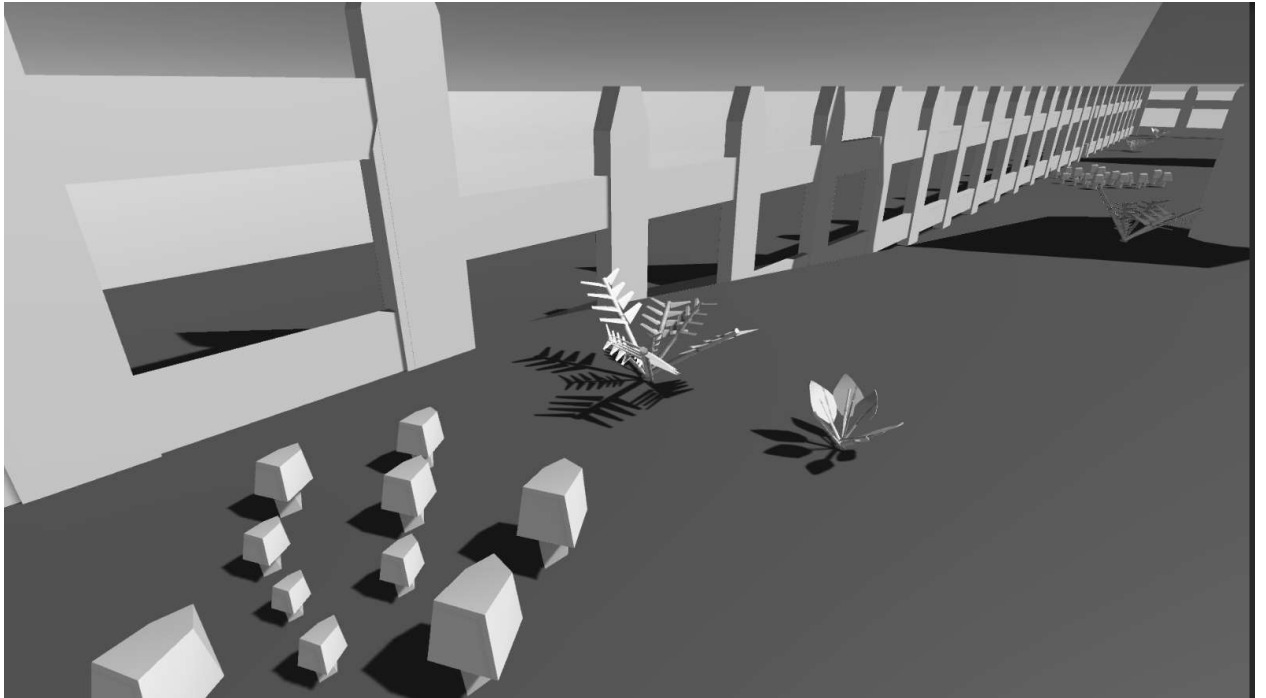
Sketches:



Annotated Screenshots:

Greybox Screenshots:





Decorated Screenshots:

