

Links:

Patterns:

<https://patternlanguageforgamedesign.com/PatternLibraryApp/PatternLibrary/1745> -
environment

<https://patternlanguageforgamedesign.com/PatternLibraryApp/PatternLibrary/1746> -
family

Itch.io:

<https://jonahbln.itch.io/level-design-group-6-project-6>

Trello Board:

<https://trello.com/b/Ai66OgwO/project-6>

Description:

You play as two siblings tandem kayaking in the ocean. After rowing out too far, you attracted the unlikely attention of a hungry hammerhead shark! You must work together with your sibling to row your way back to the beach without being eaten by your deadly combatant.

Design Problem:

- 1) Some mechanics feel unengaging, out of place, and unrelated to the rest of the game environment.
- 2) Game designers want to engross the player into the emotional motivation of the story using gameplay.

How your pattern applied to the design problem:

For our first pattern, we decided on the ocean as our environment because it can be a generally desolate and empty landscape but there is a ton of mechanical potential when it comes to water. We made the character controlling a kayak because that fits the

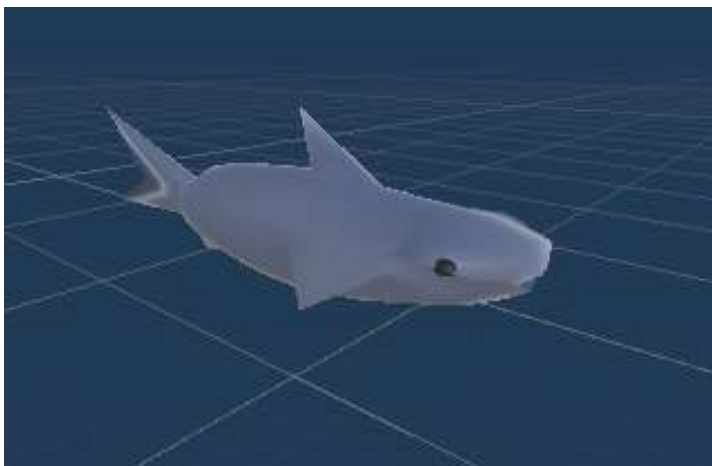
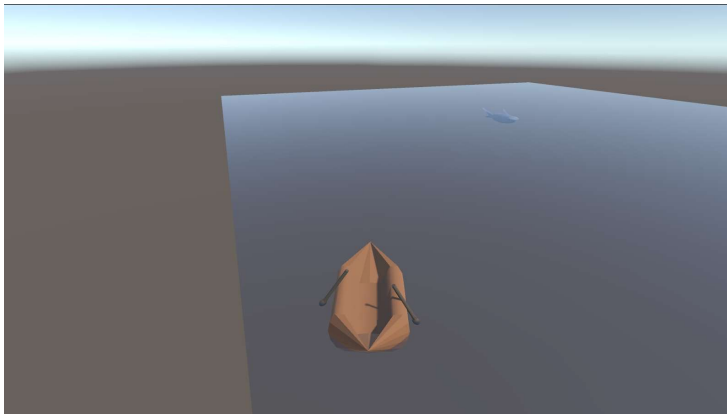
theme of the ocean and we used a shark as the enemy for the same reason. Both the aesthetic theme and mechanics of the game are entirely based on the ocean environment.

Our second pattern elicits the innate importance and emotional connection to family. We decided to make the game cooperative to emphasize this rhetorical theme. The two characters are siblings in the game, and you can't beat the game without working together to escape the shark. It adds a level of motivation and investment to the otherwise relatively simple mechanics.

Sketches:

Annotated Screenshots:

Greybox Screenshots:



Decorated Screenshots:

