

INVOLUTION

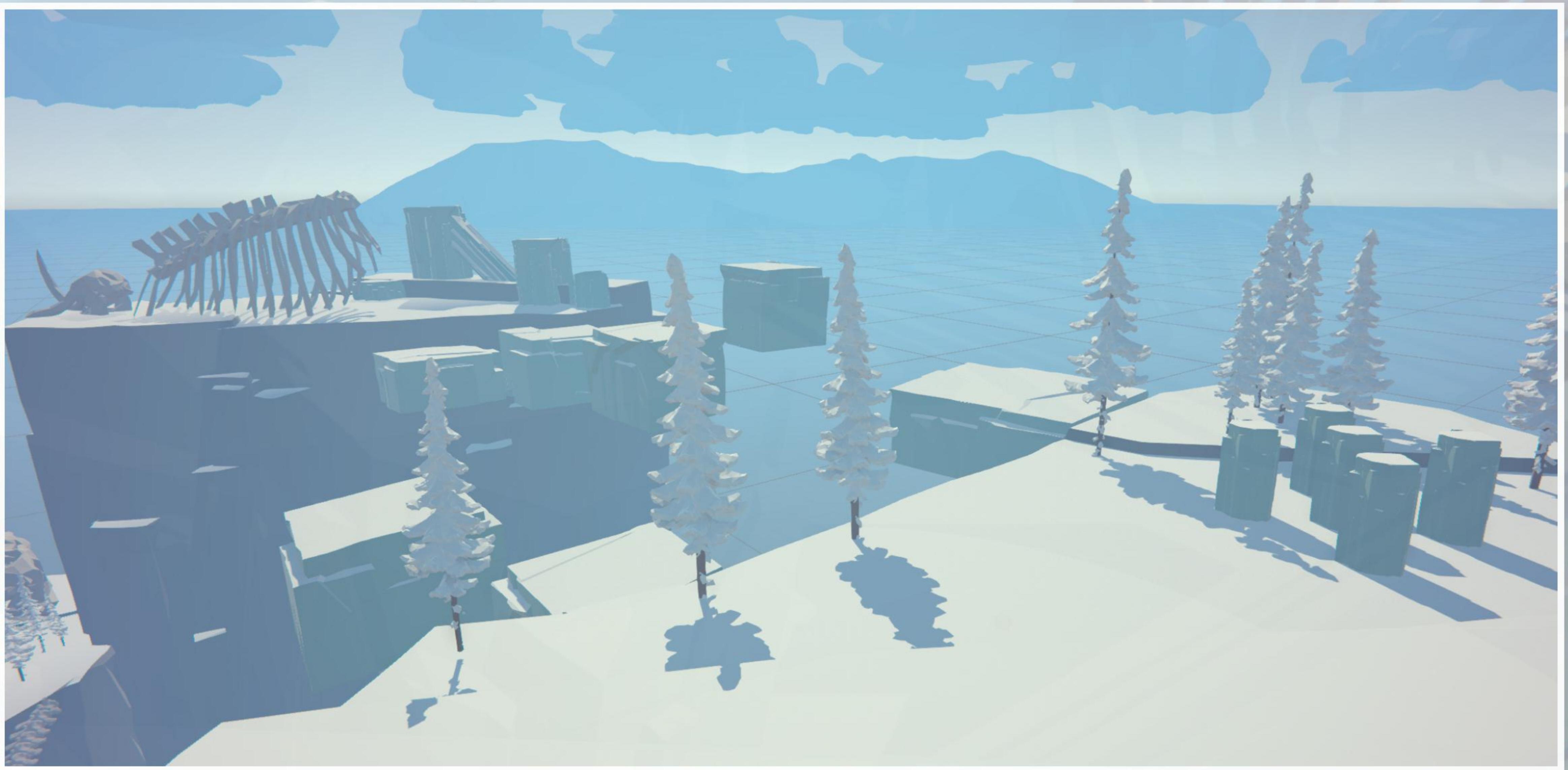
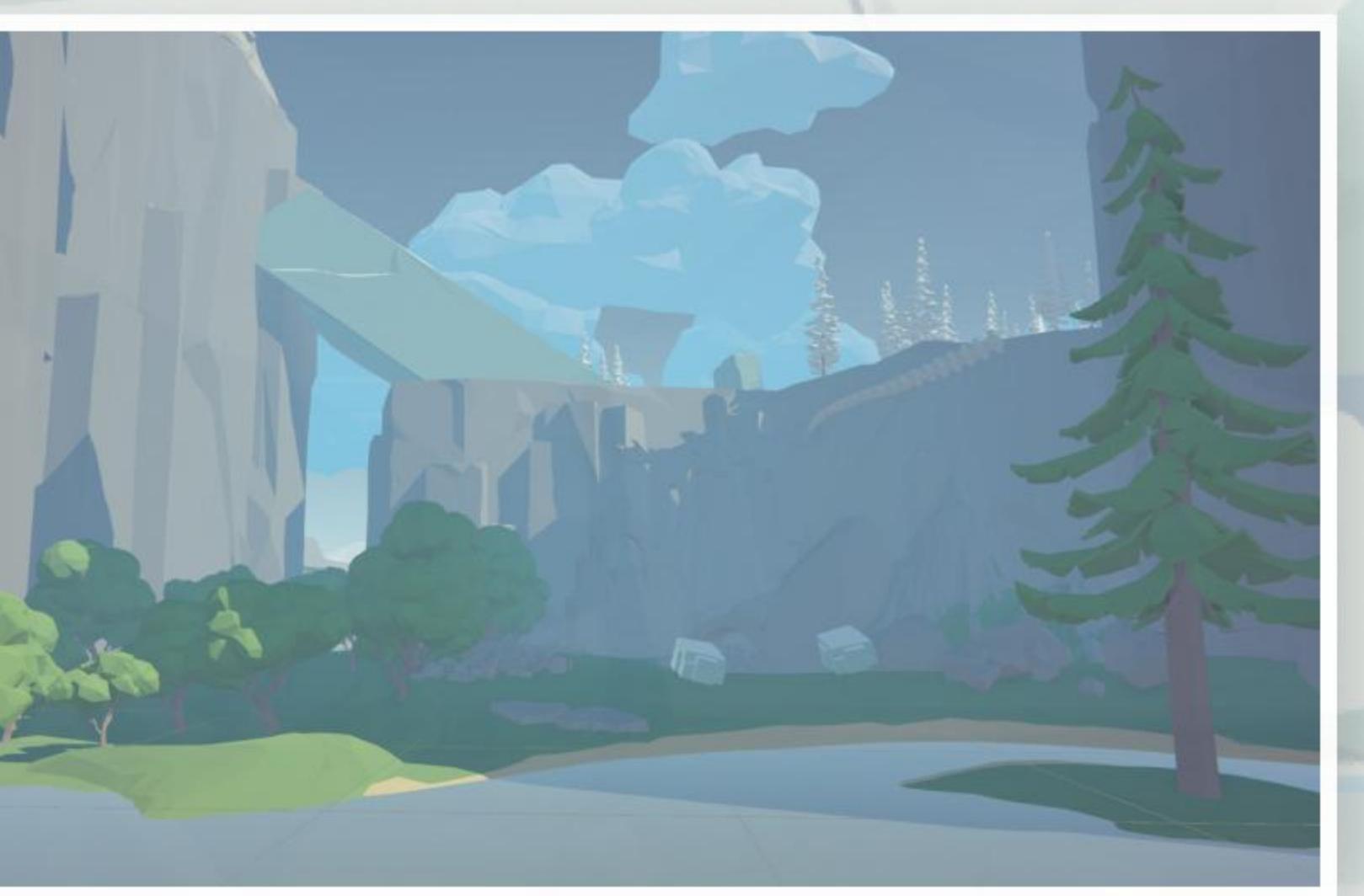
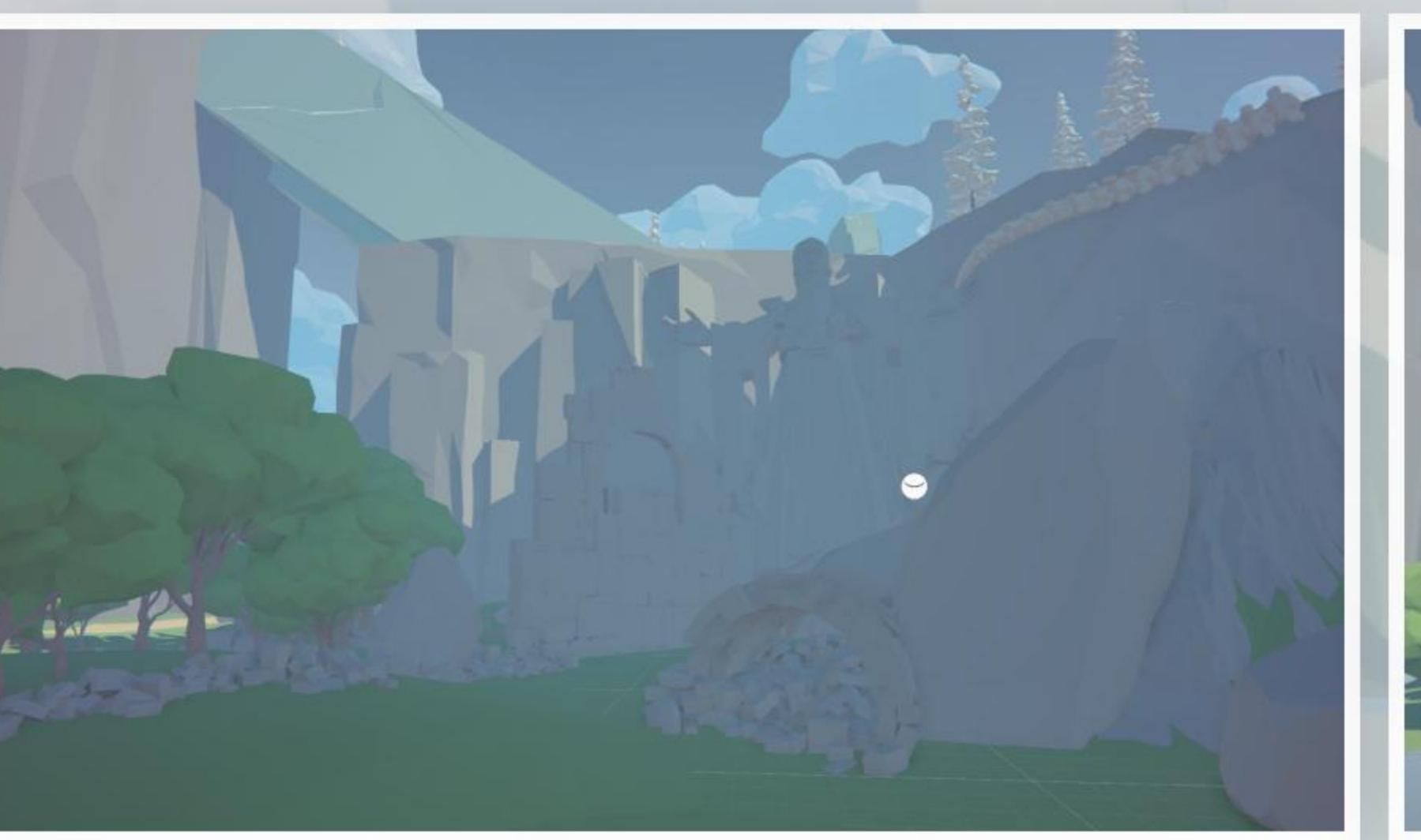
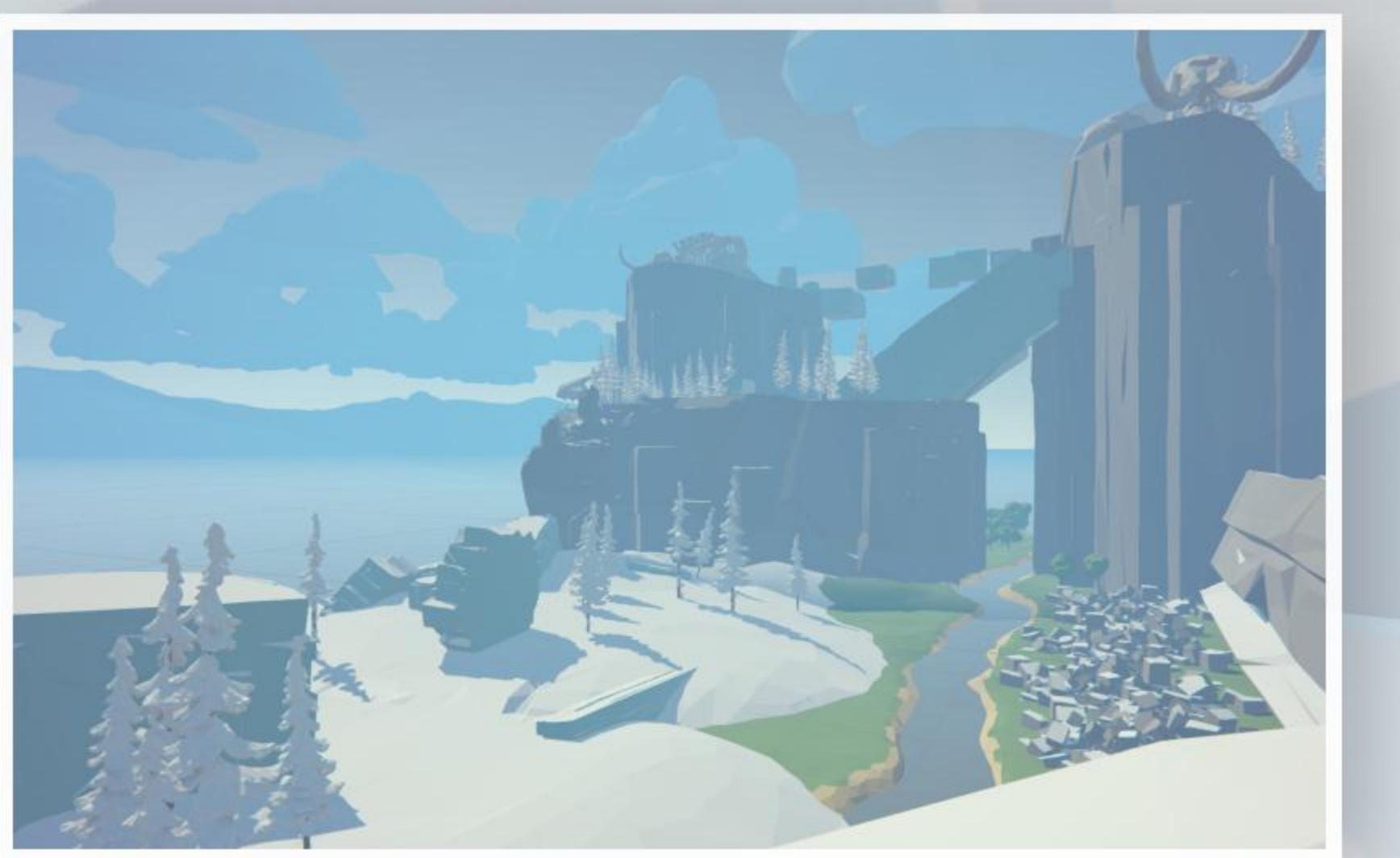
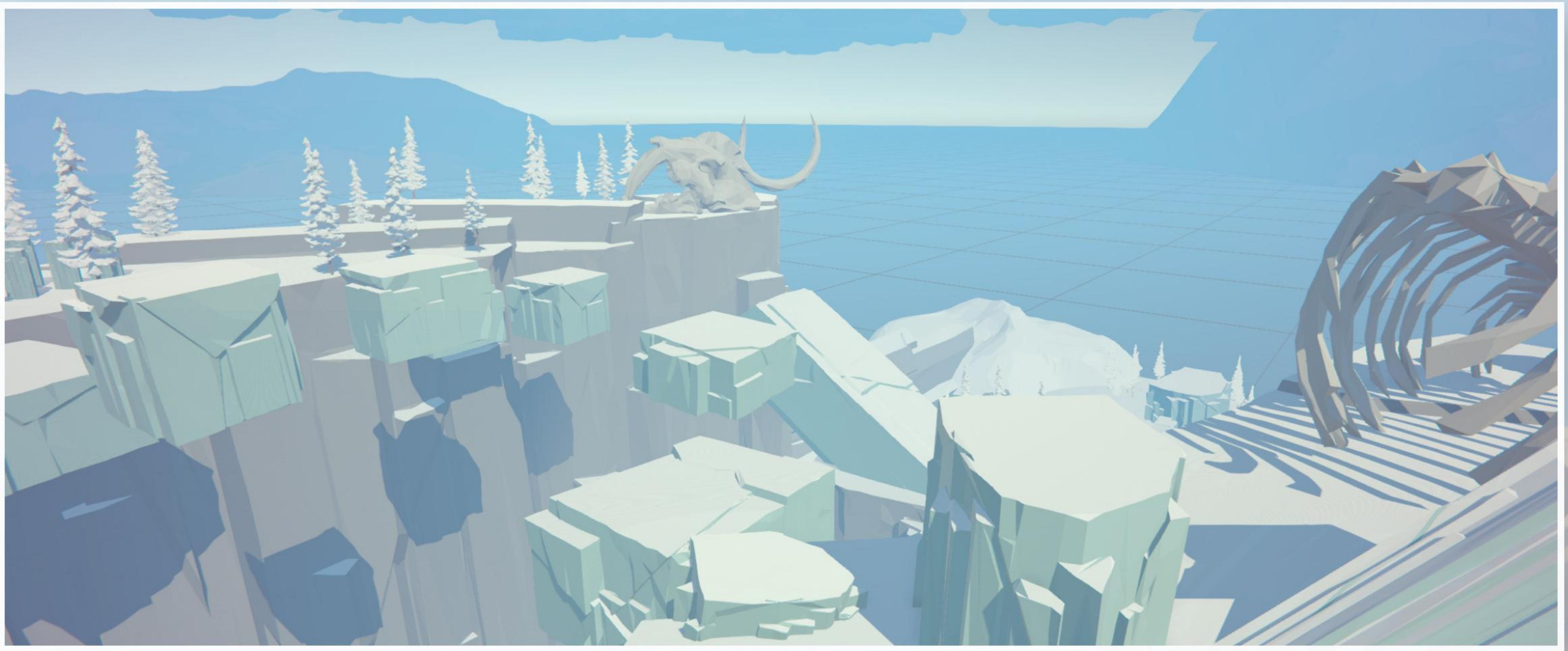
Video Link : <https://youtu.be/6vLIf51hJYE?si=29jxID4nsgggBkUs>

Game Type:
3D Adventure Game

SUMMARY

The player plays the role of an outside "developer" trying to develop an uninhabited island. The player can control a magical vine to perform game actions, such as logging, mining, and construction.

GAMEPLAY EXAMPLES

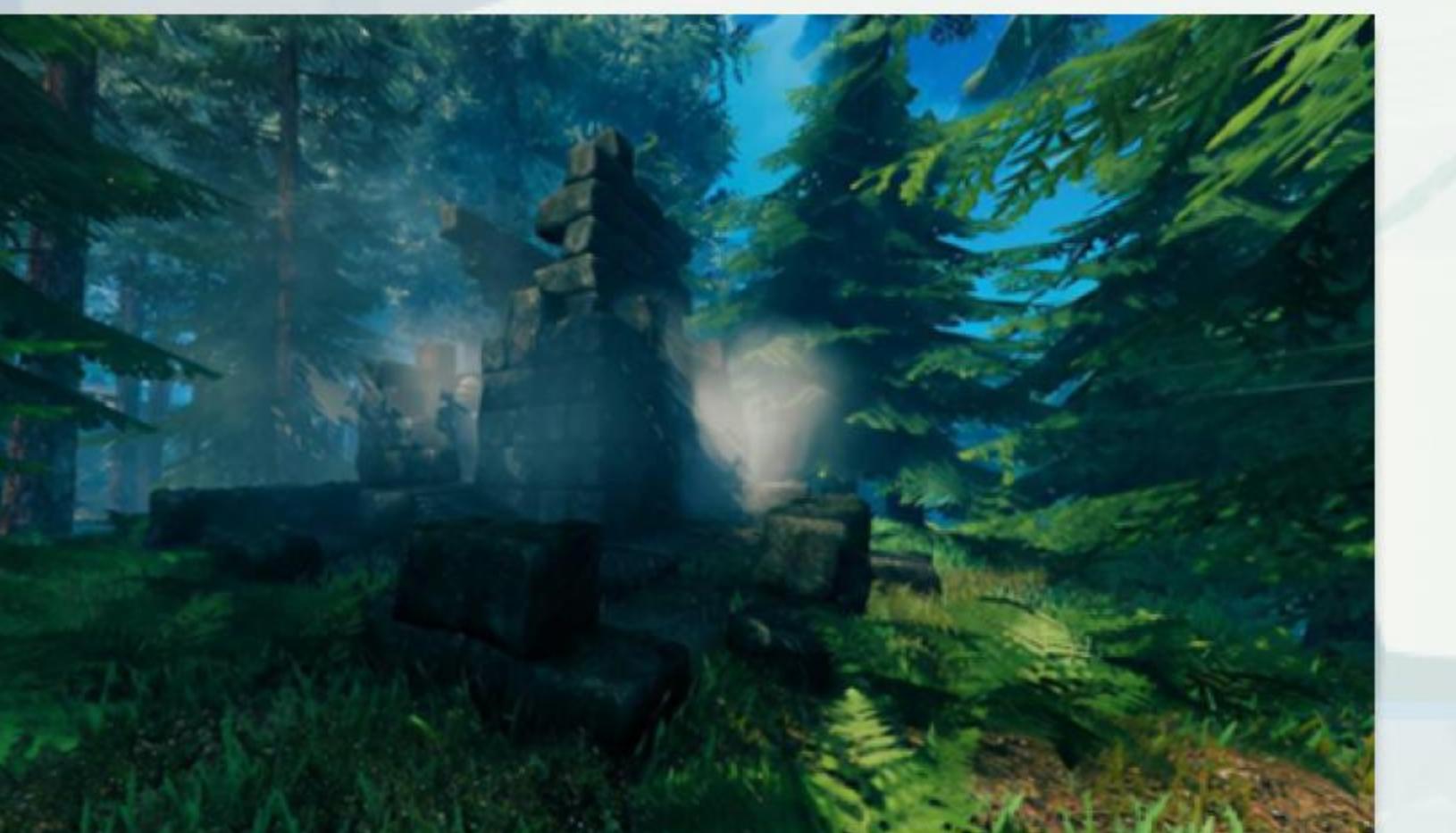


INSPIRATION : REAL LIFE AVATAR

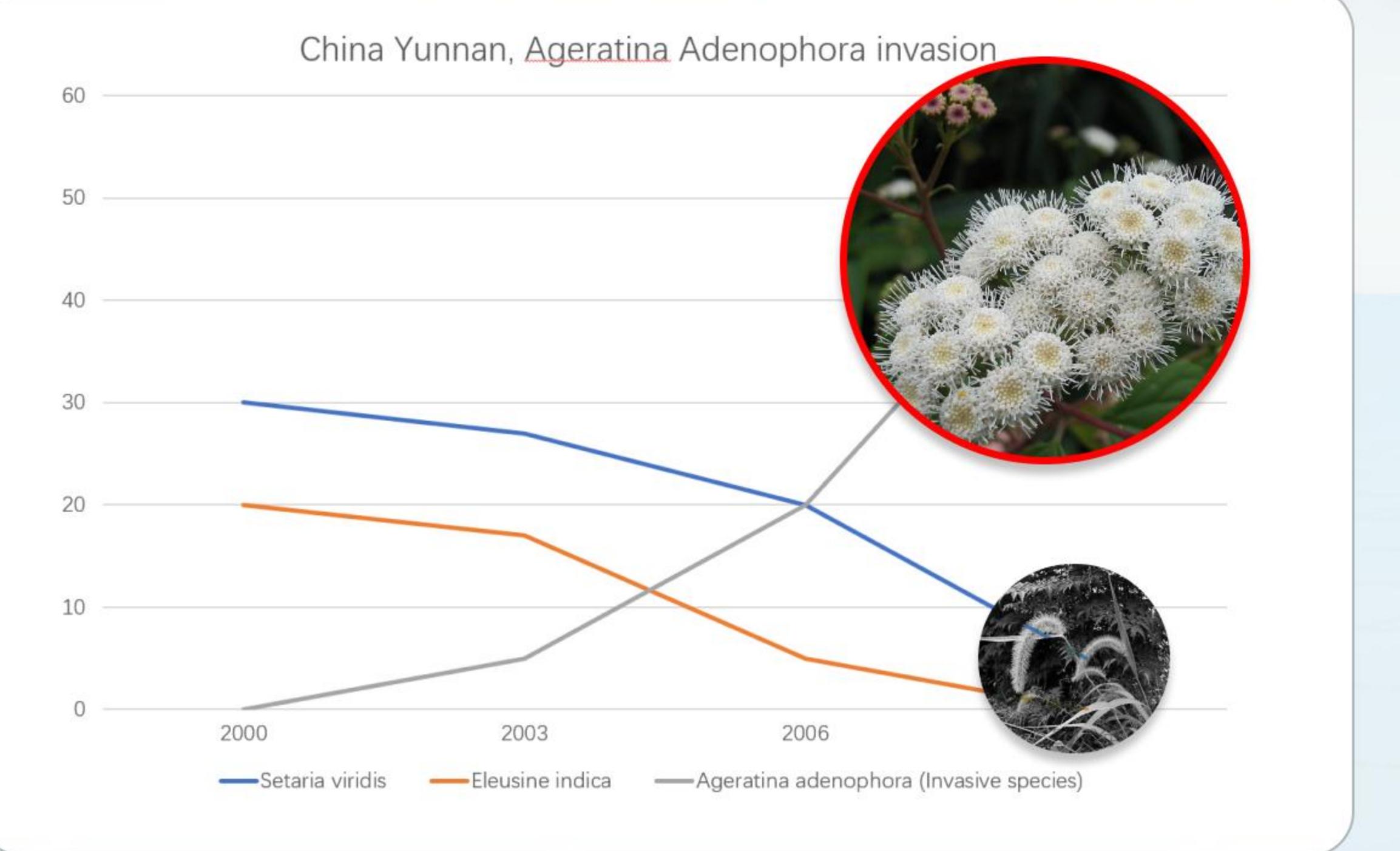
The inspiration for this project **stems from Zhangjiajie**, a stunning location filled with trees that gave me an alien planet vibe **during my childhood visit**. This place holds a special significance as it is also the filming location for my favorite movie, *Avatar*. The film's themes of invading alien worlds and its ecological messages left a lasting impression on me, driving my interest in **exploring similar concepts in a game format**.

RESEARCH: VALHALLA

In addition to Avatar, I looked into the game *Valhalla*, which features a natural wilderness and a low-polygon art style. This aesthetic aligns well with my vision for the project, as it evokes a sense of simplicity while capturing the beauty of nature. By combining the inspiration from Zhangjiajie and the ecological themes from Avatar, I aim to create an immersive experience that highlights **the importance of environmental preservation** while providing **a visually striking world reminiscent of both the film and the game**.



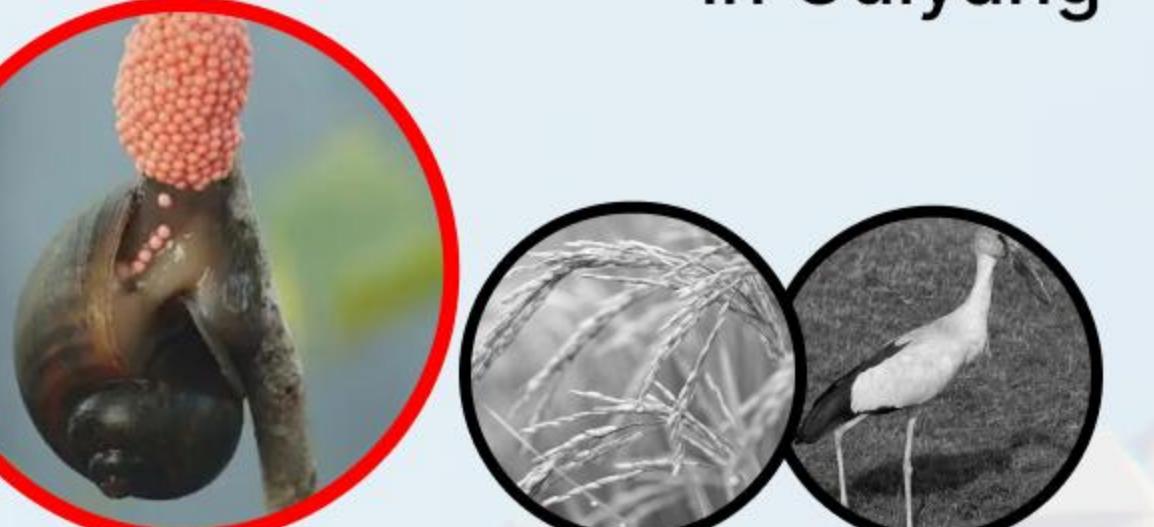
RESEARCH: INVASIVE SPECIES IN CHINA



Eichhornia crassipes
in Shanghai



Channeled Applesnail
in Guiyang



The charts show **the impact of invasive species** on ecosystems in different regions of China.

Overall, the spread of invasive species has had a **noticeable negative impact on biodiversity and ecological balance** in each region.

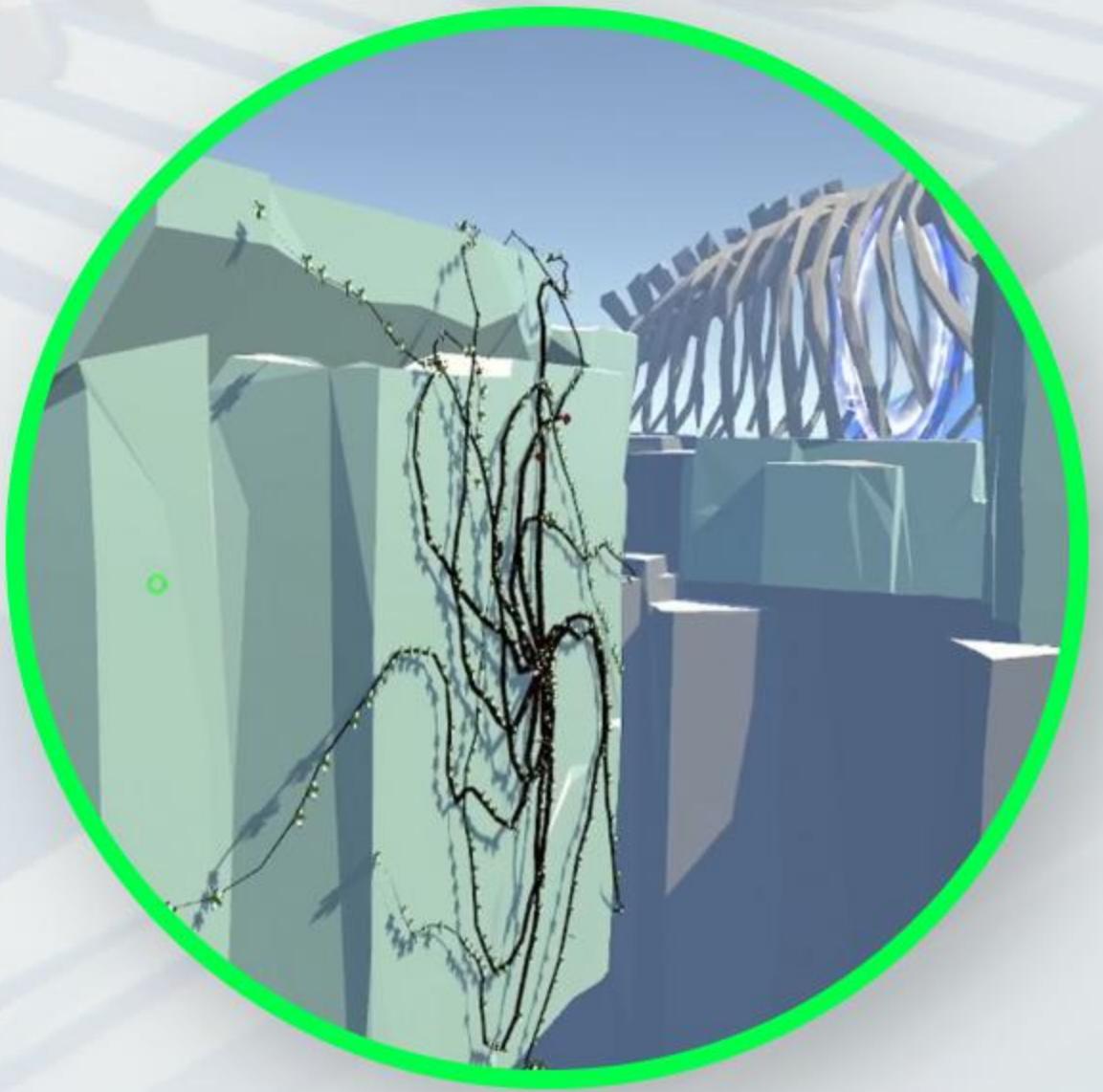
CORE MECHANIC



The core mechanic of the game involves players **using vines to jump and explore**, reaching higher platforms.

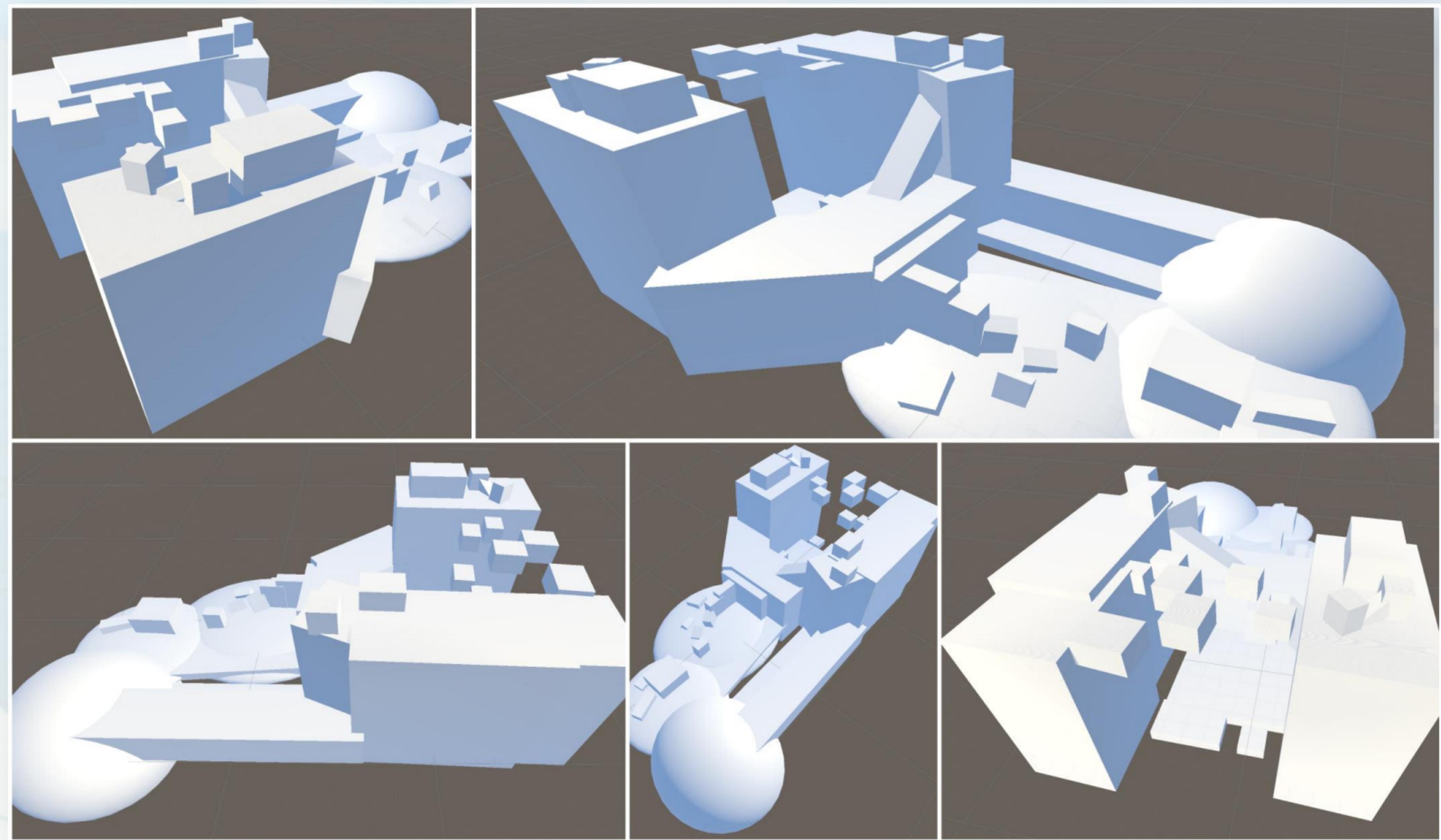
However, excessive use of vines **damages the ecosystem**, leading to reduced vegetation and environmental impact.

This mechanic requires **players to balance ecological preservation** with exploration needs.



EARLY SKETCH : WORLD BUILDING

I use Procreate to draw sketches for the level design. After that, I put simple models in Unity as placeholder. I tried to create **a natural atmosphere by combining the stones and statues** into my level design.



BLOCKOUT PROTOTYPE



REFLECTION

During the process of making the game, I encountered some difficulties. I realize that I should **focus on making one function amusing** instead of making a lot of boring functions.

For example, in my initial design, players can cut some trees to collect the woods and make a boat. However, I realize that the boat isn't a useful or interesting function. Thus, I removed the function.

PLAY & TEST

V1.0 Feedback

The ability to spread vines freely was well-received as it added creativity and freedom. However, testers felt that the **interactions with vines were limited**, suggesting more ways to use them to enhance strategy and fun.

Improvements:

In response, I added a **mechanic allowing players to destroy trees with vines**, increasing environmental interaction and making vines more versatile for both navigation and manipulation.

V2.0 Feedback

Testers liked the open-world exploration, but **map guidance was unclear** in some areas, and certain terrain was difficult to climb, causing frustration.

Improvements:

I revised the map to **make navigation more intuitive** and adjusted the terrain to improve climbing in certain areas, making exploration smoother without losing the challenge.

