Remember

Project_2 | Prototype | CART_253

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Description

Remember is a mysterious carpooling experience aiming to reconnect the user with themselves through different activities. Focusing on key elements such as mindfulness, awareness, positive reinforcment and humor, the goal is to create an engaging atmosphere using simple interactive visuals and music to emotionnaly uplift the user and spark general reflections on happiness, memories and self love.

Goals

+ Make the user think and feel different emotions
+ Create a coherent, mysterious and engaging atmosphere from beginning to end
+ Design intelligent activites that the user can relate to emotionnaly
+ Produce a musical and visual narrative leading to a strong momentum
+ Keeping the simulation lighthearted while adressing deeper issues

How it works

The simulation instructions are given along the way by the driver, a character named Zoe. The first steps of the experience are focused on making the simulation more personnal for the user and setting up a mysteriously creepy but oddly comforting ambiance. To create a bond and a feeling of trust between the user and the program, Zoe will be asking the user questions like their name, to wich they will refer to in the future. Another question would be to ask certain preferences, like opening the windows versus air conditionning inside the car. As the questions become more and more personnal, the user has to dig deeper within themselves.

The music will be a song building itself throughout the different activities. The activity state will switch *only* when the user finishes the activity and the loop of the song has ended, switching smoothly to the next one. The music will contribute to creating a more intense experience from activity to activity by adding, switching and/or withdrawing sounds.

The activites will be simple interactive games using the mouse. For example, Zoe could ask to think about 3 things or feelings the user wants to let go of. These three things could be represented by shapes on the screen, and the user has to get rid of those shapes by clicking on them and throwing them out the window. Zoe then uses positive reinforcement to acknowledge the emotional work that has been done.

Tasks

+ Technical tasks
- Organizing the different states/scenes in classes
- Creating a textbox with typewriter using username
- Creating different mouse interactions with multiple objects

+ Research different issues to create the activities
- Not being able to let go
- Proving yourself/comparing yourself
- Focusing too much on the past and future
- Feeling overwhelmed
- Negativity

+ Designing the program visually and sonically
- Creating coherant simple visuals
- Producing music that builds and is coherent with the activities
- Creating Zoe (visual representation, instructions and positive reinforcment)

Sketches