

ROOM(S): A VIDEO GAME PROTOTYPE

Kristoffer Alquiza

West of House

0/0

ZORK I: The Great Underground Empire
Infocom interactive fiction - a fantasy
story
Copyright (c) 1981, 1982, 1983, 1984,
1985, 1986 Infocom, Inc.
All rights reserved.
ZORK is a registered trademark of
Infocom, Inc.
Release 52 / Serial number 871125 /
Interpreter 8 Version J

West of House

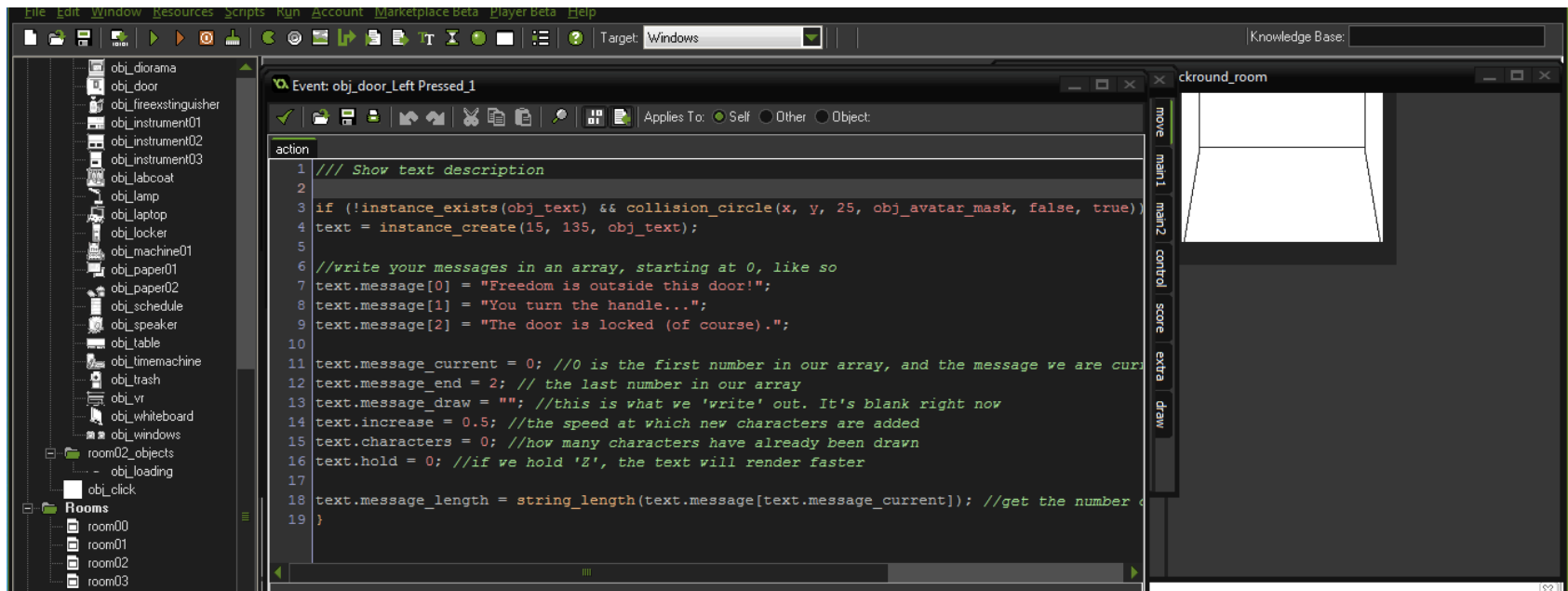
You are standing in an open field west
of a white house, with a boarded front
door.
There is a small mailbox here.

>_



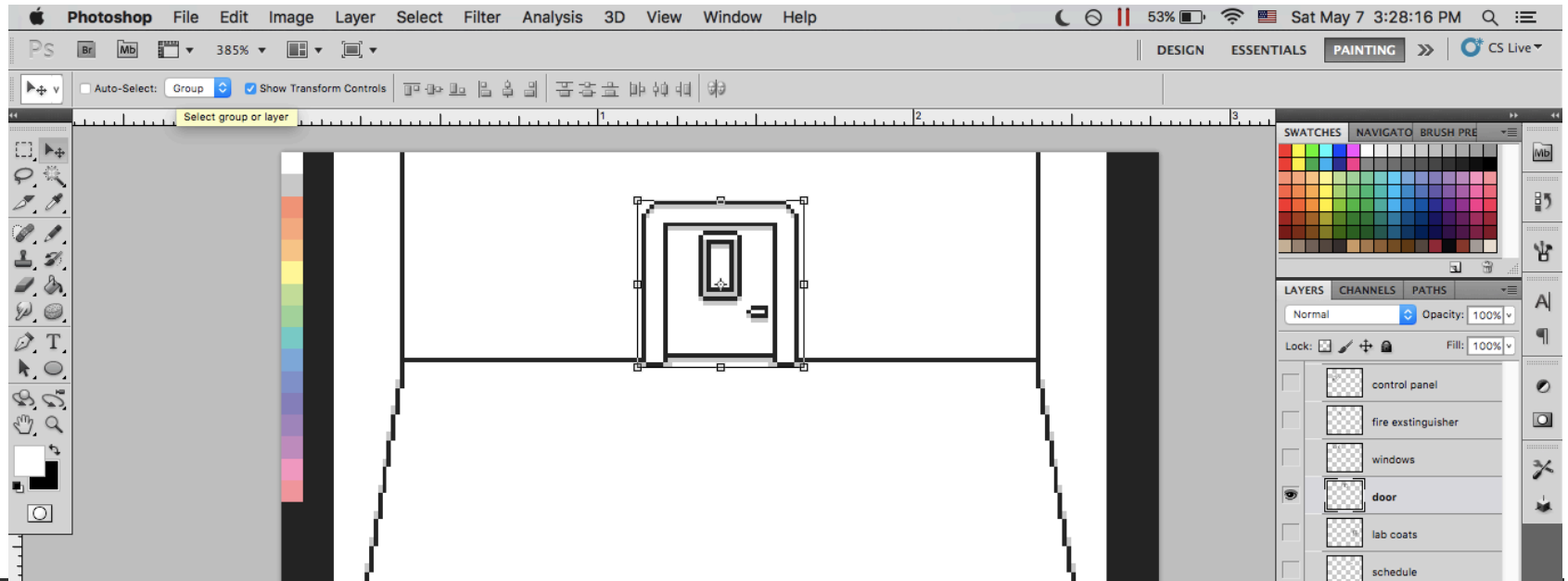
INSPIRATION

- Create a Video Game concept that incorporates elements from:
 - Text Adventure (i.e. Zork)
 - Graphic Adventure (i.e. Myst)
 - Room Escape Genre



TOOLS: GAMEDMAKER STUDIO

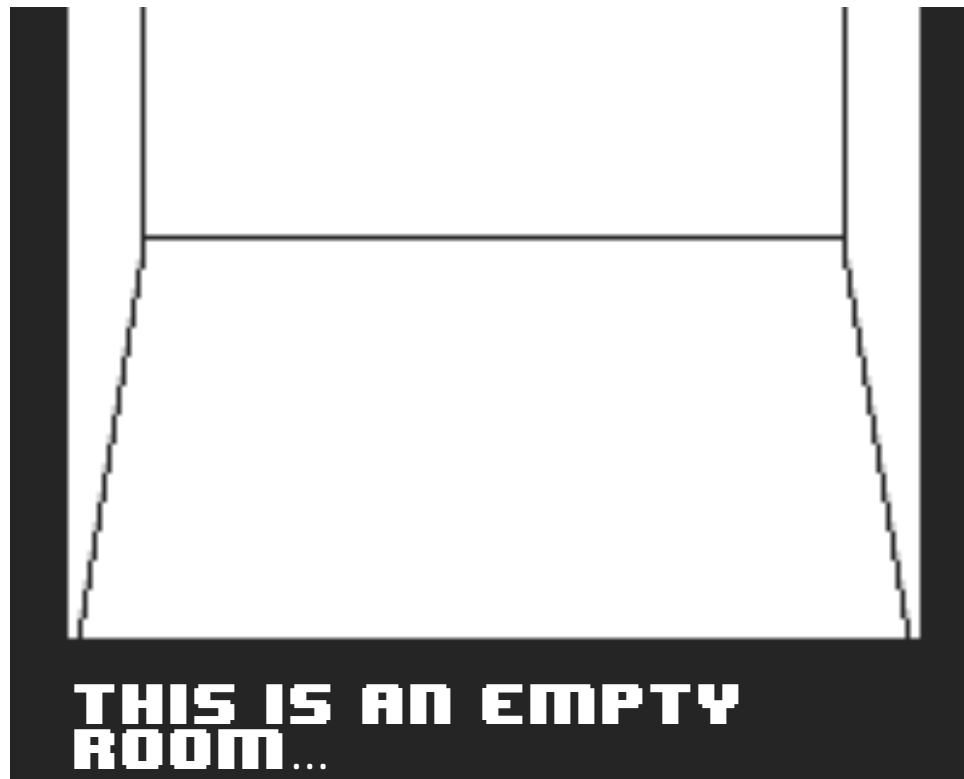
- Game engine for 2D game development and rapid prototyping
- Proprietary programming language GameMaker Language (GML)



TOOLS: PHOTOSHOP CS5.1

- Management and creation of media assets
- Editing sprites/animation and designing room/level layout

GAMEPLAY DEMO



**THIS IS AN EMPTY
ROOM...**

GAMEPLAY SUMMARY

- Text descriptions provide additional information where visuals cannot.
- Additional rooms can be accessed through 'transition objects'. Based on Myst's mini-worlds and can provide additional depth to an enclosed space.
- Potential to include different story routes.
- Emphasis on room structure. Explore a single room with additional depth.

CLOSING THOUGHTS

- Development of basic game mechanics vs. media asset creation
- Possible implementation in a 3D/Virtual Environment
- Explore ideas and discover what can work among different forms of media

