Design Document

CCI- Advanced Visualization and Computational Environments
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1. **Working Title**

   Journey in Cloud

2. **Description of the Experience**

   Players enter and stay in this small Chinese style world (music interaction) to enjoy the graphic design (the expression of Chinese culture) and explore different audio possibilities. In this process, players achieve a special visual and audio enjoyment and feel relaxing.

3. **Goal**

   Exploration/ Relaxation/ Enjoyment/ Satisfaction

4. **Basic Elements**

   Music/ Chinese Landscape/ 2D Graphics
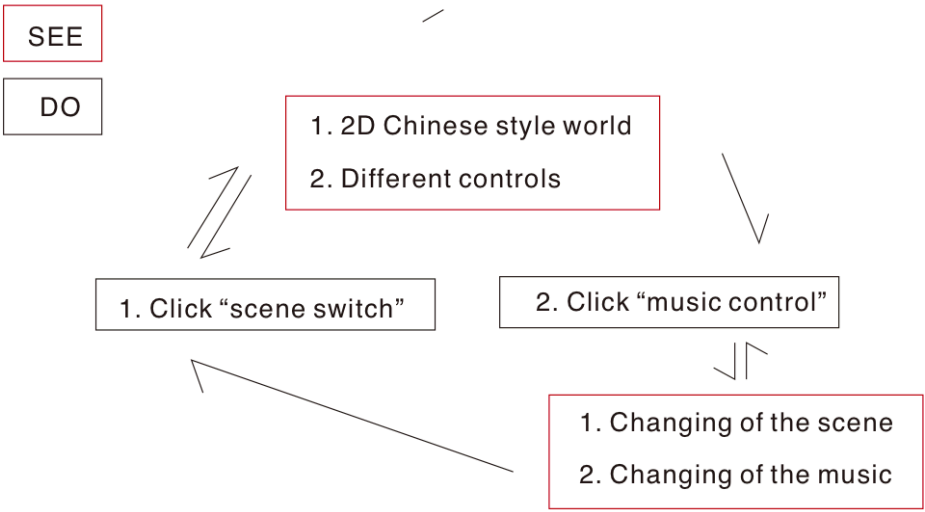
5. **Annotated List of Design Values**

Design Values	Description
Value of Player Centrism	Accessibility (ease of play and easy to acquire) Immersion in other-worldliness
Playability	Enjoyment and value of fun Try to create a game as fun as possible, instead of one that is visually appealing
Societal Impact and Cultural Values	Draw inspiration from cultural traditions which are not well represented in the contemporary game products
Values of Artistic Expression and Innovation	Pursue aesthetically or visually stunning game experience

6. **Interfaces and Controls**

   Interface: It is composed of 2D graphics in Chinese style. There will be clear icons that are also consistent with graphic design style to guide the players to explore.

   Controls: Mouse control（Scene switching/Music control）

7. UX Flow

SEE

DO

1. 2D Chinese style world

2. Different controls

1. Click "scene switch"

2. Click "music control"

1. Changing of the scene

2. Changing of the music

8. Level. Design

Sky

UP | DOWN

Mountain

UP | DOWN

UP

UP

UP

River — RIGHT / LEFT — Ground — RIGHT / LEFT — Temple — RIGHT / LEFT — Field