Instruction

Install the whole folder: Variables. Then you will be able to play the whole game.

The folder is in:

https://drive.google.com/drive/folders/1EsAnPQ0_cJ6uquTFZy0Jebp0T-dznr7o?usp=sharing

Prologue

I made this game with my team in the TechX Hackathon competition and the Capstone Hackathon required us to finish a project within 24 hours. I had the idea of this story long before Hackathon. It was when I founded the Science Fiction Club at our high school that I came up with the idea of filming a short movie for our club. But due to the outbreak of coronavirus, I failed to film it as planned. But the Hackathon gave me the chance to demonstrate this story in another art form and that was how this game came true.

As time isn't long enough, we chose to use RPG Maker MV, a game maker that is easy to use when developing an RPG game. Although we used most of the map tiles from the resources it provided, we still painted some of the tiles and tools by ourselves like the VR controller, the hospital bed, etc.

Team Members:

Shijun Zhou (me): Team Leader, Level Design, Game Design, Writer, Composer

Robert Gao: Composer, sound effect

Max: Art Design, Composer

Karate: Art Design

Junyi Ji: Tech guy

Writer

I wrote this plot based on my opinion on fatalism and skepticism. I want to use my story to demonstrate to the players that fatalism and skepticism can be romantic as well.

Level Design

It's a story-telling game so I would like to render the player some interaction in the game so that they won't get bored with the game. So I hide some information and easter egg that will be found only if they click around.

Composer

In this game, I put more effort into music because music can be another way to tell the story. We wrote some stories into our music as well. With the help of music, the player could be more immersed in the vibe with our main character.

All the songs and sounds in the game are created by us except a Sonata and a Waltzes.

Endings

I designed 3 different endings for the game. Two as the main endings and one is the easter egg, a hidden ending for the players to explore.

The playthrough video is down here (including all three endings)

https://youtu.be/NxyDrwfPBXY