· 2024-08-17 ·

GMTK 2024 Game Design

Draft Plan

Suggest 1

The working Title - If I were you

A game where you become various animals of different sizes and experience changes in perspective and scale.

-> "A game about uncovering the secrets hidden in the city."

Imagine a world seen through the eyes of various animals, where each perspective reveals a unique vision of reality.

Suggest 2

The working Title : Tracing the Footsteps of Precious

Aligning with the theme 'Built to Scale,' the game applies to animal rescue operations in modern society, showing how small actions can lead to significant changes.

Additionally, the game mechanics reflect the concept of scale, incorporating elements of humanism.

Key Mechanisms
1.Size Adjustment Mechanism
Players adjust the size of objects as needed to help animals.
Example: Shrinking an object to rescue an animal trapped in a confined space or reducing the size of a large object to create a passage for the animal to pass through.
2.Gravity Adjustment Mechanism
By altering gravity, players can make heavy structures lighter to rescue animals or keep potentially falling objects secure.
Example: Adjusting gravity to safely bring down a cat at risk of falling from a high place.

Suggest

The working Title. EmoScale or / Soul's Gravity?

"As always, you can interpret this theme however you like. Use it as a jumping off point, so get creative, think outside the box, and surprise us."

In line with the theme above, the design goes beyond the simplie concept of scaling objects up and down and explores the meaning of "Scale" in a multifaceted way. The game ties the theme "Built to Scale" to people's emotions, exploring how small emotional changes can have a significant psychological big impact.

The player takes on the role of exploring the inner world of individuals, addressing emotional issues that people of different ages face. By using the abilities to adjust size and gravity, the player helps to resolve deep-seated emotional blocks within their hearts, ultimately leading to inner healing.
Additionally, the game mechanics reflect the concept of scale in a meaningful way.

► Key Mechanisms

1.First-Person Perspective and Emotional Interaction
- **Interaction with Emotional Elements:**
  Players manipulate emotional elements from a first-person perspective. They can adjust emotional blocks or solve problems by connecting fragments of memories.
  Example: Healing by reducing the size of emotional wounds or bringing repressed feelings to the surface.

2.Size Adjustment and Gravity Manipulation
- **Emotion Size Adjustment:**
  Players solve problems by adjusting the size of emotions within a person's mind. This includes tasks like reducing exaggerated fears to a realistic size or enlarging forgotten memories to revive them.
- **Gravity Manipulation:**
  By adjusting the weight of emotions, players can bring repressed feelings to the surface or lighten the burden of a heavy heart. This interaction plays a crucial role in balancing emotions and aiding psychological healing.

3.User Experience Expectations
- **Emotion-Centered Puzzles:**
  Each puzzle is designed to be directly connected to emotional issues at different stages of life, allowing players to naturally experience emotions as they progress through the game.
- **Sense of Scale:**
  Visual and physical effects are designed so that players can intuitively feel changes in size and weight each time they manipulate emotional elements.

► Puzzle Elements

Stage 1: Childhood Fears
•**Target:** Children
•**Background:** The child feels fear towards the dark and imaginary monsters. These fears are exaggerated in size and need to be overcome.
•**Puzzle Elements:**
- **Monster of Fear**
  A large monster is blocking the path. The player must reduce the monster's size to create a path for the child to pass through. As the monster shrinks, the child feels less fear. The monster's expression could change gradually or only after it is overcome.
- **Protective Wall or a Small Shelter from Childhood**
  The child seeks a safe space to overcome their fear. The player enlarges the safe space to create a protective wall, allowing the child to feel secure within it.

Stage 2: Adolescent Anxiety
•**Target:** Adolescents
•**Background:** The adolescent feels anxiety due to uncertainties about the future and social pressures. This anxiety is represented as a heavy burden.
•**Puzzle Elements:**
- **Cloud of Anxiety**
  The anxiety hovers like a cloud above the adolescent sitting at a desk, growing heavier over time. The player adjusts the cloud's weight to lighten it, allowing the adolescent to see more clearly ahead.
- **Stairway (or Bridge) of Hope**
  To overcome anxiety and move forward, the player enlarges the stairway of hope, helping the adolescent climb higher. The larger the stairway, the higher the adolescent can ascend.

Stage 3: Adult Pressure and Responsibility

•**Target:** Adults

•**Background:** The adult feels psychological pressure from responsibilities at work and home. This weight is represented as a heavy load.

•**Puzzle Elements:**

- **Burden of Responsibility**
  A heavy burden of responsibility is placed on the adult's shoulders. The player reduces the weight of this burden, allowing the adult to move more freely. The lighter the burden, the more freely the adult can move.
- **Hourglass of Time** (or Wall Clock, etc.)
  As time passes quickly, the adult feels pressure. The player reduces the size of the hourglass to slow down time, allowing the adult to find some respite.

Stage 4: Loneliness in Old Age

•**Target:** Elderly

•**Background:** The elderly person feels loneliness and isolation, clinging to memories of the past. These emotions are represented as scattered memories.

•**Puzzle Elements:**

- **Memory Puzzle**
  The past memories are scattered into pieces. The player adjusts the size of these pieces to complete the puzzle, helping the elderly person recover precious moments from the past.
  Example: Recalling happy times with a grandmother. The puzzle pieces could be photo fragments instead, where the player assembles them to recreate the memory. If possible, an animation or happy scene could be shown after the puzzle is completed.
- **Light of Memory**
  The light within the memory is fading. The player enlarges the light to warm the elderly person's heart, reducing their loneliness.