



Akemi Isles

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Overview

Play as a traveler exploring the Akemi Isles, a chain of mysterious islands, each with its own story. Uncover myths, solve narrative-driven puzzles, and weave folklore with personal storytelling to restore hope to the people of the land.





About

Main Game Loop

1. Explore An Island
2. Interact with characters
3. Collect Items
4. Solve narrative driven puzzles
5. Discover myths and save the land's people
6. Go to the next Island

Story and Lore

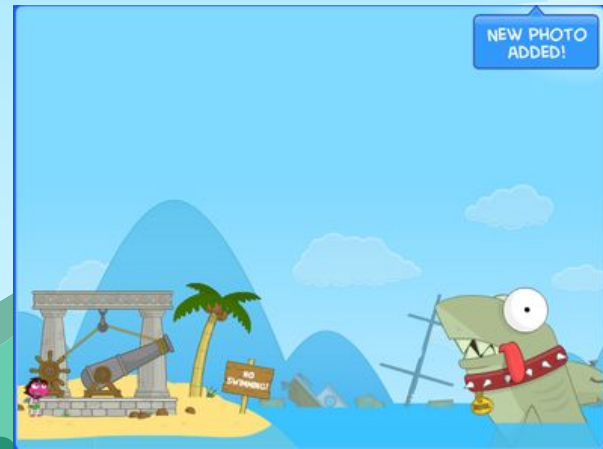
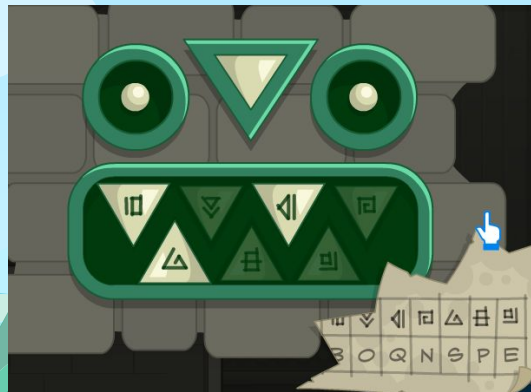
Each island represents a myth inspired tale, so move forward in each story and learn more about them

Inspirations

- Poptropica
- Greek Mythology and other stories of different countries



Examples





Mechanics

Important Attribute Specifics

- Exploration: players move across islands, discovering new areas / paths
- NPC Interaction: Dialogue system with branching conversations to advance story
- Items and Inventory: collect and use items to progress through challenges
- Puzzle-Solving: environment based puzzles tied to the myths
- Islands: each handcrafted distinct from any other

We will be using...



Unity 2D

Scripted with C#

Art assets will be created in programs such as Piskel and others as needed. Audio will not be included initially, consistent with Poptropica. Akemi Isles is designed to be accessible, playable on a standard laptop without high-end hardware, and the intended audience is players who enjoy narrative-focused indie games with story elements. Maintenance involves bug fixes and content updates, such as adding new islands.



Justification

- We all have prior experience with game development from classes and making personal projects and enjoy making games
- We all have some interest in pursuing game development in the future
- Each of us have complementary skills: programming, art, and project management
- Project applies knowledge from CS courses
- At least one island is achievable in one semester and expandable later



Team Roles

01

Jody

Scene setup and story scripting, assists with narrative design and puzzle interactions

02

Taylor

Concept art and in game assets, Visual scripting and UI integration

03

Matthew

Core gameplay programming (movement, inventory system), supports narrative integration, puzzle logic



Thank You

