

## Senior Project I Proposal

Akemi Isles is a 2D narrative-driven exploration game where players travel between a series of islands, each representing a unique story. Unlike action-driven games, Akemi Isles emphasizes storytelling and problem-solving. Each island is inspired by myths and folklore of the past, blending personal storytelling with mythological imagination.

Inspired by *Poptropica*, where players explore islands with individual themes, challenges, and narratives, Akemi Isles focuses on narrative rather than combat. Player progression is tied to exploration, interacting with characters and the environment, and advancing through each island's story.

The core features of the game include island exploration, narrative-driven gameplay, stylized visuals, and an inventory system for collecting items. The game will be developed using Unity 2D, with art assets created in programs like Piskel and others as needed. Audio will not be included initially, consistent with early *Poptropica*. Akemi Isles is designed to be accessible, playable on a standard laptop without high-end hardware. The intended audience is players who enjoy narrative-focused indie games with mythological elements. Maintenance would involve bug fixes and optional content updates, such as adding new islands.

Our team's choice of Akemi Isles is appropriate for this course because it applies skills learned in previous classes, including object-oriented programming, software design, and user interface development, while extending them into areas like game design, narrative structuring, and combining art, animation, and interactive elements into a single game experience. The project's technical difficulty is well-suited for a semester-long timeline. While the game includes multiple interconnected systems—exploration, narrative progression, puzzles, and inventory—each is

achievable with our team's current skill set, and development tasks can be distributed evenly among members.

Additionally, our team already has access to the necessary tools, including Unity, GitHub, and digital art software. The project is engaging for us as developers because it combines creativity with problem-solving, allowing us to implement game mechanics while shaping myths into interactive experiences.

Akemi Isles is designed to be interesting not only to our team but also to its players. The myth-inspired islands introduce stories that players may not have encountered before, and exploration adds depth to these narratives. By blending narrative design, mythological inspiration, and technical implementation, Akemi Isles represents a project that is both achievable and meaningful by the end of the course.