MEMORIA
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> PLAY
EXIT
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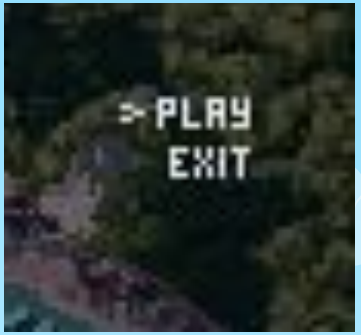
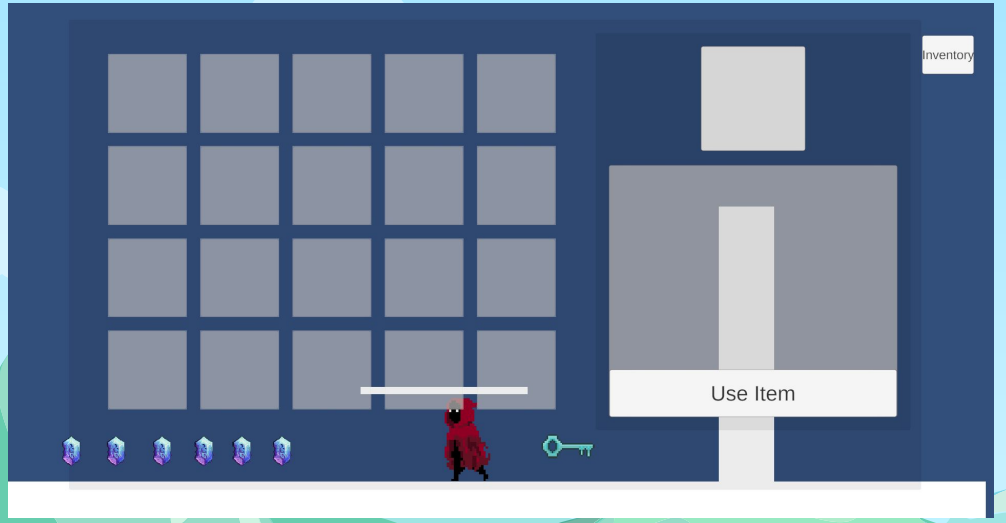
Project Description

- 2D narrative driven exploration game
- Target Audience: anyone and everyone
- Themes of memory, loss, and acceptance
- stranded traveler and spirit move forward together

User’s POV


PLAY
EXIT


Inventory
Use Item

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Game Outcome

- Acceptance
- New Beginnings
- Freedom

Our Why For This Game

- We're all graduating this semester
- Have to accept that this chapter is closing
- As one door closes, others are opened
- If we stay still, we're not really living

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
- Prototype can be built upon later on if we choose to do so in future

Project Goals

Item System

- Player able to pick item and store it into the inventory.
- Player able to use the item in the scenes (use it to open a door)
- The Item doesn't spawn back after being picked up

Dialogue & Quests

- Player able to talk to NPC.
- NPC messages are based on what part of the quest player is in
- Interacts with item system throughout the game

Art, UI, and Backgrounds

- Implement layered backgrounds for depth
- Items, Inventory System, Dialogue
- One cohesive art style for game

Game Manager

- Working game manager that is well integrated to the game.
- Game manager can handle the scene transition.
- Game manager can move from the start menu to the game.

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.

Questions