

CMPU 376: Game Design

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Final Project: Space Man

Space Man is a game about an alien who gets lost from his home planet while out on an adventure. Travelling from planet to planet in an attempt to find his home, the player - an introverted Space Man - meets a diverse cast of characters from several different worlds marked by canopies of trees, lush bodies of water, dark caves, and high-tech gas stations. Some planets may threaten harm, while others are kind, and in each Space Man has the opportunity to form relationships and help out where he's needed. For instance, in a watercolor planet named Beach World, Space Man meets the feisty Fish Girl who won't let any of the other fish get the water they need to replenish their pigment. As he learns about her and tries to help out the planet, Space Man realizes that she was just bored of her peers' lackadaisical attitude towards life - Fish Girl was just looking for some adventure! Space Man then has the opportunity to take Fish Girl with him and drop her off in another, more exciting planet, while he journeys onward to find home.

Space Man is a worthwhile game to make because it incorporates common mechanics with interesting and distinctive artistic styles. Each of the planets' design and the music scores have been hand-drawn and written by us, and we want to demonstrate that a game can be just as much about a visual and narrative experience as a "win-or-lose" experience. Some of our favorite games are primarily driven by story and ambiance which is why it felt appropriate to make this game. For example, the game *Journey* evokes a feeling of smallness and wonder by

beautifully rendering empty sand dunes that stretch vastly onward. What most players remember about *Journey* is not the mechanical experience of puzzle-solving, instead it's the emotional connections they formed with the isolative travelers they met along the way. Similarly, we are taking the common narrative of a lonely, traveling astronaut and using it as a device to showcase smaller narratives that are fleshed out by our unique artistic sensibilities.