

GAME NAME:

# Stellae

TEAM NAME:

## Ambient Narrators

TEAM MEMBERS:

**Oliver Qiu, Madison Lysaght, Chris Bellonzi,  
Elvis Rodriguez, Spencer Henry, Alyssa Pearson, Jane Pham**

WHY OUR GAME IS COOL:

Encompasses a small environment that's rich with content such as mechanics including minigames (marshmallow roasting, fishing, etc.). Our game has a backstory involving the characters and proposes a relaxing and deep experience story-wise. There is interaction with the environment and allows for dynamic gameplay. Narrative-driven allows for flexibility with experience.

WHAT OUR GAME LOOKS LIKE:

Low-game set in nature. There will be lots of trees and greenery, a campsite, sunsets and starlight, and lakes and/or rivers. We'll strive to have soft but saturated colors and a whimsical, ethereal aesthetic. It will overall be a casual, slow-paced experience meant to be pensive and thought-provoking.

PLAYER:

Our game follows a teenage girl named Stellae who's forced to go on a camping trip with her estranged dad after her parents recently divorced. At first, she is very cold and distant with him, but as you progress through the story (depending on your actions in game) you can either recreate the strong bond they once had or solidify all her negative feelings for him.

DESIGN PILLARS

- Narrative driven
- Choose your own adventure
- Emotional/somber

USER INTERFACE

- Interactive buttons
- Timer at the top
- Menu
- Subtitles

## VISUAL STYLE AND METHODOLOGY

Low-poly with solid color and painted textures to give a clean, simplistic feel

## AUDIO AND SPECIAL EFFECTS

- Environmental/ambient sound
- Foley, sfx
- texting scrolling sfx

## MISSING TECH STUFF THAT ISN'T PART OF THE SANDBOX OR AVAILABLE FROM DAY ONE:

- Branching dialogue based on mini-game scores
- Item selection/interaction
- Environment-based lighting system (mostly focused on lighting system)

## LEVEL MAP:



## KEY FOR MAP:

Red circles = areas for minigames/ where interaction/ main gameplay takes place within game

Yellow dot = NPC's/characters

## SCHEDULE DEVELOPMENT:

- Rough environment layout and character models

- Movement and dialogue system tests
- Rough out minigame 1
- rough out minigame 2
- rough out minigame 3

#### CAMERA NOTES:

Gameplay in first person view, however, during cut-scenes we can break away into a 3D perspective following behind the character(s).

#### STUFF WE NEED RIGHT AWAY:

- Start menu
- UI System/Design: (Elvis)
  - Visible Task timers
  - Task Score Counter
  - Interact Buttons (which pop up/disappear based on proximity to objects)
  - Icons (for certain tasks or that appear when certain tasks are done correctly)
  - Menu Screen
  - Pause Screen
  - End Game
  - Credits Screen
  - Options Screen
  - Text Boxes/Thought Bubbles
- 3D Assets:
  - Environment Assets (Allie)
    - Trees
    - Bush
    - Lake
    - Rocks
    - Sky elements (clouds, stars)
    - Ground (has to include a bear track)
  - Characters (Spencer/ Madison)
    - Child
    - Parent
    - Bear
  - Structures (Allie)
    - Tent
    - Dock
    - Campfire
    - Logs around fire
    - Fence
  - Props (Jane)

- Marshmallows
  - Fishing rod and fish
  - Boat
  - Car
  - Guitar
  - Backpack/Gear
- Basic sound design + scratch music (Oliver)
  - creating custom soundtrack
- Coding Systems (Chris)
  - Branching dialogue system (based on task score counter)
    - Branching dialogue for specific tasks, based on task performance
    - During minigames -- auto progresses dialogue
    - Outside of minigames -- click through dialogue
  - Other branching dialogue
  - Interactive button mechanics
  - Pick up/down mechanic
  - Camera system
- Minigames Mechanics
  - Fishing Minigame (fish zone, timing, score counter, casting rod and reeling in rod)
  - Marshmallow minigame (holding marshmallow in fire, graphics that respond to time, change of marshmallow state based on time in fire)
  - Camp-site minigame (pickup/putdown mechanic, have pieces of tent pop into place when put down)
- Script (Oliver)
  - branching dialogue writing
  - good and bad task ending writings

## COOL STUFF/WISHLIST

- Create our own music
- Voice actors
- Day night cycle
- Accessibility/options menu
- Change Languages on Dialogue

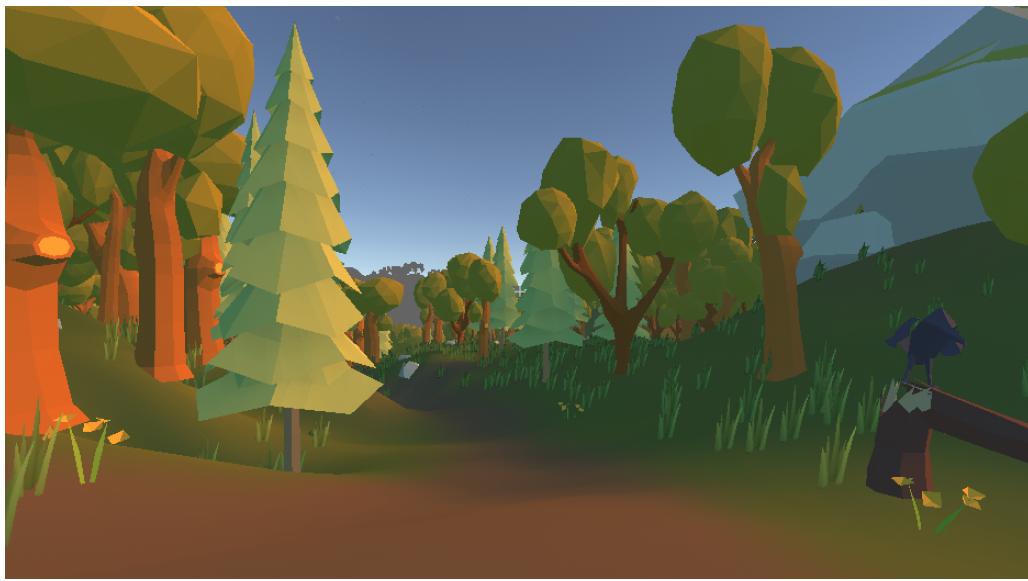
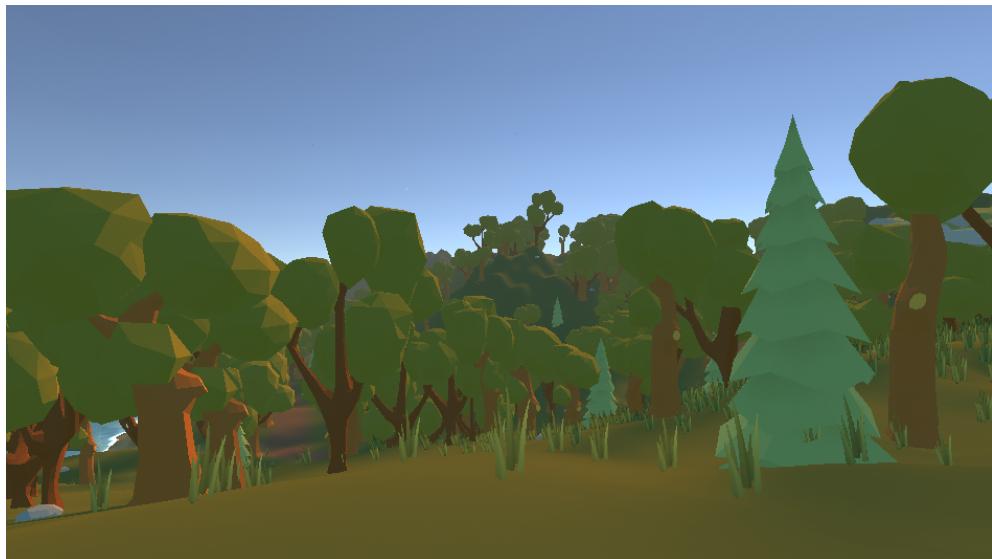
## UPDATE #1

Some things we noticed that could be a problem later is the dialogue system not working as intended due to how the mouse interacts in the FPS model we are using to give it a first person POV. That'll also make any UI slightly difficult too since most of my UI assets are from the 2D game classes and need to learn the best way to integrate it into 3D. Other than that, we are

probably just scale down how much we do since we are all struggling to use Github so that we can all work on it.

#### UPDATE #2 - ALPHA

- World: The environment has been laid out. Animals, grass, trees, and water have all been implemented within the world. Ambient music and sounds have been implemented within the game as well. Invisible walls have been added to encourage the player to stay within the confines of the world.



- Systems - Dialogue: The dialogue system has been given a simple implementation. Use "E" to trigger dialogue when close to the character that is speaking. The scroll wheel is used to cycle between dialogue options, and the Enter key is used to select an option. We plan to add in the script and touch up the aesthetic of the dialogue in a future update.



- Systems - Item Interaction: An item interaction script has been added. Currently, you cannot add anything to your inventory in the alpha.
- Character models: The dad model is currently being rigged. For now, he remains as a placeholder pill-shaped figure.
- Sprites: The campsite sprites have been created, but have yet to be implemented within the game.
- Start Screen: A basic start screen has been implemented. It still needs music and the layout will be adjusted, but it is currently functional for the alpha.



## UPDATE #3 - BETA

- World: More of the world was fleshed out (campsite was built, path leading to campsite, etc.)



- System: cutscenes were developed but they are just dialogue at the moment; minigames were made but the visuals weren't implemented yet (camp assembling, gathering supplies, and bird spotting)



- Character models: The father is fully rigged and has been animated to walk, sit, and lay down (for his respective scenes).
- Sprites: campsite sprites have been completed and implemented within the game.



- Dialogue System(s): a “thoughts” system has been implemented that helps guide the player to their objectives and provides additional commentary from your character. The branching dialogue has been adjusted to parse the story line-by-line, with the “SPACE” or “ENTER” key advancing the story, and the number keys being used to make dialogue choices. Event triggers to open the dialogue have been created, but have yet to be fully implemented in the free-roam levels of the game.



- Story: the narrative has been adjusted to be read in third person, as opposed to the original first-person perspective we were aiming for. This choice was made so that we could express the tone and actions of the characters, since we don't have voice acting or complex animations to do that for us
- Gameplay: the item interaction system has been implemented, allowing the player to pick up and place items in their designated locations. An example of this is the campsite set-up sequence. Bird-spotting has also been implemented. When holding right-mouse,

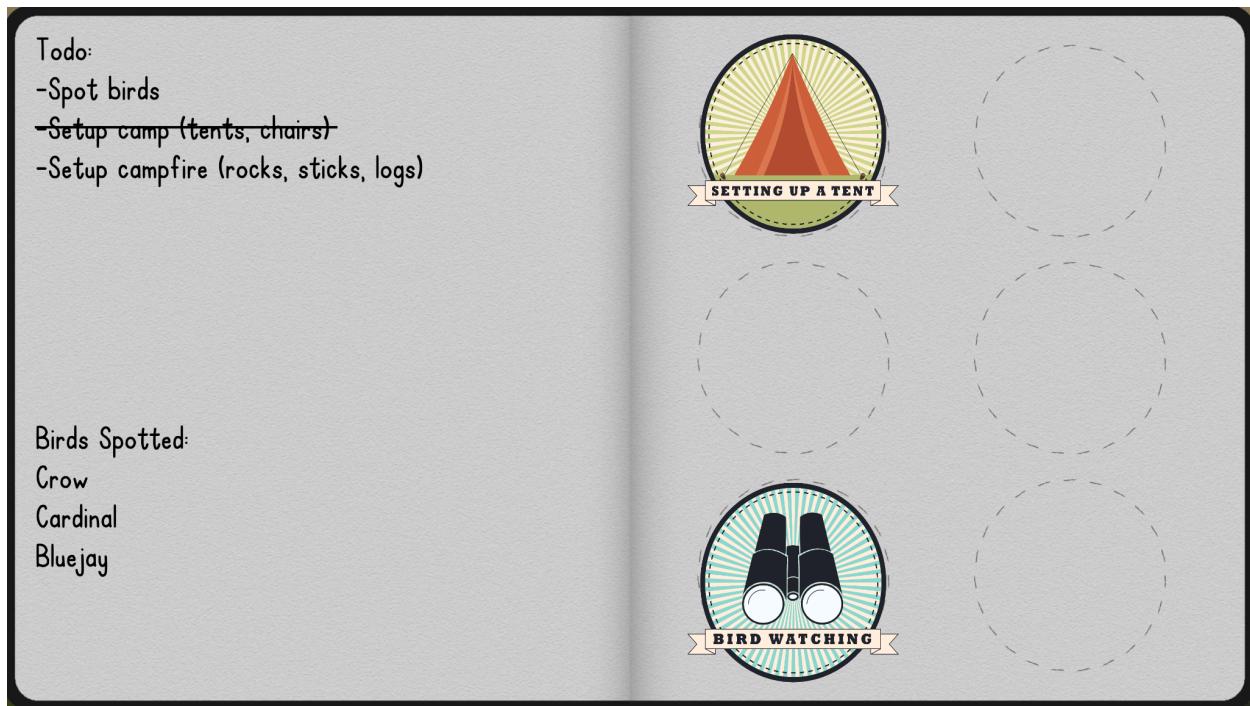
the FOV zooms in and birds can be spotted, which adds them to your inventory. These spotting tasks contribute towards badges for the player to earn.

#### Update #4 - FINAL

- Game Trailer: <https://vimeo.com/539415234>
- Systems: Animations have been added to the cutscenes instead of just dialogue. Bird spotting and the collection system is now persistent across different scenes.



- UI: Journal screen has been added along with the badge achievement system when you complete different tasks such as setting up the tent, making the campfire, roasting marshmallows, bird watching, rare bird watching, and stargazing. The inventory system is also complete and displays icons on the screen when you pick up different items.





- Story: Dialogue has been modified to make more sense with the rest of the story.

- Gameplay: New start screen implemented with moving background and audio. Credits screen made that shows the badges you got during the game.



#### DEVELOPMENT SCHEDULE:

- 2/1/21: Game Pitches
- 2/14/21: GDD
- 2/16/21: Paper Prototype
- 2/19/21: 3D Assets with PBR Materials
- 2/21/21: User Interface
- ~~2/28/21: DIGITAL PROTOTYPE Milestone/Peer Evaluation~~
- 3/4/21: Tutorials and Conveyance
- ~~3/7/21: ALPHA Milestone/Peer Evaluation~~
- 3/18/21: Game Start Levels
- ~~4/4/21: BETA Milestone/Peer Evaluation~~
- ~~4/21/21: FINAL Milestone/Behance Game Page/Gameplay Video~~

## REFERENCE IMAGES





Jack got sick right after he turned one, um...

