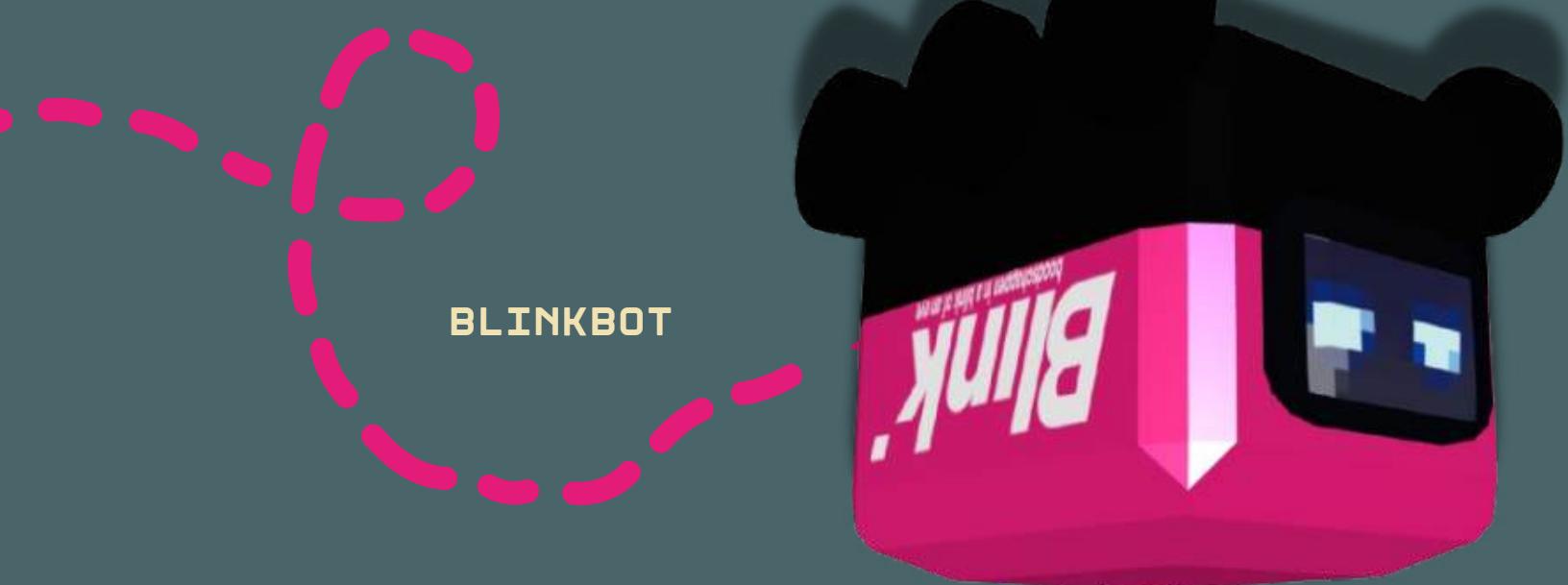


PROJECT: TIME TRIAL



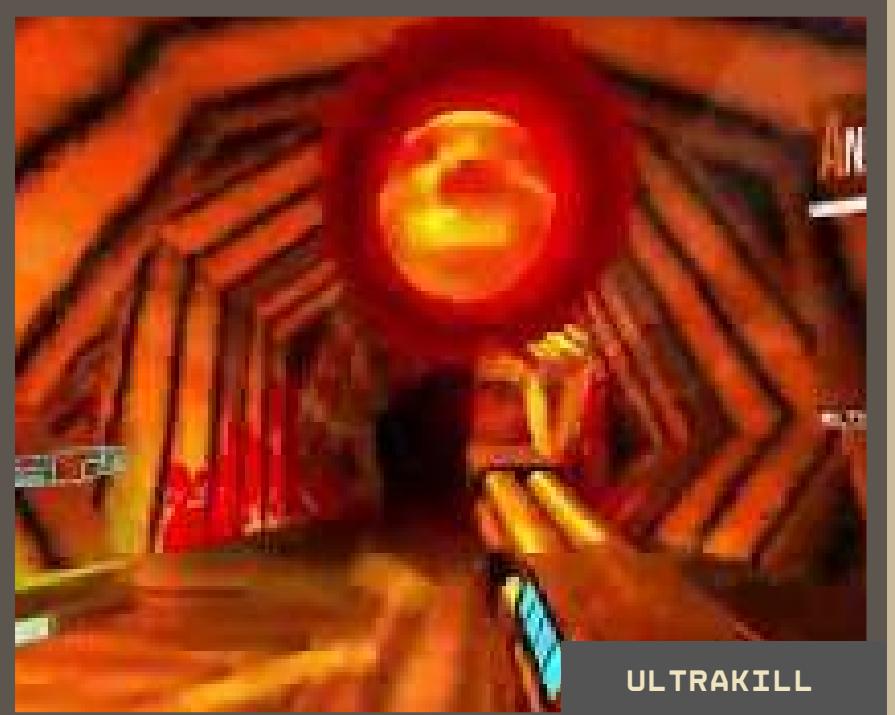
WILL YOU BEAT AUTOMISATION OR LOSE
CREATURE IN THE **Blink'** OF AN EYE?



DESIGN INSPIRATION

PROJECT: TIME TRIAL

VISUAL



REALITY



RETRO STYLE (PSX)

PROJECT: TIME TRIAL



DESIGN INSPIRATION

PROJECT: TIME TRIAL

ENVIRONMENT



Duurzaam Breda | Gemeente Breda

Duurzamer leven en een duurzame stad

SOURCE: BREDA DUURZAAM



GREEN CITY



DESIGN INSPIRATION

PROJECT: TIME TRIAL

AUTOMATION



INSPIRATIE



INSPIRATIE



CONTRAST TUSSEN MUTED RETRO EN NEON FUTURISTISCH



PROJECT: TIME TRIAL



DESIGN CHOICES



COLOR SCHEME

S



Planbureau voor de Leefomgeving

PROJECT: TIME TRIAL

FOR LEASE
call: 0416-288000



MANY WORK FROM HOME

VOLATILE WORLD

RENTING AND LEASING
IS THE NORM



HIGH TRUST IN TECHNOLOGY



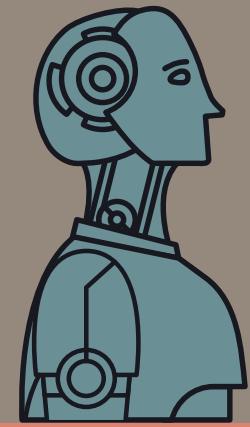
FLEXIBLE USE OF SPACES



R

PROJECT: TIME TRIAL

LITTLE CHANGE IN BUILDINGS



MORE SUSTAINABILITY
(SOLAR PANELS AND MORE
RECYCLING FOCUSED)

FUTURE VISION

LARGER GAP BETWEEN RICH AND POOR

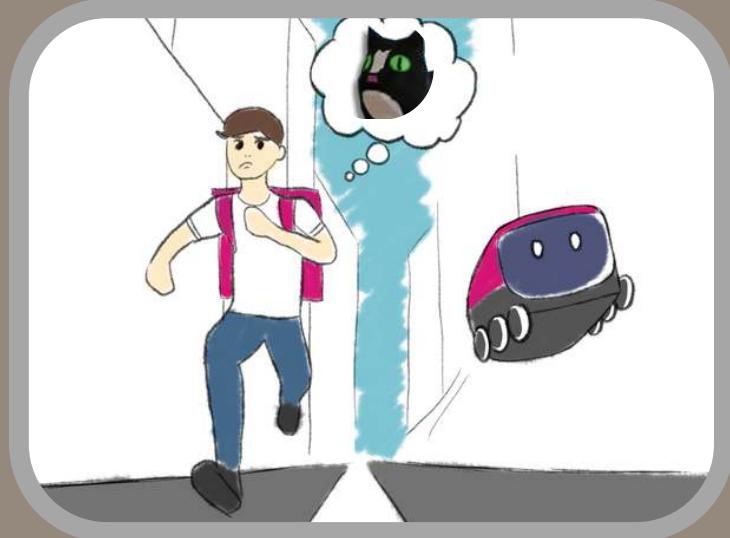
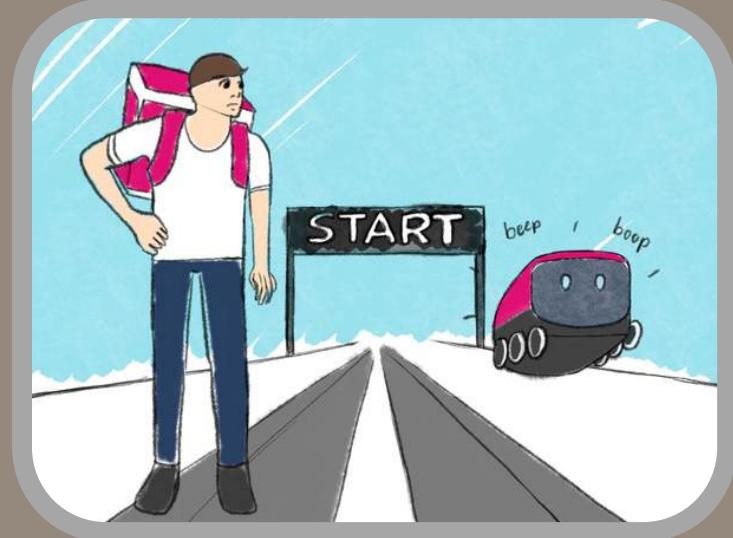


AUTOMISATION AT IT'S PEAK



PEOPLE RENT AND LEASE, OWNING IS NOT COMMON

STORY



PROJECT: TIME TRIAL



ANIMATIONS

CONTRIBUTION ROLES

INTERACTION

COLOR SHOWING NAVIGATION



NPC INTERACTION





PROJECT: TIME TRIAL



UI STYLE

CONTRIBUTION ROLES

VISUAL

WORLD



PROJECT: TIME TRIAL



SELFMADE



CONTRIBUTION ROLES

3D MODELING



GATHERED ASSETS



SOURCE: PRIODARILL

PROJECT: TIME TRIAL



TIMER

SHADERS

CONTRIBUTION ROLES

PROGRAMMING



MOVEMENT

BUILDING SCENES



CHARACTER BUILDING

DILEMMA

CONTRIBUTION ROLES

STORY LINE

STORY



LEASE A CAT TODAY!
LEASE A CAT TODAY!

A large black silhouette of a cat is positioned on the left side of the text. To its right is a red circular button containing white text: "STARTING FROM" and "฿ 0,0001".



WORLD BUILDING



NPC DIALOGUE



Elise, android worker
(1/5)Elise: "Hello, sir!
Here is your delivery
order for Ralf."

N

PROJECT: TIME TRIAL

SOUND EFFECTS (SPRINTING,
WALLCLIMBING)

MUSIC FOR THE GAME



CONTRIBUTION ROLES

SOUND

SOUND LIBRARY

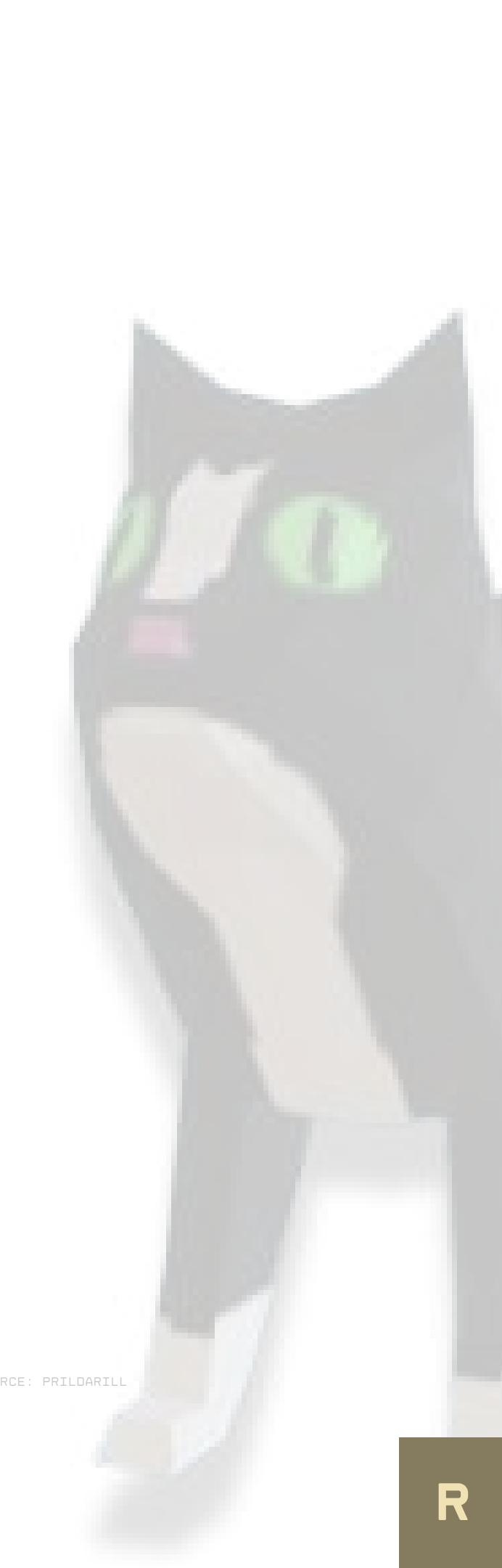
BITCRUSHING

Audio for Game			
Naam	Bewerkingsdatum	Grootte	Soort
✓ Ambient Sounds			
Fietself.mp3	Vandaag, 09:23	2,8 KB	MP3-audio
Fietser.mp3	Vandaag, 09:37	1,2 MB	MP3-audio
Hond blaffen.mp3	Vandaag, 09:37	328 KB	MP3-audio
Kneikast zoem.mp3	Vandaag, 09:10	3,9 MB	MP3-audio
Office ambience.mp3	Vandaag, 09:11	2,8 MB	MP3-audio
Outdoor Ambience.mp3	29-10-2024, 11:06	327 KB	MP3-audio
Pizzeria ambience.mp3	Vandaag, 09:09	729 KB	MP3-audio
Restaurant ambience.mp3	Vandaag, 09:08	244 KB	MP3-audio
Straat ambience.wav	Vandaag, 09:07	81,6 MB	Waveform-audio
Supermarkt Ambience.mp3	Vandaag, 09:10	5,1 MB	MP3-audio
Wind in bomen.mp3	Vandaag, 09:08	2,9 MB	MP3-audio
Winkelwagen.mp3	Vandaag, 09:09	470 KB	MP3-audio
✓ Commercials	29-10-2024, 12:51	560 KB	MP3-audio
Skibidi Pizza.mp3	Vandaag, 09:22	Map	
✓ Music			
Incidental Music.mp3	Vandaag, 09:22	9,7 MB	MP3-audio
Loopje.mp3	Vandaag, 09:13	1 MB	MP3-audio
✓ Player Sounds			
Betonnen voetstappen.mp3	Vandaag, 09:23	152 KB	MP3-audio
Buiten adem.flac	Vandaag, 09:04	446 KB	FLAC-audio
Deur Open + Dicht.mp3	Vandaag, 09:13	200 KB	MP3-audio
Glas breken.mp3	Vandaag, 09:13	68 KB	MP3-audio
Gras rennen.mp3	Vandaag, 08:59	40 KB	MP3-audio
Gras voetstappen.mp3	Vandaag, 08:59	210 KB	MP3-audio
Grind voetstappen.mp3	Vandaag, 09:00	1,1 MB	MP3-audio
Houten Voetstappen.mp3	Vandaag, 09:00	1,1 MB	MP3-audio
Voetstappen in plas water.mp3	Vandaag, 09:00	1,1 MB	MP3-audio
Voetstappen nat zand.mp3	Vandaag, 08:58	1,7 MB	MP3-audio
Water Splash.mp3	Vandaag, 09:13	643 KB	MP3-audio
✓ Rare			
Teleporteren.mp3	Vandaag, 09:22	Map	
UI Geluiden 2.mp3	Vandaag, 09:05	18 KB	MP3-audio
UI geluiden.mp3	Vandaag, 09:12	99 KB	MP3-audio
✓	Vandaag, 09:12	125 KB	MP3-audio



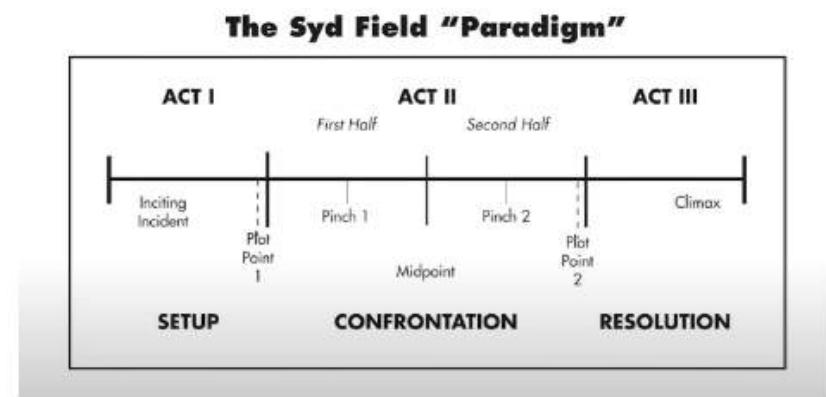
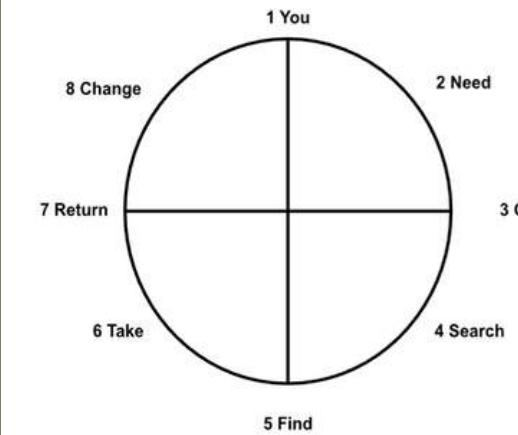
SOURCE: PRILDARILL

QUESTIONS?

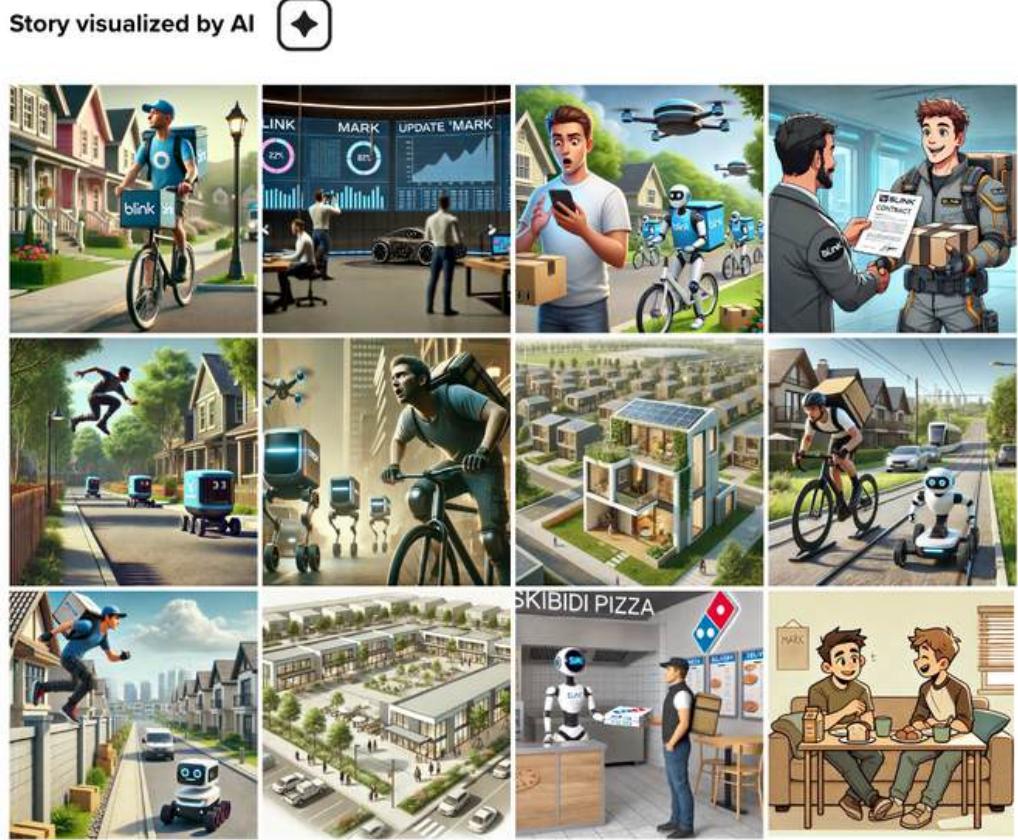


SOURCE: PRILDARILL

STORY WRITING THEORY



DESIGNING THE STORY



CONTRIBUTION ROLES

STORY + 3D MODELING - NOAH

CHARACTER DESIGNS AND DIALOGUE

NPC design

4. Ralf

Role : Freelance coder who travels constantly
Occupation : He works remotely and has a lot of clients. He also likes to travel from city to city.
Personality : Easy-going, adaptable, and somewhat detached
Conflict : Ralf enjoys his freedom, but struggles inside to find a right home for himself. He loves that he can go anywhere. But also want a real connection with someone.
Contribution of the world : He is an example of how digital freelance workers can go anywhere with their work.

4. Interaction with Ralf (Freelance Coder)

- Context:** Ralf is a customer that ordered from skibidi pizza. Ralf enjoys his digital nomad lifestyle, which intrigues Mark.
- Dialogue:**
 - Ralf: "Thank you Mark for delivering my skibidi pizza."
 - Mark: "No problem sir, I hope you will enjoy your order. It's my duty for this city."
 - Ralf: "You look tired. Is everything okay? True, but what if the road just... runs out?"
 - Mark: "It's been quite the competition these days. After Blink go those new delivery robots. I just have to be quicker than them in order to stay on the road."
 - Ralf: "I hope you succeed, but what if the road just... runs out?"
 - Mark: "Then I guess I'd be out of options, huh?"
- Purpose:** Ralf presents an alternative future for Mark, one where adaptation means leaving behind old notions of work entirely.

PROJECT: TIME TRIAL

BUILDING PARKOUR



INSIDE OF SKIBIDI PIZZA



PROJECT: TIME TRIAL

SOUND LIBRARY



Audio for Game		
Naam	Bewerkingstijd	Grootte
Ambient Sounds		
Fietstiel.mp3	Vandaag, 09:07	2,8 MB MP3-audio
Fietser.mp3	Vandaag, 09:07	1,2 MB MP3-audio
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Winkelwagen.mp3	Vandaag, 09:09	470 KB MP3-audio
29-10-2024, 12:51	-- Map	
Skibidi Pizza.mp3	29-10-2024, 12:51	560 KB MP3-audio
Commercials		
Skibidi Pizza.mp3	Vandaag, 09:22	-- Map
Musics		
Incidental Music.mp3	Vandaag, 09:21	9,7 MB MP3-audio
Loopje.mp3	Vandaag, 09:13	1 MB MP3-audio
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Bullen adem.flac	Vandaag, 09:00	446 KB FLAC-audio
Dicht.flac	Vandaag, 09:13	200 KB FLAC-audio
Glas breken.mp3	Vandaag, 08:13	88 KB MP3-audio
Gras rennen.mp3	Vandaag, 08:59	42 KB MP3-audio
Gras voetstappen.mp3	Vandaag, 08:59	210 KB MP3-audio
Grind voetstappen.mp3	Vandaag, 09:00	1,1 MB MP3-audio
Houten voetstappen.mp3	Vandaag, 09:00	545 KB MP3-audio
Voetstappen in plas water.mp3	Vandaag, 09:00	1,1 MB MP3-audio
Voetstappen nat zand.mp3	Vandaag, 08:58	1,7 MB MP3-audio
Water Splash.mp3	Vandaag, 09:13	643 KB MP3-audio
Rare		
Teleporteren.mp3	Vandaag, 09:05	18 KB MP3-audio
Ui Geluiden 2.mp3	Vandaag, 09:12	99 KB MP3-audio
Ui geluiden.mp3	Vandaag, 09:12	126 KB MP3-audio

CONTRIBUTION ROLES

SOUND + VISUAL - RALPH

LOGIC PRO X SKILLS



STREET VIEW IN THE NETHERLANDS



Boonhof

1200 m
Breda
Prinsenbeek
't Zoet
N263

PARODY OF COMPANIES

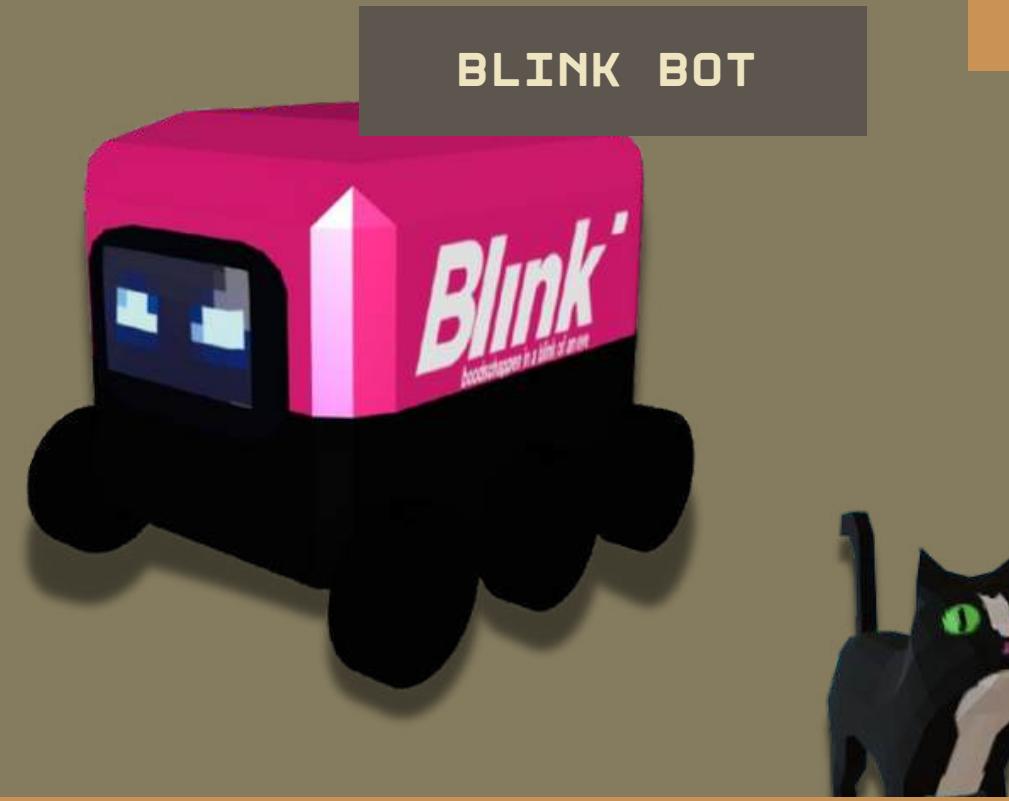


PROJECT: TIME TRIAL

PROJECT: TIME TRIAL



BLINKSHOP



CONTRIBUTION ROLES

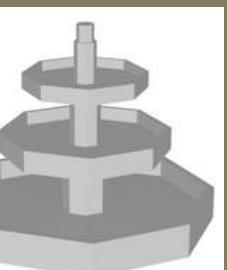
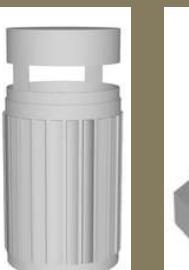
CITY SHOPS



3D MODELING - MISA

INTERACTIVE
GAME OBJECTS

EXTRA / ROAD



PROJECT: TIME TRIAL

LEVEL SELECT

PROJECT: TIME TRIAL

PLAY

LOAD

QUIT

SCENE 1

SCENE 4

CUTSCENE 1

SCENE 2

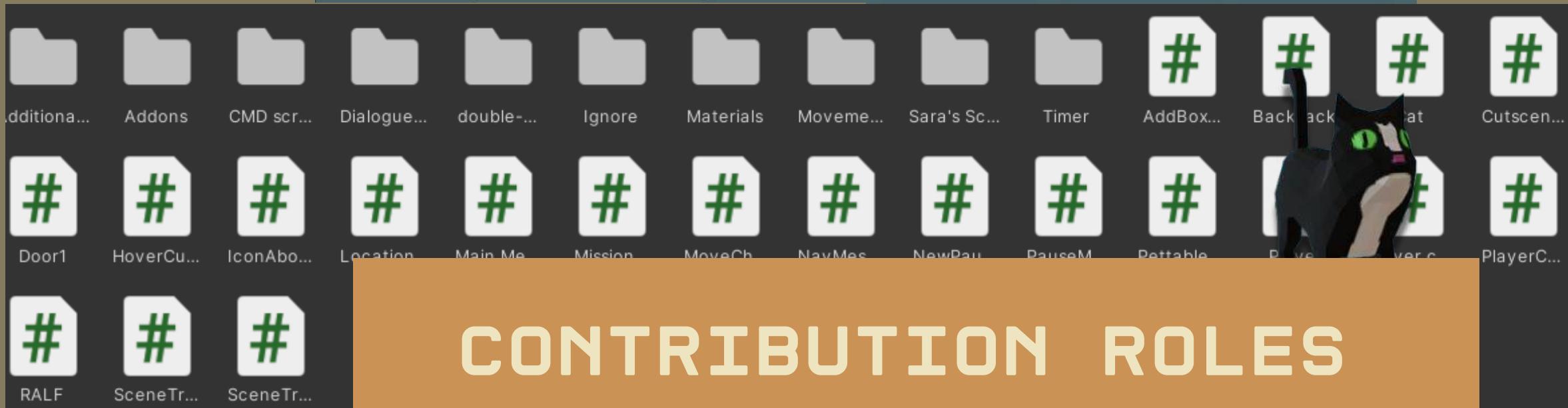
SCENE 5

CUTSCENE 2

SCENE 3

SCENE 6

BACK



CONTRIBUTION ROLES

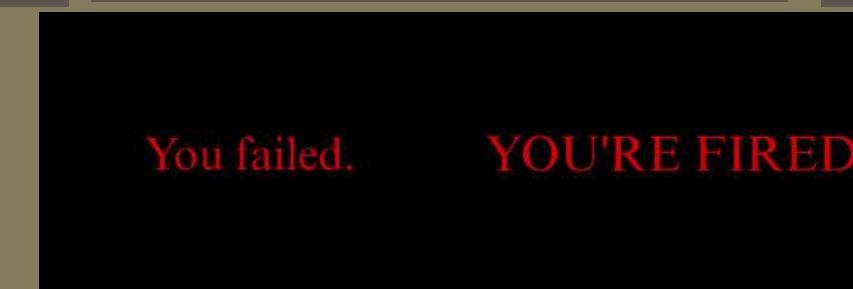
PROGRAMMER + VISUAL - DANIËL



SUCCEED SCREEN



FAILURE SCREEN

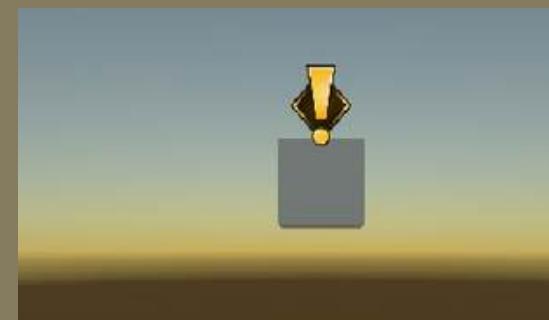


PROGRESS BAR QUEST POINTER



PROJECT: TIME TRIAL

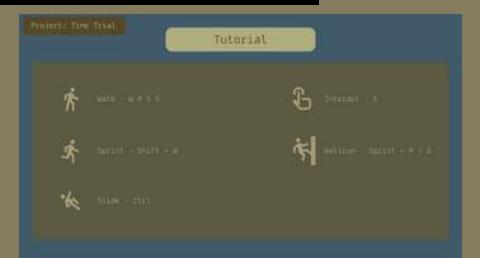
QUEST ICON THAT MOVES WITH OBJECT



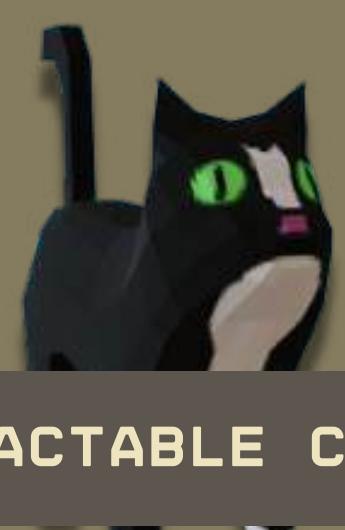
ROBOT AHEAD UI CHANGE



TUTORIAL



INTERACTABLE CAT



PROJECT: TIME TRIAL

WILL YOU BEAT AUTOMISATION OR LOSE
CREATURE IN THE **Blink'** OF AN EYE?

MARK ONLY HAS A HIGH SCHOOL
DIPLOMA. HE CAN ONLY GET ENTRY
LEVEL JOBS.

THESE JOBS ARE BEING AUTOMATED.
MARK IS AT RISK OF BEING FIRED.

THIS IS MARK. MARK WORKS AS
A DELIVERY DRIVER IN BREDA.

HE USES HIS INCREDIBLE
FREERUNNING SKILLS TO
DELIVER AS FAST AS POSSIBLE.

CREATURE THE CAT

MARK LEAVES CREATURE,
WITHOUT ICE HE CAN'T
AFFORD HIS MONTHLY
PAYMENT.

YOUR REPLACEMENT:
THE **Blink'** BOT.

HEIN IS MARK'S BROTHER.
HE OFTEN HAS TO COVER
RENT FOR THEM.

START

VOLATILE WORLD

A VOLATILE TRUST IN
TECHNOLOGY

REFUSED OR ACCEPTED BY MORE
COUNTRIES THAN EVER BEFORE

ACCELERATION

THE END
AUTOMATION
TECHNOLOGIES ARE
RAPIDLY IMPROVING

REFUSAL TO CHANGE

A DEEP SPLIT BETWEEN
THOSE WHO CAN ADAPT AND
THOSE WHO CAN NOT

PROTESTS SPREAD, DEMONSTRATING
LIMITS ON ROBOT WORKING
HOURS AND OPPORTUNITIES FOR HUMANS

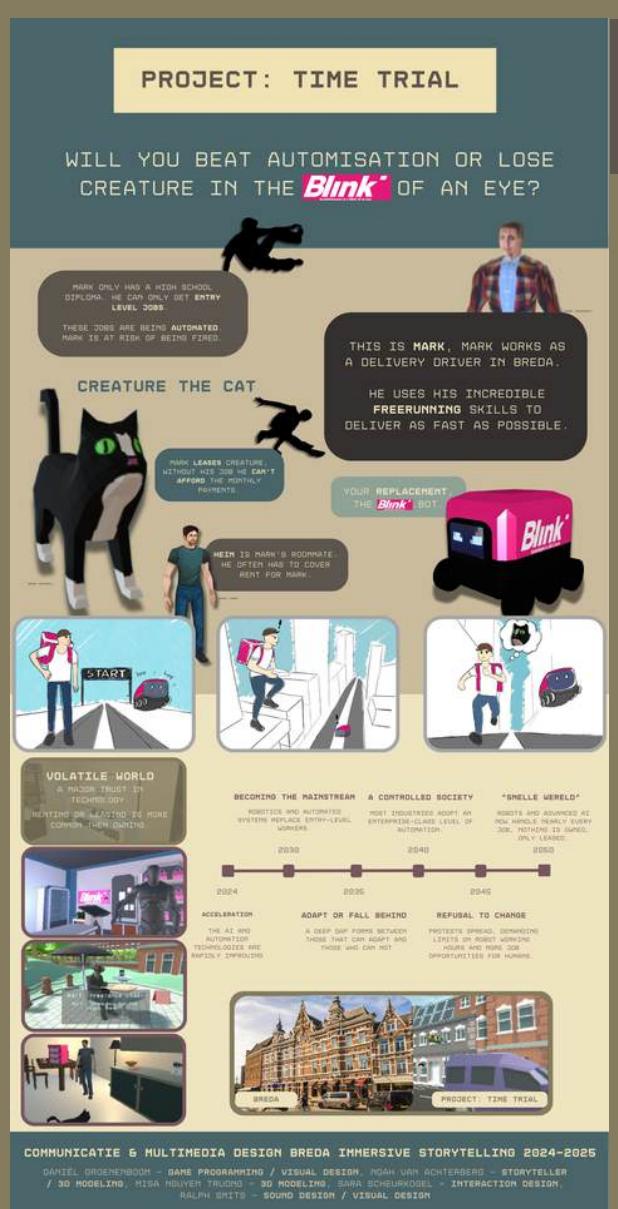
COMMUNICATIE & MULTIMEDIA DESIGN BREDA IMMERSIVE STORYTELLING 2024-2025

DANIEL GROENEBOOM - GAME PROGRAMMING / VISUAL DESIGN, NOAH VAN ACHTERBERG - STORYTELLER

/ 3D MODELING, MISHA HOYVER TRUONG - 3D MODELING, SARA SCHEURKOGEL - INTERACTION DESIGN,

RALPH SHITS - SOUND DESIGN / VISUAL DESIGN

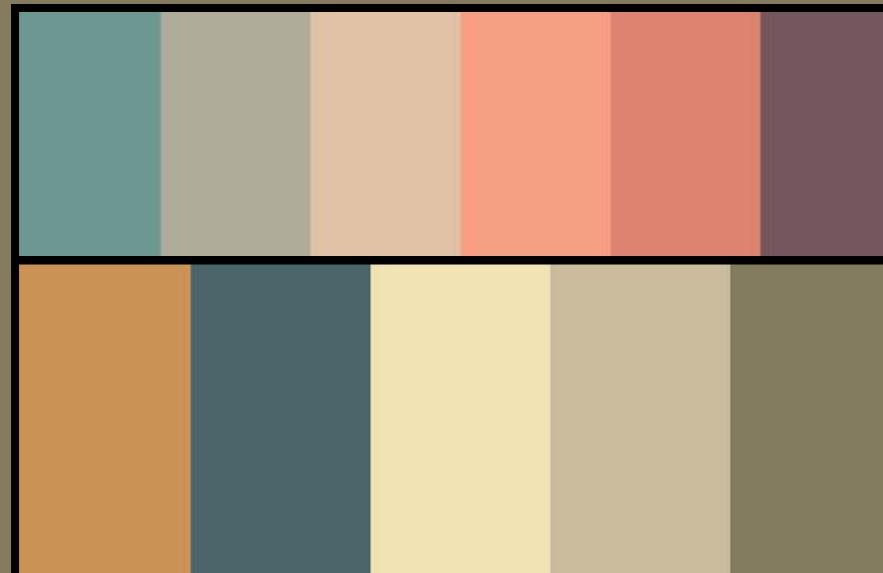
POSTER



CONTRIBUTION ROLES

INTERACTION - SARA

COLORSCHEME MAKEN



SYNOPSIS

IT'S THE YEAR 2050, THE WORLD IS RAPIDLY BEING DOMINATED BY AUTOMATION. THIS LEFT COUNTLESS PEOPLE JOBLESS AND WIDENED THE WEALTH GAP. IN PROJECT: TIME TRIAL YOU PLAY AS MARK, A BREDA BASED DELIVERY DRIVER ARMED WITH FREERUNNING SKILLS. MARK IS FACING THE THREAT OF LOSING HIS JOB TO AUTOMATION. TO SAVE YOUR LIVELIHOOD YOU MUST BEAT THE DELIVERY TIMES OF YOUR ROBOTIC RIVALS BY NAVIGATING THE CITY WITH AGILITY AND SPEED. WILL YOU BE ABLE TO BEAT THE RIVALING ROBOTS DELIVERY TIME?

SCENE 5 DIALOG

