“Fork in the Road” Capstone Planning Document

## Description:

For my Capstone Project, I will be building an interactive story based on the theme of classic fairy tales similar to Little Red Riding Hood

To begin the experience, the player will face in to a path leading into the woods. There is a little girl crying along the path.

When the player interacts with the girl, she will ask for help delivering a package to Grandma’s house because she’s too scared to go into the woods. The player will choose to help her or not. The player will also choose which path into the woods to take. The Dark and Scary path or the Bright and Cheery.

After selecting Play from the start screen, the choices the player makes will determine the outcome of the results. The experience fades to black, end credits show, and start screen is displayed.

Point system: Reward for bringing the package to Grandma. The girl will tell you that Grandma will like you more if you bring her mushrooms from the forest. If you bring her 5 mushrooms, she will reward you. Point system is displayed in the players field of view until the quest is over.

## Features And Dependencies:

### 3D Models + Animations (Reference Images)

* 1. Little girl





* 1. Creatures in the Dark



* 1. Fantasy Skybox
     1. 
  2. Greenery
     1. 









* 1. Cottage







### Game Loop

* 1. Crying girl
  2. Speak Recognition to accept or decline request to help.
  3. Fading to black and restarting
  4. Timer based Hints to guide player towards the right areas

### Other Effects

* 1. Cartoon Lighting to make the experience feel more like Mother Goose
  2. Particle Effects to add dust in the air.
  3. Particle Effects for the items that can be collected.
  4. Spatial Sound effects for girl crying and speaking, forest creatures, ambient sounds and music.
  5. Lighting to give each path an emotional different look and feel.
  6. Physics – Tree branch falling in path.

“Fork in the Road” Capstone Scoping

## ***What worked and what didn’t?***

## Features And Dependencies:

### 3D Models + Animations

* 1. Little Girl model and animation

I was not able to learn to model a character and how to animate in enough time to use on this project. SketchFab.com became a great resource for free models.

* 1. Forest Creatures

The plan was to have visibly cute or scary creatures in the forest, but I decided not to for the sake of time on the project and the feeling of being “Too Cluttered”

AudioSources were used to make up for this area.

Ambient sounds were whispers as creepy music could not obtained at this time.

* 1. Cottage

My plan to model a cottage did not work out in time. I used a premade cottage from SketchFab.com

The model not having a door that could be opened interfered with my plan of having a grandmother character in the scene.

* 1. Forest Greenery

The ground, trail, trees, and mushrooms were modelled by me using Blender. Because the lighting didn’t work as planned, the terrain and dead trees were painted to match the desired look.

* 1. Lighting

Lighting was baked and used real time. The mood lighting did not work as planned.

### Game Loop

* 1. Crying girl – This worked out as planned.
  2. ~~Speak Recognition to accept or decline request to help.~~ Research showed that speed recognition was not available for the Android phones. Only Windows 10.
  3. Fading to black and restarting. I was able to accomplish the fading by creating black image in front of the camera and fading in or out the image and text. Restarting after the game has been completely finished to allow for time to explore or go back to get the remaining quest.
  4. ~~Timer based Hints to guide player towards the right areas~~ I did not have time to add hints during the course of this project.

### Other Effects

* 1. Cartoon coloring and painted to make the experience feel more like Mother Goose
     1. The scene colors and shading were painted used Blenders Texture painting system.
  2. ~~Particle Effects to add fog on the ground.~~ I removed them due to too high FPS. They looked great though!
  3. ~~Particle Effects for the items that can be collected.~~ The mushroom objects were giving me problems toggling the particle effects. I removed them due to too high FPS
  4. Spatial Sound effects for girl crying and speaking, forest creatures, ambient sounds and music.
  5. ~~Lighting to give each path an emotional different look and feel.~~ This did not work as planned. I have much to learn about lighting open areas.
  6. ~~Physics – Tree branch falling in path.~~ -This did not work as planned and was remove for time.

User Testing

User 1: XM

User 2: SC

Questions:

* + - 1. How does the use of space feel?
      2. What is your overall impression?
      3. How does the sound affect your experience?
      4. Does the character give you the information you need to play the game?

Responses:

User 1:

* + - * I want more plants in the forest! Maybe some bunnies, lizards, butterflies, etc.
      * I love it… but the forest should talk more, more lines, maybe jokes about the gamer, so I know she’s talking about ME.
      * Makes it a better game.
      * She had glitches, you know what they are… didn’t say all the sentences she was supposed to. (XM mentioned the girl did not have dialog at a few points, I explained this was going to be fixed in the next update)

User 2:

* + - * The space felt open and comfortable. I didn’t feel crammed or confined.
      * I liked how the girl set me on my task. It made the game fun and simple. **I did not realize there was a fork in the road.**
      * The girl was articulate and clear, and the other sounds were good too.
      * The girl character gave me exactly what I needed to play the game without making me feel forced.

**Takeaways / Fixes:**

* The game is called A Fork in the Road and the road fork wasn’t clear enough. This was the biggest takeaway of the design. “***Don’t assume the player knows what your intention is***”
* The dialog had a big impact on the players experience. The players would have like to hear more. Sound plays a big part to this experience.
* I love the idea of adding flocking to the system, did not add it for the sake of time.
* Glitches have been corrected, but there is always room for improvement.