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| **NIGHTMARE: LOST MEMORIES**  **DESIGN ANALYSIS** |

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**Lens #1: The Lens of Essential Experience –**

In our game we are aiming for players to experience elements of multiple genres; horror, mystery, puzzles, and mob-survival. We intend on immersing the player in the story and getting them attached to the player, enticing them into earning more memories and discovering more about the world and characters within. It is essential that the game be fun and simple to understand, to keep players having fun and enjoying the story.

Our game will capture that essence by using proven techniques from other video games: a funny and quirky narrator (the merchant), surviving waves of monsters and being rewarded at the end, weapon/item selection, a choice of what path to take at the end of every wave, and a deep and entertaining story.

**Lens #2: The Lens of Surprise –**

Players will be surprised from the moment they start the game; the unique twist on a score system, collecting your own memories. Players are easily able to surprise themselves in a multitude of ways, any path the player takes is unknown as are the rewards and thereby a surprise every time. Players will also be surprised to find that upon dying, their death is made even more humiliating by the merchant mocking their demise. Players will also be surprised by the gameplay, from challenging puzzles to eliminating monsters.

**Lens #3: The Lens of Fun –**

Our game focuses on elements of horror, mystery, puzzles and mob-survival; all of these have been proven through many games to be fun if done right, and that’s why we are going to put our observations from the many games we’ve played collectively to make our game fun. Our game is fun because the player will want to discover more about the characters and will also enjoy killing monsters with their weapons of choice. They can discover secrets and uncover multiples endings, lending the game replay value and enjoyment.

**Lens #4: The Lens of Curiosity –**

This game seeks to question the player’s ability to see through lies, to uncover the story. The player will want to learn more and gather more memories, to get all endings and secrets. The player will want to learn everything they can in order to fully enjoy this game. We do this by making the story a mystery from the beginning, and giving the player a way to uncover more by defeating monsters and solving puzzles. Spending memories on equipment rewards players, both by increasing their survivability and by uncovering more of the story. The ambiguity of the story at first, and the fate of the player afterwards are to create questions for the player and helps seed their curiosity.

**Lens #5: The Lens of Endogenous Value –**

There are many things of value to the player in this game: memories, items, story, secrets, and more. We can strive to make these more valuable to the player by creating fun elements in the game around them, challenging the player and rewarding them should they persevere. Players associate the gathering of memories, purchasing items, and uncovering story as valuable and this perfectly corresponds with the players’ motivations. Players will strive to get the most valuable items with their memories to help them better survive and achieve even more valuable items.