



Sam Allison, Lexi Mellott, Benjamin Detzler, Clark Mahaffey, Sela Redford, Bella Lyu

# Initial Ideas - Sela

- Evocative narrative
  - Inspired by the Jenkins reading
- Familiar pirate ship environment with a spooky twist
- Inspiration:





# The Goal

- Create a compelling, atmospheric pirate ship scene through utilizing the elements of mise-en-scene
- Tell a compelling story through the slow revelations of information through the objects we created
- Combine the skills we acquired in this class and our skills from outside classes to collaborate on the final project deliverables

2 minute  
video





# Lighting



low-key



high-key

# Silent as the Grave



From somber quietude to music



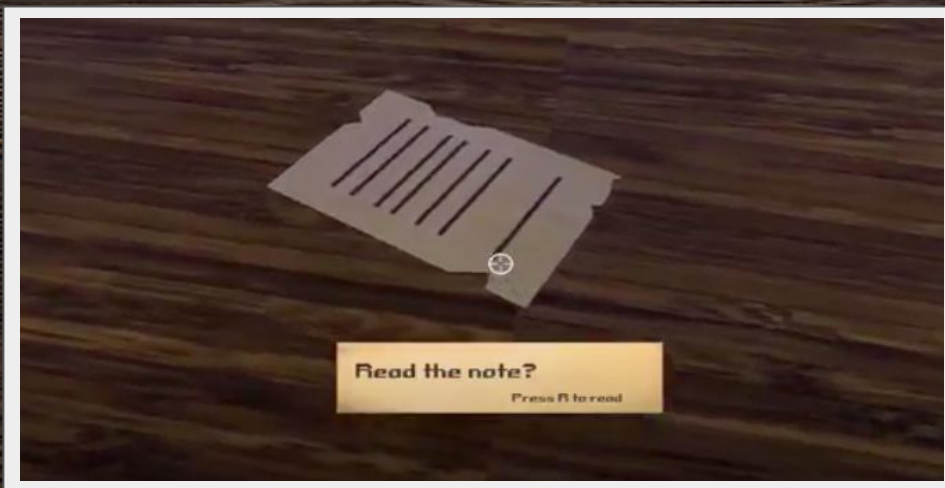
# Props

- Large portion of what will convince the player of the atmosphere
- Bring the player the classic “pirate ship” feeling



# Props

- Interaction objects are obvious to player
- Still look like they belong in the scene

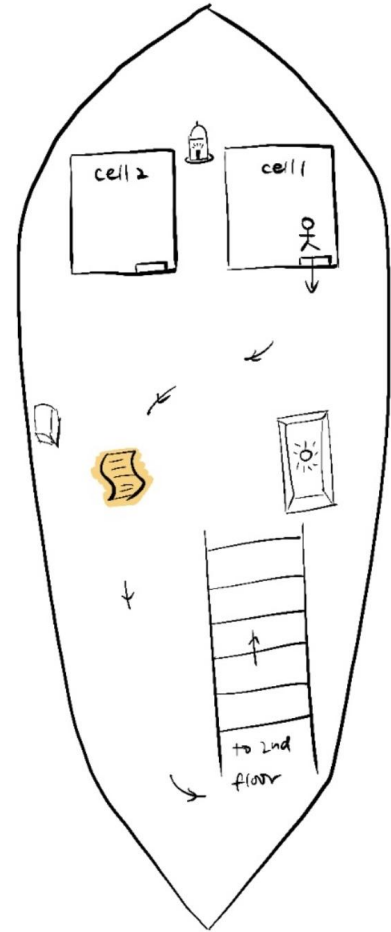




# Setting - Bella

## Floor 1

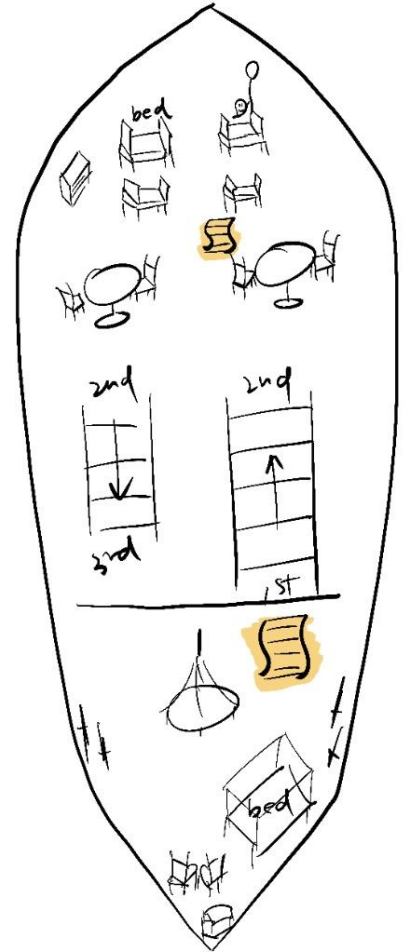
- Cell is where you start
- Treasure chest, wine bottle, coin, boxes, lamp
- A piece of note with clues
- Stairs that goes to second floor



# Setting cont.

## Floor 2

- Stairs that goes to 1st floor
- Stairs that goes to 3rd floor
- Beds, tables, chair, candles, plates, cabinet, lights
- Two pieces of notes

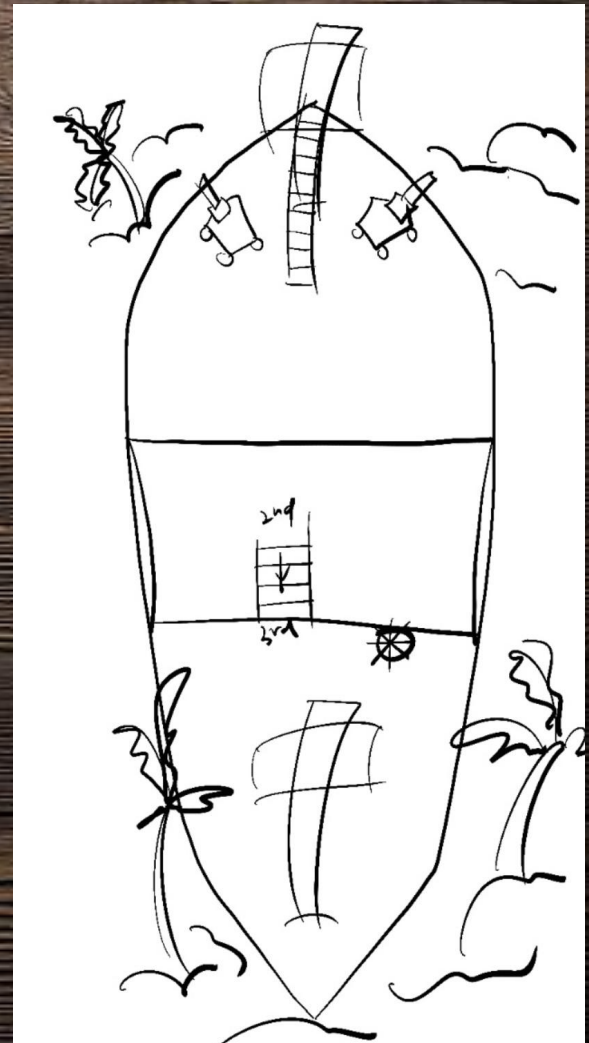




# Setting cont.

## Floor 3

- Cannons, sails
- Surrounding environment



# Editing



-Exactly one cut!

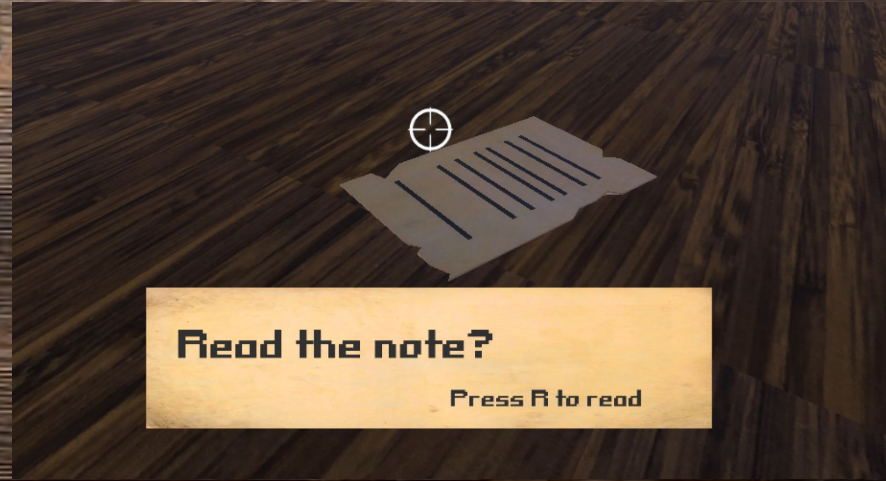
-Flips around below the  
axis of action



# Implementation - Clark

## Journal Pages (Model, Trigger, & UI)

- You'll find 3 notes scattered across the ship.
- They give you information about how your character died in reverse chronological order.



## Ascension to the Afterlife (Trigger, Separate Camera)

- You climb a ladder to the crow's nest.
- Once you reach the apex, the camera switches from 1st person to 3rd person.
- An animation triggers of the ghost rising in the sky.



**Let's Play the Game!**



Website

<https://sallison11.github.io/>