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Professor: RAFAEL KOJIIO Aluno: Cainã Nicotari Arruda
17220 - INTRODUÇÃO AO DESIGN DE JOGOS E ENTRETENIMENTO DIGITAL

$$\hat{H}|\psi(t)\rangle = i\hbar \frac{\partial}{\partial t} |\psi(t)\rangle$$

THE MAN WHO GOT EVERYTHING HE WANTED

by alias: 'Kainan Nicotari'
Florianópolis, 2016

Summary

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1 - Overview

The Man Who Got Everything He Wanted had nothing at first.
No identity, no address, not even a shadow.

2 - Gameplay

This puzzle narrative game starts at the birth of the man, henceforth called the **Player**. The Player must follow the narrative of his lifetime focusing in getting everything he needs, whilst being extremely careful not to use his ability to get everything he wants, thus avoiding a gruesome death. Decision making, careful thinking and a bit of luck will be needed to survive. How long will your life last?

3 - Plot

A vivid light burnt your eyes, which wasn't very shocking, since you never used them before. It is said that kids are born with extremely open minds and an impressive power of imagination. The Player was no exception, his level of cleanliness of mind was something the eldest of the monks could only dream of (which is funny because dreams prevent mind clarity). His mind was so pure, it was difficult to determine whether he understood the world around him, or it was the world that took the shape of his comprehension.

However, the minute he was born, he was dropped on his head, leading to severe trauma, which lead to several years of coma. By the time he was seven, he finally woke up, only to find that his parents were missing for the last two years, he imagined them at the same time, alive and well in a small community of pilgrims, and dead by overdosing sedatives and hallucinogens during a trip to the wilderness to deal with the depression.

His doctor received a call, his parents got notice of his recovery and were on their way to pick him up within soon. The doctor thought impossible to explain this to a kid who never spoke before, but the player wanted it so bad, and believed so much that he knew it from the moment the doctor entered the room. Then the room began to stretch, the walls left and right seemed to be getting so distant and so fast. The television seemed to be playing every channel at one time and he saw a billion copies of himself side by side, just before he exploded into a grotesque firework of limbs and guts, then into a cloud of blood and a thin mist of red, to finally, disappear completely.

By the time he was seven, he woke up from the coma, only to be discharged from the life support wing of the hospital and admitted in the psychological wing, due to his lack of emotion and apparent learning disorder. His parents were never found and he slowly learned to speak and eat under the tutoring of the nurses. Being this

much unattached made him get by quite unnoticed even by the most dangerous lunatics of the psychological wing, that were left unattended along with the peaceful ones simply for the fact that they were children or teenagers and very undesired in both cases. Living there he knew of the world only apathy and hate, growing every year. So the world became a little darker every year. This is how he lived until he was 15. Not having so many friends, one of his best companions was Dr. Erwin S., he wasn't so much of a doctor as he was an elder inmate of the hospital. But he was very quiet and satisfied to sit on a bench and roll his dice, which strangely seemed to always fall on 1, but people just assumed it was a crooked dice, and giving him the nickname of Dr. Crook, other than that he was a great companion. It was said that he once was a brilliant scientist until the day he was on the brink of a discovery but when he presented his theory, the academy discredited him and charged of being utterly insane and instituted him permanently on the hospital claiming that he was treating for tuberculosis.

At the same time the aggression of some of the patients had peaked and some became really violent, while others simply spent their time picking on people. Just like Jimmy Watson, who looked very mature, but was as crazy as two monkeys on a cage. Jimmy was very manipulative and seemed to have some control over whoever wanted to start some trouble. Just this day as he walked along some lunatics by the bench, he kicked Dr. Crook's cane while he was about to sit with the player, knocking the old man down.

"WHAT?!" -he shouted, "Yeah, what?" said one of his henchmen who got carried away and kicked the man. The player reacted:

"Leave him alone." -said without conviction. Jimmy grabbed the little dice on the floor, "Or what?" -said loudly and kicked the man again, the player felt his blood boil, one of the others picked up the cane and pressed against the old man's neck. Jimmy saw that and looked surprised

"Whoah! Slow down, we're not crazy, right? Or are we?" -said with a smirk and kicked again.

"Stop!" -The player this time standing up, but being hit in the stomach and falling back down.

"Wanna take his place so bad? Ok, I'll roll the dice for you. Get a 6 and you're both free, 5 and 4 you're busted, any less and you both gonna cough blood."

Still trying to catch his breath, the player looked up to see not one, but six dices flying from Jimmy's hands. Somehow as he followed one with his eyes, the other ones seemed to disappear, so he focused on the one that was falling to give a 6, barely noticing six Jimmies side by side showing different expressions between satisfaction and frustration. The dice landed on a 6 and the six of everything that appeared a second ago began to merge into one again. Just as the player himself felt so nauseated he could throw up, looked up relieved at Jimmy's frustrated face, looked down at Dr. Crook, still with a frightened look and heard Jimmy say:

"Got it easy this time, don't say a word- WHAT ARE YOU DOING?" -but the player wasn't listening anymore, the Yard stretched so far in your vision, it looked like two paintings of the yard, one on the left and one on his right, going parallel as far as the eye can see and nothing in the middle. Then two snakes that seemed to be liquid came incredibly fast on his direction.

"Close it! QUICKLY!!" -Dr. Crook shouted.

"Close ho-?" -exclaimed the player but only vomit came out of his mouth.

"Leave the dice alone! They won't know where to find you!" -Continued Dr. Crook. The player saw the six dices again; one of them completely covered in blood, but the other five seemed ok so he tried his luck.

"FIVE!! Hahah. Prepare your melon kid" -Said Jimmy enthusiastically while they rounded to give a lamentable beating on the player.

Summary of next events:

- While recovering, the player meditates as usual, but now with renewed capacity for imagination as he had at birth.
- After discharge go to find Dr. Crook but finds only a note for him.
- At 21 escapes hospital and has to make it on his own in 1960's Austria. Feels observed constantly while alone.
- At 23 has a girlfriend and small shop
- At 25 falls in debt and becomes wanted by underground thugs. Gets chased into exile by impossible creatures
- At 30 leaves exile tries to rejoin society. Meet a girl

4 – Characters:

The Player – Haunted by the control of his fate. Highly imaginative but didn't had any ambitions at first. Has to understand his capacity to turn situations to his favor without getting killed by the voids.

Dr. Erwin 'Crook' Schrödinger – Old scientist. Likes dices. Was put in the psychiatric ward against his will but became too numb to fight back. Reveals to have knowledge about the possibilities and the voids.

Jimmy Walter – Anti-social personality disorder. Highly intelligent but lazy.

Lily – Sweet girl, inherited a small shop and works hard. Likes the player for his insight on human mind.

Helena – Chemistry teacher and addicted to heroin. Helps the player better understand his first friend.

Librarian and **Apprendice** – Support Characters

5 – Updates:



CSS Styling and Two Tonne Palette

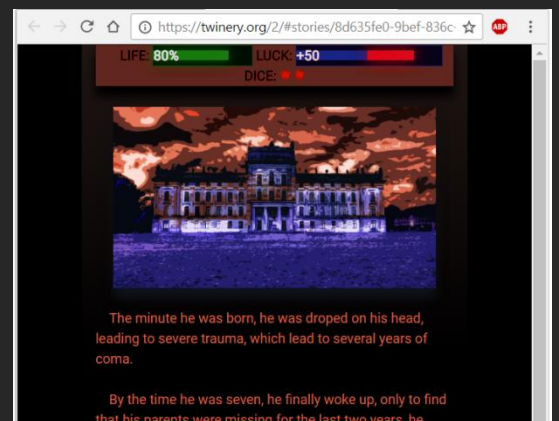
The styling sheet is now complete and follows the same Orange-Purple Two-Tonne style I chose to all the art in the game.

Since I'm the only artist responsible for the whole thing, I figured it would allow me to make a longer story with less effort and would give a sense of continuity.

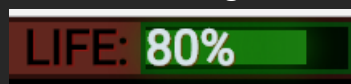
Responsive Gameplay

The game window can now be stretched to almost any size and will adapt to any resolution, scaling all content to give the same final aspect.

Thought it was an interesting model to follow since is now a trend and twine games work well on mobiles (as long as they have the chrome app)

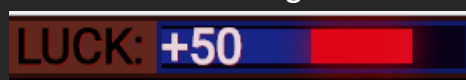


Life Gauge



Added a functional life meter. Decided to add the number too for gameplay purposes. Life is going to deplete during fights or in special events, and heal through Luck rolls.

Luck Gauge



Very complicated to produce, was the hardest thing so far. The first half of the luck meter is made out of Bad Luck (and tears, and dying kittens) so it is blue and displayed as a Negative number. If you only have bad luck, you'll regret most of your Luck rolls! The second half is made of blood, just kidding, It's **good luck** and you can infuse it into your **Cursed Dices** to make a Luck roll, consuming your luck and making things turn to your favour!

Cursed Dice Gauge



Finally, added an illustrated view of the amount of dices the player currently have (which stacks up to **three**) and that increases/decreases when used or attained. Since the dice may be considered a core instrument of the story, it was nice to have it displayed for the player, rather than just the number of the inventory.

Cursed Dice



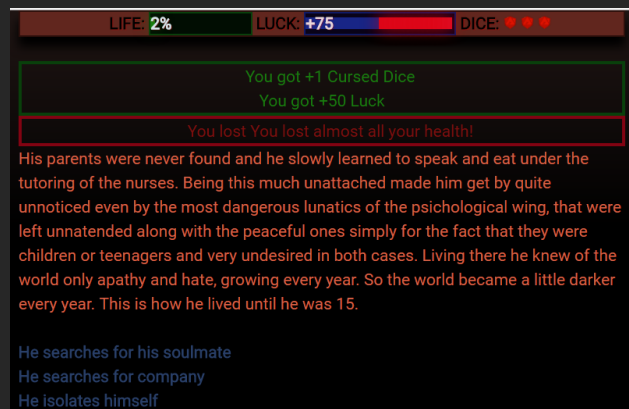
Magic Artefact that feeds on the bearers luck. Rewarding him/her beyond their wildest dreams, with the cost of possibly depleting the user's luck so much, he would probably die just because.

It exists beyond dimensions and good folk may want nothing to do with it.

Event Display

For displaying how decisions affected the character, a green box for rewards and a red box for punishment. They can be triggered individually or at the same time.

Serves the purpose of giving an instant sensation of reward or penalty to the player.



Conditional Passages

He searches for his soulmate

+Etiqueta

Although it might have been a huge coincidence close to him. But the people with no social opportunities they tend to waste it.

```
[[Well thats sad.]]
(if: $magicDice is 3)[ [[NOT THIS TIME.]] ]
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If you're wondering if this is the first feature regarding the story itself, **it is**.

Now that most of the gameplay logic is complete, some passages have received a special condition to be accessed.

Conditions can be the amount of health you have, or dices, decisions you have made.