

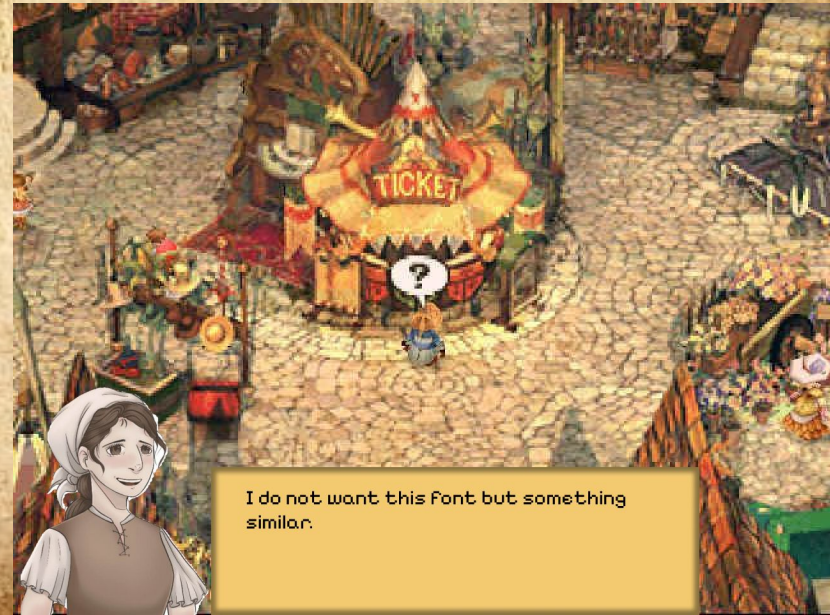
LOST TIME

Game Description

You are a traveling merchant, whose travels have been paused in a pair of villages. During your stay you may befriend the locals, discover history, or just wait for a boat to carry you onwards. As you navigate the social web of the hamlet, even seemingly small choices may have great impact.

Gameplay

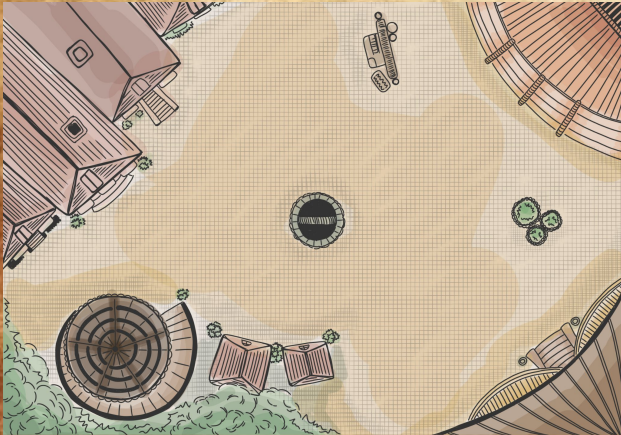
- 3D overworld -> 2.5D towns
 - 2.5D towns interacted with akin to Final Fantasy 9
- NPC encounters presenting the player with a choice
 - Determines player ending/morality



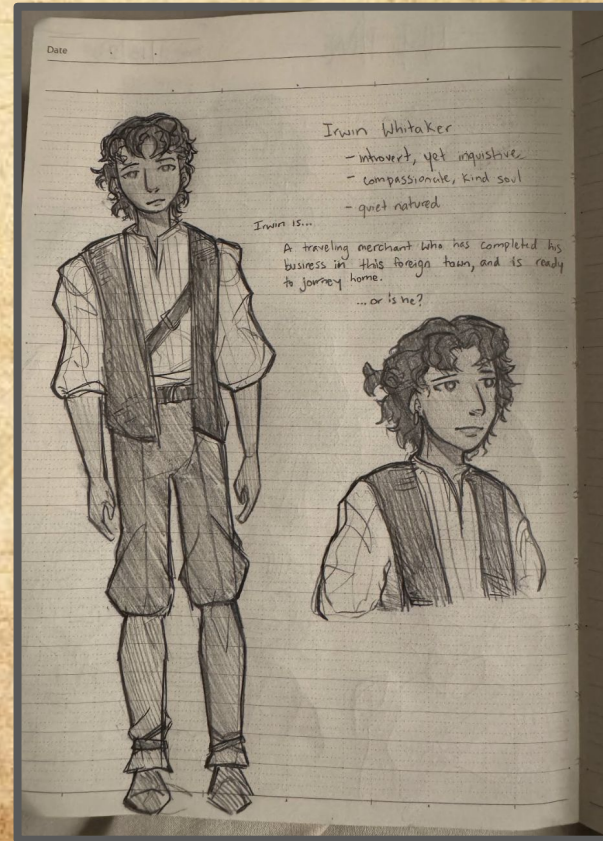
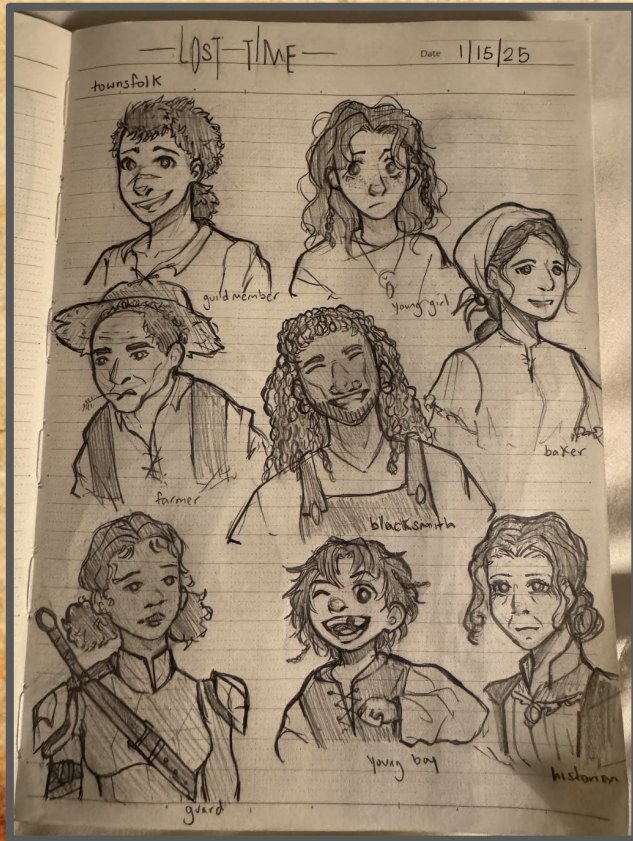


Environment

- Creating a scene using 3D Blender models and free online assets
- Rendering 2D images and layering
- Camera angle matches image perspective



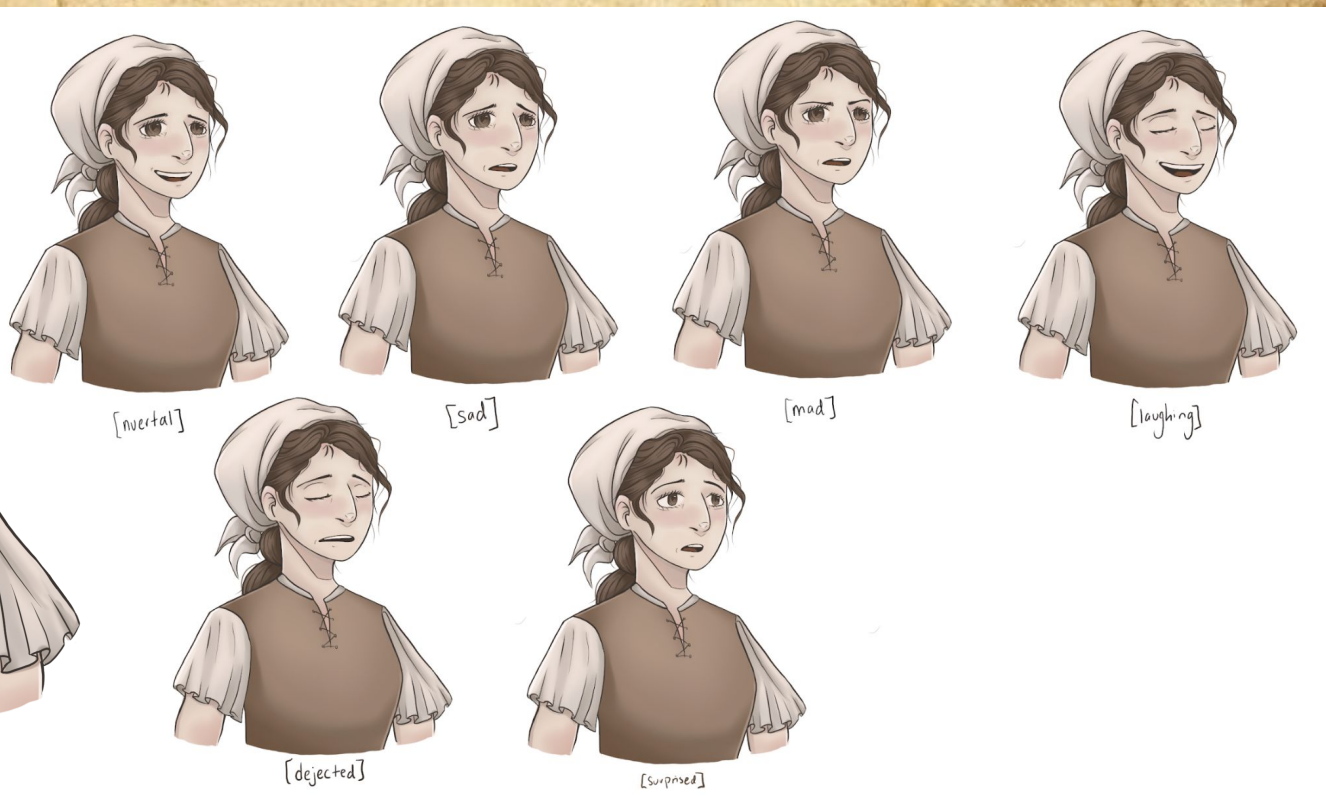
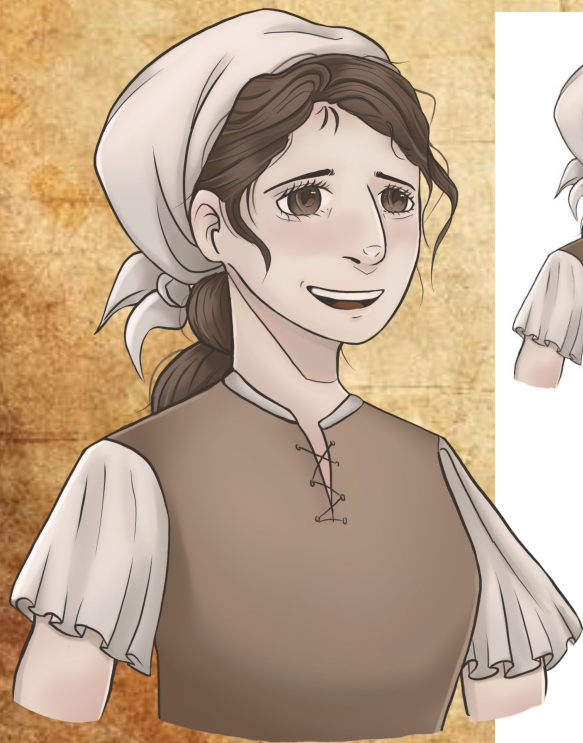
Character Art



Character Art



Character Art



Scope

2 small villages, containing around a dozen villagers. Each villager has a narrative that you can uncover by having conversations, helping them out, or doing favors for them

An example schedule: the baker

Time	Location
6:00am (crack of dawn)	Leaves her room to go to kitchen to begin baking
12:00pm (noon)	Leaves the bakery to stand outside by the front for a break.
1:00pm	Goes back inside bakery to the register, to tend the shop
5:00pm	Goes to kitchen to prepare dinner
6:00pm (dusk)	Goes to dinner table for dinner
8:00pm	Goes to bed



Tools

- Unity: good for 2D $\longleftrightarrow$ 3D transitioning and integration
- Articy: Narrative tool that integrates with Unity
- GitHub: good for MDM tracking with PR comments and Wiki
- Jira: for task tracking, staying up to date, and breaking up work
- Procreate: for final character renderings
- Sketchbook: for initial sketches
- Blender: 3D model creation and editing
- Photoshop: Creating textures for custom assets

"Making a game for free" starter pack:

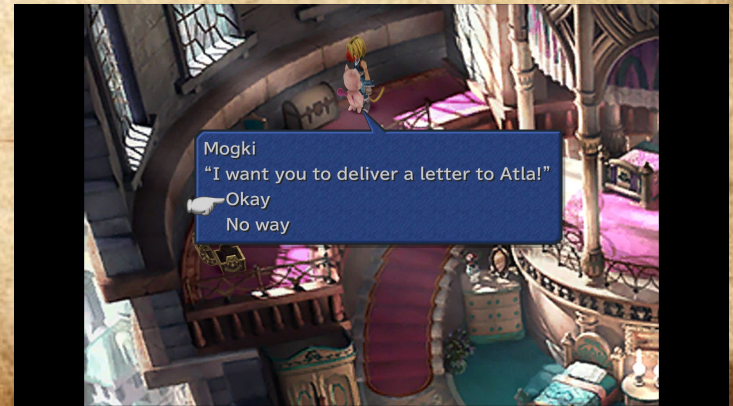


Visual
Studio



Thesis

- Idea of fulfillment both within a community and how you spend your time
- Demonstrated through NPC interactions/engagement
 - Can “help” or “ignore” them
 - They remember your interactions
 - Time keeps flowing
 - Cannot repeat an interaction
- Show the player the importance of how you choose to spend your time
 - Particularly with building a community
 - Potential player loneliness



In-Group Preference (Brewer 1999)

- “The Psychology of Prejudice: Ingroup Love or Outgroup Hate?”
- Literature Review
- Offers some theories for intergroup conflict:
 - Moral Superiority
 - Perceived Threat (to each other)
 - Common Threats
 - Competition on Common Social Values
 - “Power Politics”

Brewer, Marilynn B. "The psychology of prejudice: Ingroup love and outgroup hate?." *Journal of social issues* 55.3 (1999): 429-444.

Expectation-Violation Theory (Bettencourt *et al.* 1997)

- Experiment (w/ Extensive Literature review)
- Expectation (stereotype) violations produce more extreme judgments.
 - People make category-based determinations.
 - Violations of these produce (relatively) extreme judgements.
- The violation itself seems to matter more than the behavior.
- The swing in judgement is related to how the complexity of the stereotypes.

Bettencourt, B. Ann, et al. "Evaluations of ingroup and outgroup members: The role of category-based expectancy violation." *Journal of experimental social psychology* 33.3 (1997): 244-275.

Temporal Constraints (Bravo 2023)

- Academic Journal Article
- Temporal Constraints (TCs) are how games link story passage to gameplay
 - The layer between Ludic & Narrative
 - The MDA Dynamics of story progression
 - The difference between play & narrative time
- Composed of “anischronies”
 - Time stops, skips, jumps, slowdowns, etc.
 - Every time a movie cuts to a new scene.
- Several kinds & uses of TC
 - We will use
 - The linear, constant passage of time as conflict
 - The well-used time stop/jump during explicit story narration

Parra Bravo, C. (2023). Aesthetics, Engagement, and Narration: Temporal Constraint as an Articulator of Ludo-Narrative Time. *Games and Culture*, 0(0). <https://doi.org/10.1177/15554120231206429>

Inspiration

- Red Dead Redemption 2
 - Random ignorable encounters
 - Morality
- Final Fantasy 9
 - Look and feel
- Boku no Natsuyasumi
- Anne of Green Gables



Roles

- Tate Johnson: Project Lead/Manager, Programmer, Designer, Writer
- Aden Robertson: Assistant Project Manager, Programmer, Designer
- Arthur Clay Odom: Programmer, Designer
- Neha Shirish Shanbhag: 3D/Background Artist, Designer
- Kaylah Townsend: 2D/Character Artist, Writer



QUESTIONS?

