

# BON VOYAGE

Proudly presented to you by



## Our Team

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**Jazz Teoh Yu Jue**

Tech Lead & Engine Champion



**Huang Wei Jhin**

Audio Lead & Editor Champion



**Kew Yu Jun**

Graphics Champion



**Joachim Lee Hsien Wei**

Physics Champion

## Our Team

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**Yip Xiu Han**

Design Lead & Mechanics Champion



**Christy Loh Shi Yin**

Story Champion



**Sherylin Lum Lan Xuanlin**

Art Lead



**Chen Jia Wen**

Product Manager & Production Champion

# A g e n d a

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## Overview

- Game Concept
- Key Features



## Showcase

- VI (Engine)
- Bon Voyage (Game)



## Post-Mortem

- Successes
- Shortfalls
- Takeaways



Overview  
Showcase  
Post-Mortem

## Concept

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In **Bon Voyage**, the player — you — is a ferryman trying to regain his lost memories by ferrying lost souls to their destinations





Overview  
Showcase  
Post-Mortem



## Narrative

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Each lost soul have their own characteristics and backstory

Hinted through the dialogues and choices, revealed through *Relics*



Overview  
Showcase  
Post-Mortem

## U S P

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Cause & effect of dialogues with choices



Overview  
Showcase  
Post-Mortem



## U S P

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Mystery aspect for the revelation of  
each *Relic*



Overview  
Showcase  
Post-Mortem



U S P



Weather conditions affecting gameplay

◆ SEND THE PASSENGER BACK HOME

Overview  
Showcase  
Post-Mortem

# Showcase



# Key Features

## Controls —



Click mouse to interact  
Hold down to move



Escape key to pause  
the game

## Must Have —



Player/Boat  
Movement



Passengers  
Pick Up &  
Drop Off



Dialogue  
Options  
Clues

# Key Features

## Should Have —



Memory  
Fragments



Enemy AI  
Patrol & Chase



Weather Effects  
& Modifiers

## Could Have —



Crystal Ball  
[1] Minimap  
[2] Enemy Radar  
[3] Weather Map



Boat Damage



Endless Mode



Overview

Showcase

Post-Mortem



# Post-Mortem

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Overview

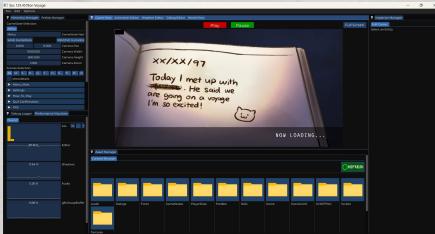
Showcase

Post-Mortem



## Successes

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Game Engine (VI)  
with many features



Poetically Written  
Story



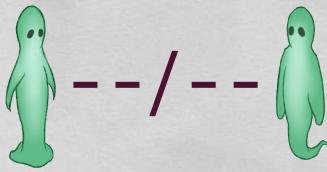
Beautiful Art Assets  
& Animations





## Shortfalls

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### Disconnected Story

Did not manage to showcase the entire story planned in the game



### Unintuitive Engine

despite its features



### Low Team Morale

in the last milestone



## Takeaways

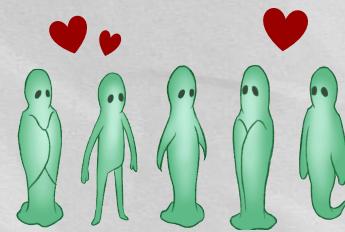
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**Don't People-Please**  
It's impossible to please everyone



**Stop Overscoping**  
Differentiate between what's good for the game and what's just for show-off



**Interpersonal Relationships**  
Professionalism during conflicts

# Goodbye!

• Presenters:



RTIS	RTIS	RTIS	RTIS	IMGD	UXGD	UXGD	BFA
TEOH Jazz Yu Jue	KEW Yu Jun	HUANG Wei Jhin	LEE Hsien Wei, Joachim	CHEN Jia Wen	YIP Xiu Han	LOH Christy Shi Yin	LUM Sherylin Lan Xuanlin