

03 GAME DESIGN

Choice Σ everse



In my 22 years of life, I've been through so many choices. I regret sometimes and feel lucky sometimes. It's been a universal topic, and here I want to make a game, share the anxiety, bewilderment and happiness through **CHOICES**.

In the game, The Player will meet many, talk to them, help them and learn from them. The levels of the game cycle until every aspect of making a choice is experienced. Being asked for suggestions, being shared secrets, comparing with other possibilities...and finally think what do **CHOICES** really mean.

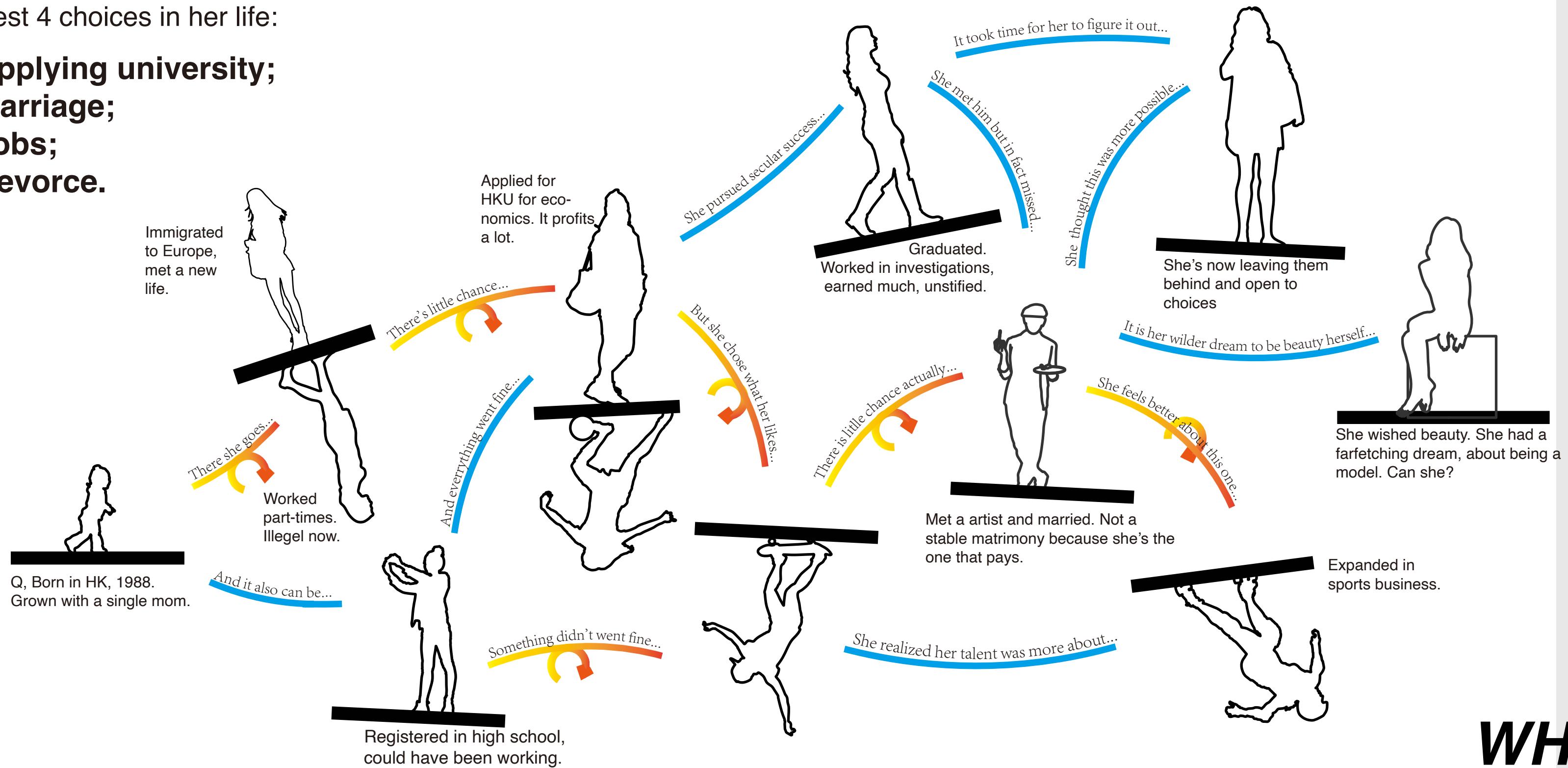


https://youtu.be/t7_DihsEWVc

CHOICE MAP OF MISS.Q

Miss.Q is my highschool teacher, here's her biggest 4 choices in her life:

**Applying university;
Marriage;
Jobs;
Devorce.**



She feels:

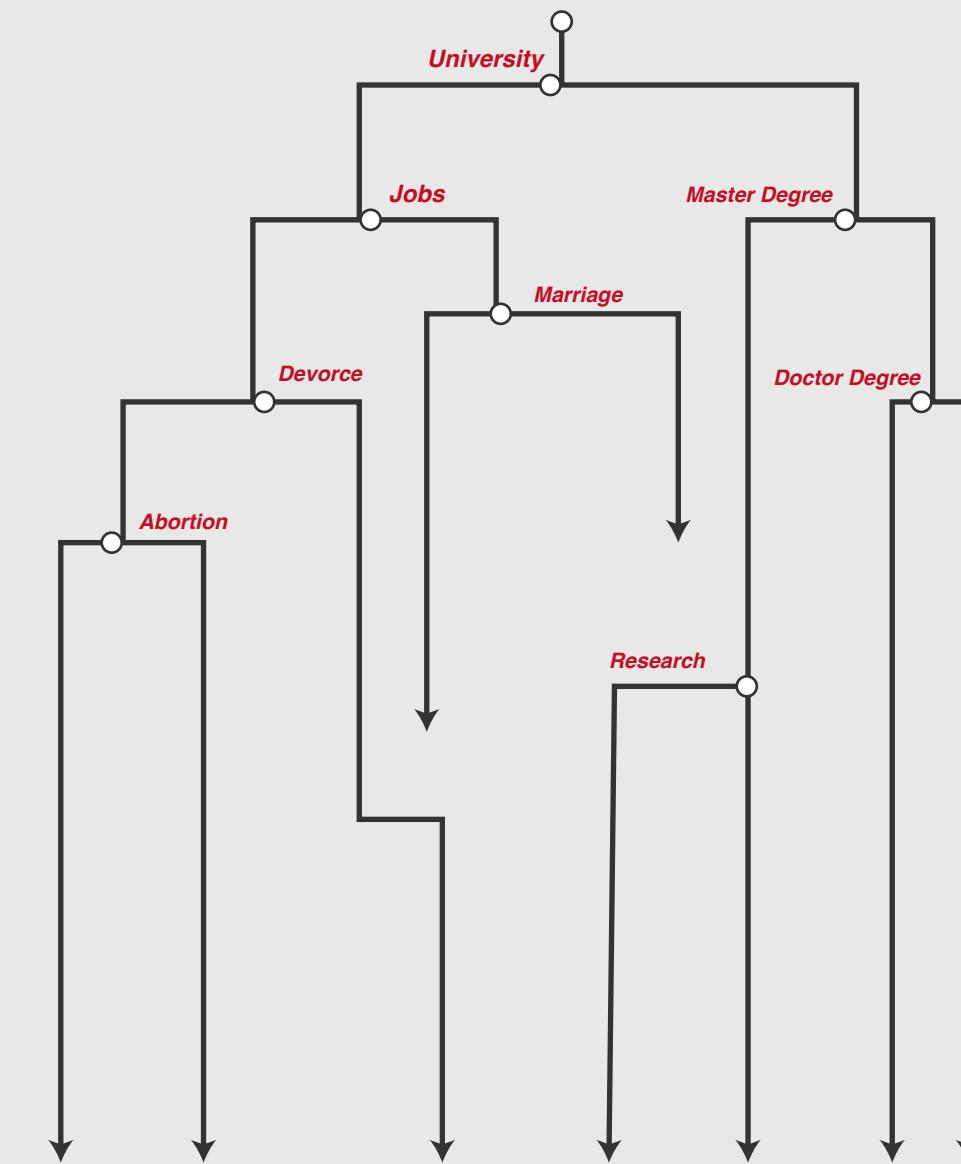
Anxiety before making choices;
Regret after choosing;

— Expectations of Q's life.
— Choices that could turn Q's life.

QUESTION

Choices in life lead you in different position.

**From adolescence to adulthood,
We're facing CHOICES.**

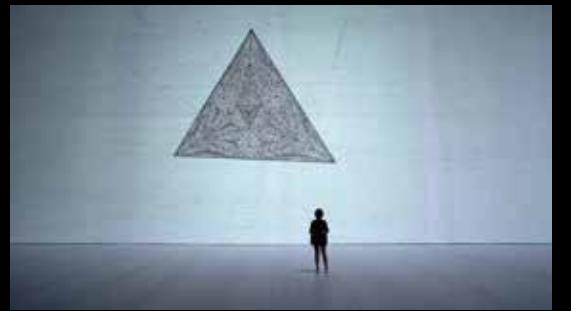


**WHAT DO WE FEEL
IN THE CHOICES?**

CASE STUDY

Gallery of the Day RavenKwok

Projection / Space



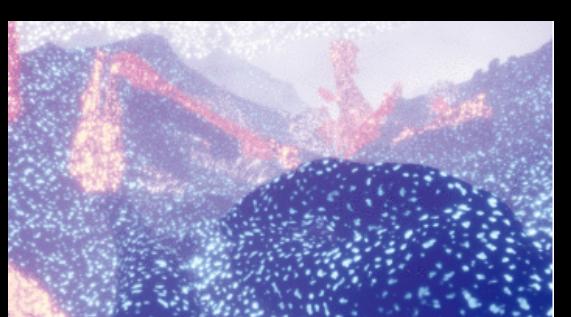
New Moon UteamCMI

Interaction



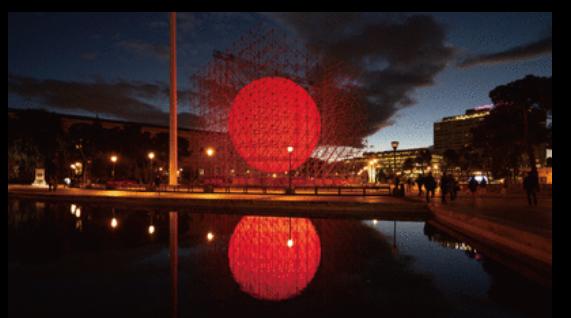
Dip & Sip Fu Yunxue

VR / Space



EARTH SpY

Installation / Space



01

▶ Transformative Geometric World

02

The projection work "New Moon" is placed in an immersive space, and the picture is related to the dancer through projection technology; "New Moon" interprets the road of human life, the road of exploration, the road of breakthrough. The work dissects the evanescent and eternal elements of water, air, sun and moon, and explores the connection between the universe, nature, things, and individual life.

▶ Outer World as Inner World

03

Dip&sip is an immersive digital landscape painting composed of various moving virtual body parts. Artist fuyunxue created an abstract scene of experiment, transforming the concept of "threshold" into digital experience. The term threshold is usually used to discuss the sublimity in digital space, evoke the concepts of time, space and perception, and echo the sublime experience in nature.

▶ Light as Guidance

04

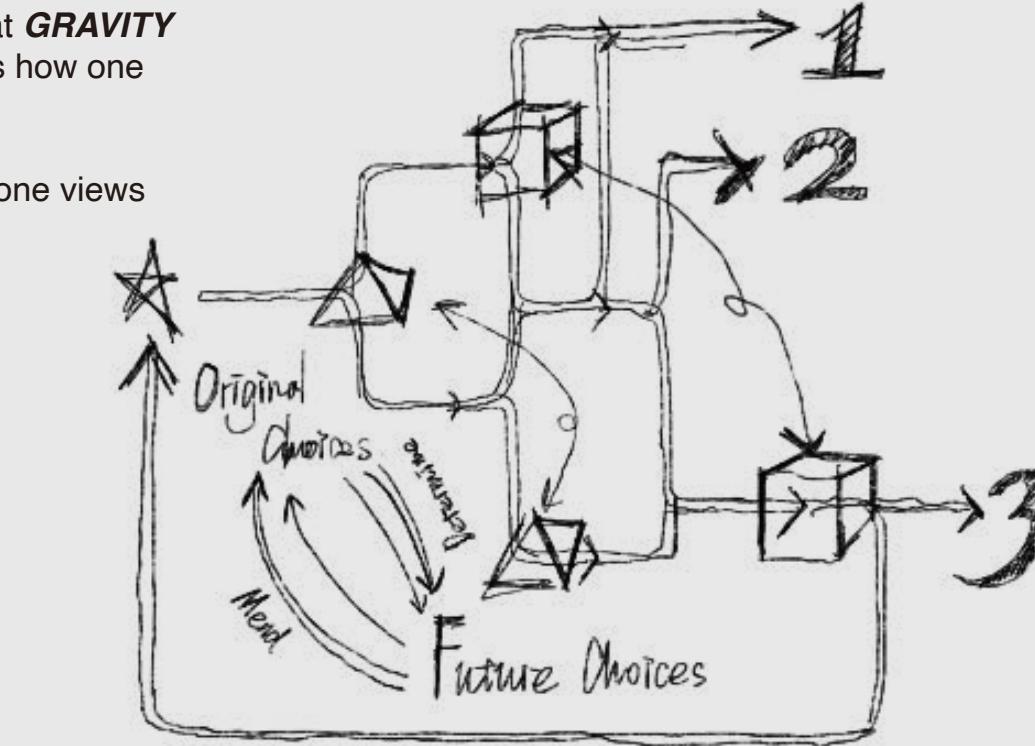
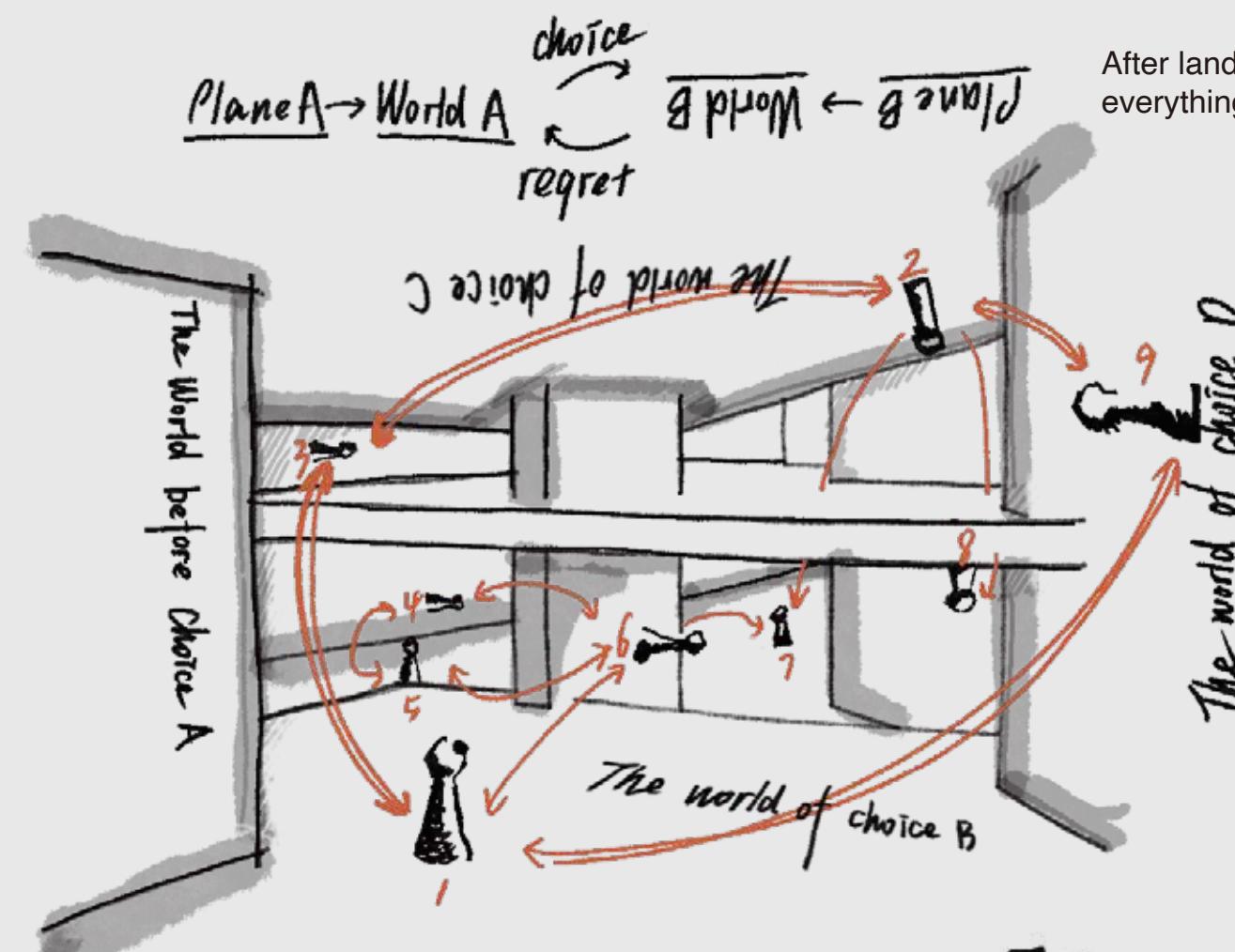
In this work, SpY asks us to reflect on the way in which our home makes up a whole of which we form part, and in which everything is connected as if it were a living creature. There have always been changing climate conditions and the Earth has always been constantly evolving. However, as a consequence of human activity, these changes are happening over a very short period of time and have resulted in worrying alterations.

▶ Megascene

IDEA GENERATION

From Idea01, it is concluded that **GRAVITY** would be a good way to express how one make choices.

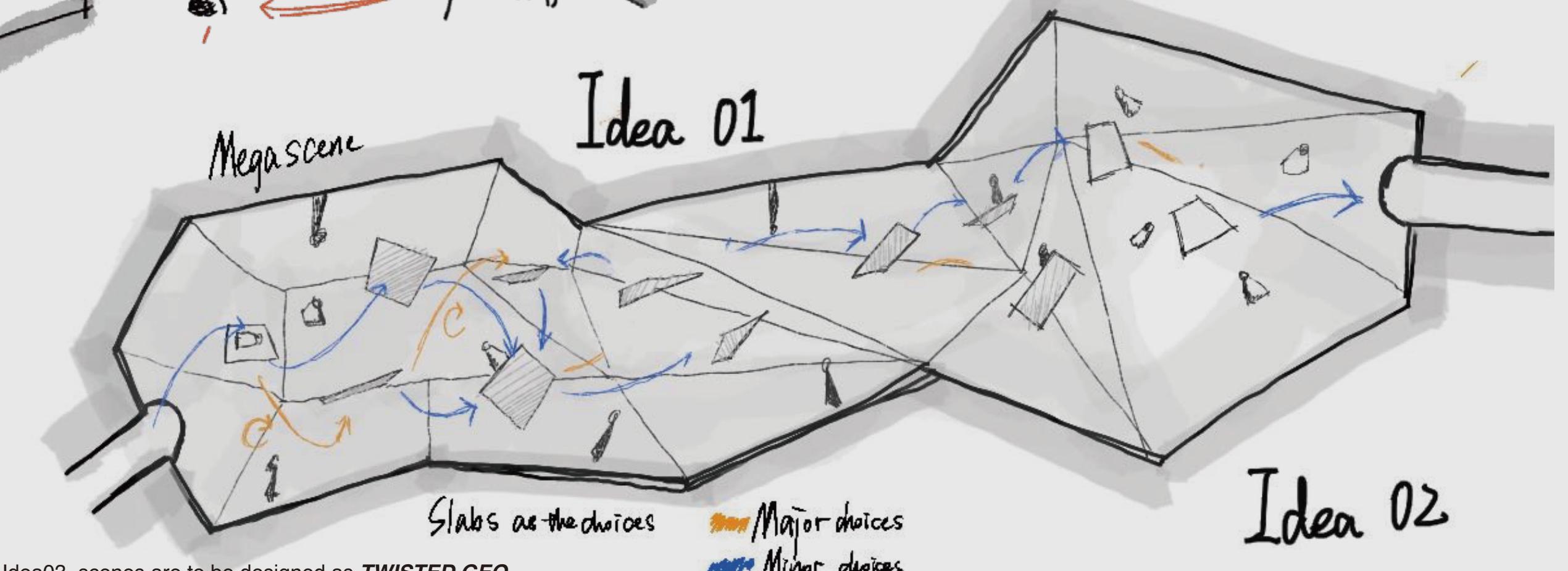
After landing on different walls, one views everything in another side.



Idea 03

From Idea02, principles of choices are:

Present **CHOICES INFLUENCE FUTURE CHOICES**; When choosing, always **HAVE SOMEBODY TO ASK**; The other futures are shown even not chosen; All to express the "**CHOOSING NOSTALGIA**".



From Idea03, scenes are to be designed as **TWISTED GEOMETRIC SPACES**, and change whenever choices are made.

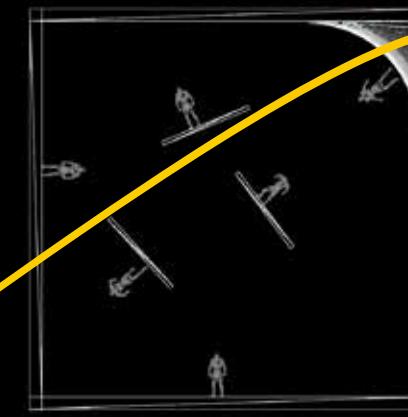
Players and NPCs make choices by **JUMPING TO DIFFERENT SLABS**, till arriving at the exit.

GAME FLOW

A. In the world, all characters, distinguished by sequential numbers, and are all for the **ONLY WAY OUT**.



B. Everyone **WALKS ON WALLS**.



C. **START**



D. Make **CHOICES** on the voyage.



01
02
04
03



E. Talk to NPCs, help them make their choices.

All choices come with **CONSEQUENCES**.

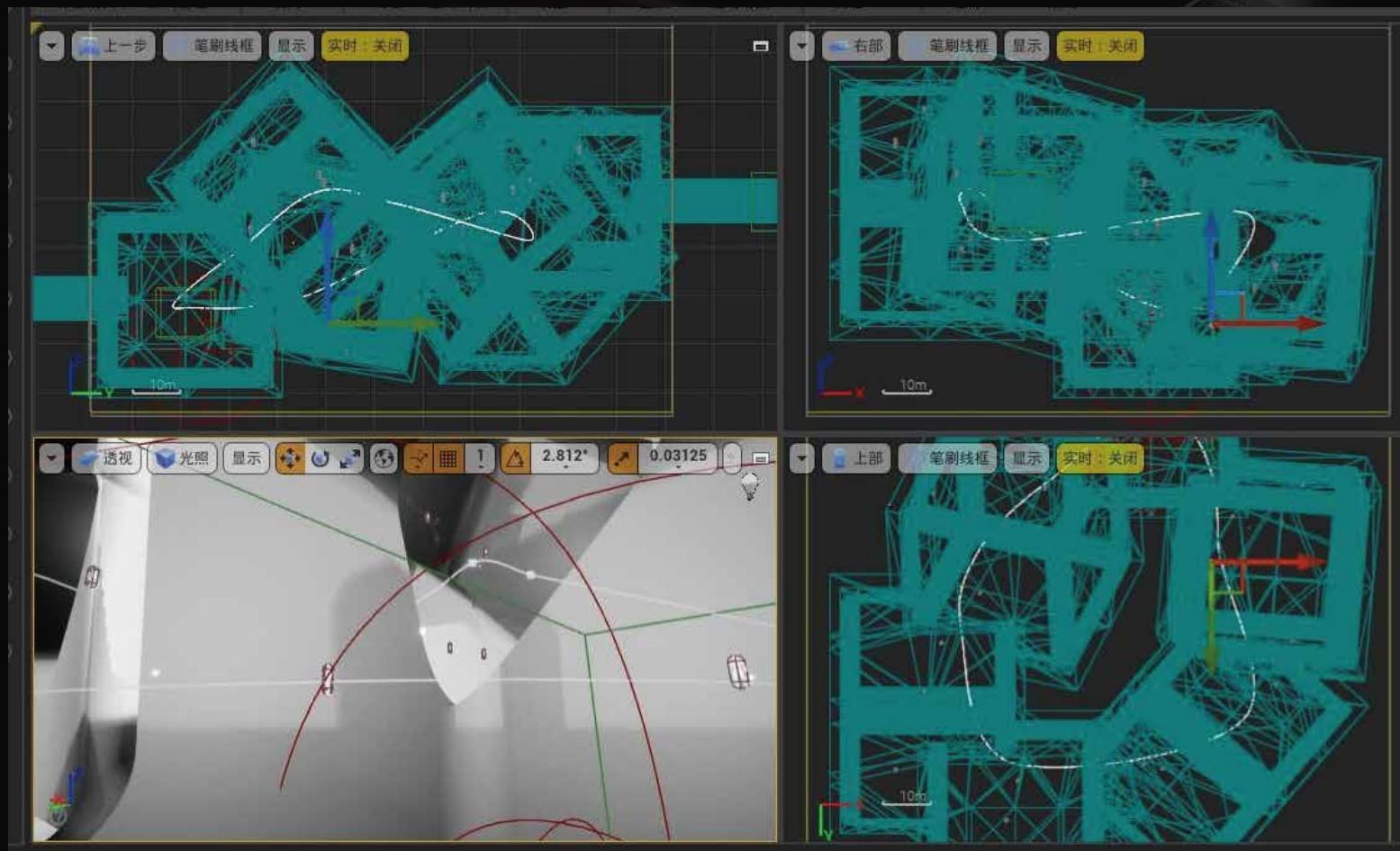
F. Break the Loop with different **CHOICES**



PRECEDURES



01 Building The Scenes



Modeling Prototypes

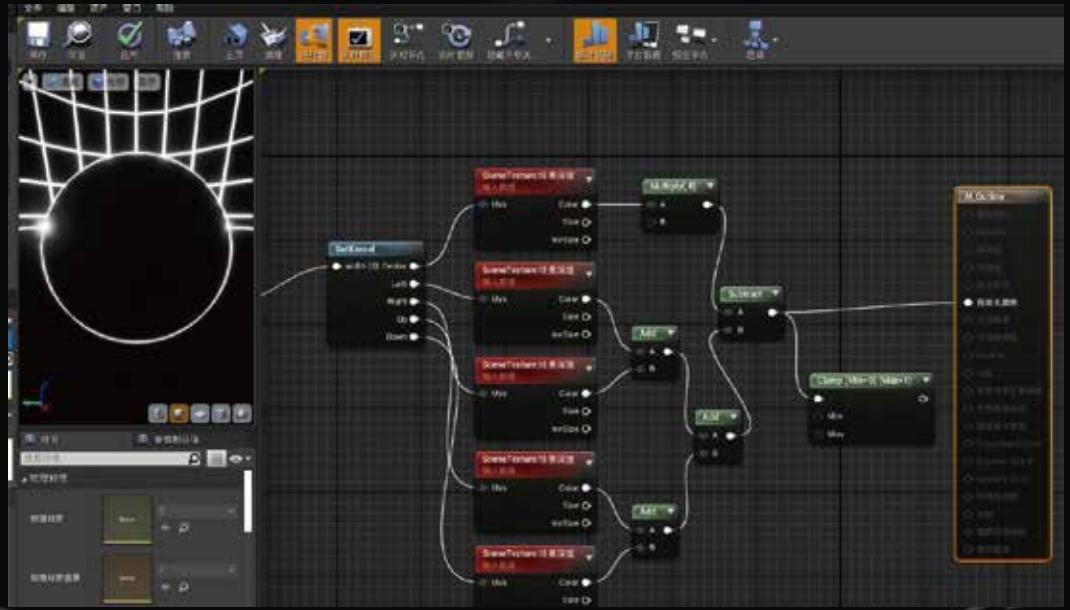
Models of the prototypes are made in Rhinoceros and import to Unreal Engine.

Spaces are made by aligning the cubes and boxes with boolean calculations.

This is the Prototype04_Variety01 (P04V01).

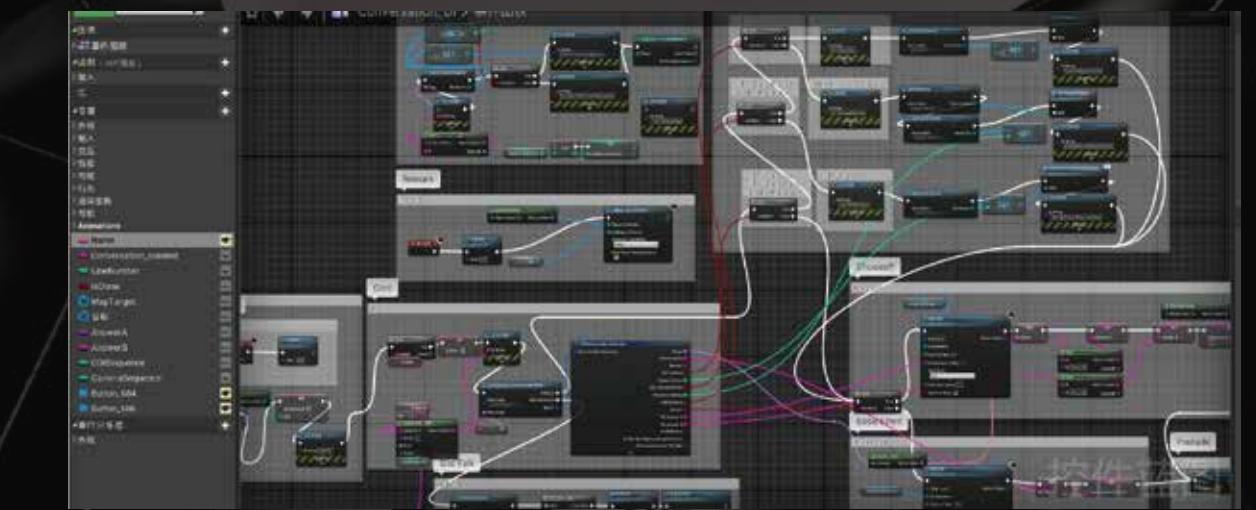
Differences of material and environmental effects are determined by parameters.

This is the twinkling effect used in P04V02, P02V05 and some others.



From Prototype to Scene

02 Interaction



The Blueprint of Conversation System

The conversation system controls the sequence of the levels, which is determined by the choices.

This is the part of displaying Conversation UI and output instructions to cameras.

This is the table of conversations between The Player and NPCs.

It contains dialogs, camera instructions, adding characters.

行数	Name	Conversation	Service	C01_Camera	CameraUse	C02_ChangePerson
1	No 9717_1	Hello! Looks like you're the last one.		False	-1111	False
2	No 9717_2	We don't have names. We are distinguished by sequence. I'm over 9000.		False	-1111	False
3	No 9717_3	We're the only way out. The three digits are probably way ahead.		False	-1111	False
4	No 9717_4	...and we're the only ones who want to check out, so we're the only ones.		False	-1111	False
5	No 9717_5	No 9717_5		False	-1111	False
6	No 9717_6	No 9717_6		False	-1111	False
7	No 9717_7	No 9717_7		False	-1111	False
8	No 9717_8	No 9717_8		False	-1111	False
9	No 9717_9	No 9717_9		False	-1111	False
10	No 9717_10	No 9717_10		False	-1111	False
11	No 9717_11	No 9717_11		False	-1111	False
12	No 9717_12	No 9717_12		False	-1111	False
13	No 9717_13	No 9717_13		False	-1111	False
14	No 9717_14	No 9717_14		False	-1111	False
15	No 9717_15	No 9717_15		False	-1111	False
16	No 9717_16	No 9717_16		False	-1111	False
17	No 9717_17	No 9717_17		False	-1111	False
18	No 9717_18	No 9717_18		False	-1111	False
19	No 9717_19	No 9717_19		False	-1111	False
20	No 9717_20	No 9717_20		False	-1111	False
21	No 9717_21	No 9717_21		False	-1111	False
22	No 9717_22	No 9717_22		False	-1111	False
23	No 9717_23	No 9717_23		False	-1111	False
24	No 9717_24	No 9717_24		False	-1111	False
25	No 9717_25	No 9717_25		False	-1111	False
26	No 9717_26	No 9717_26		False	-1111	False
27	No 9717_27	No 9717_27		False	-1111	False

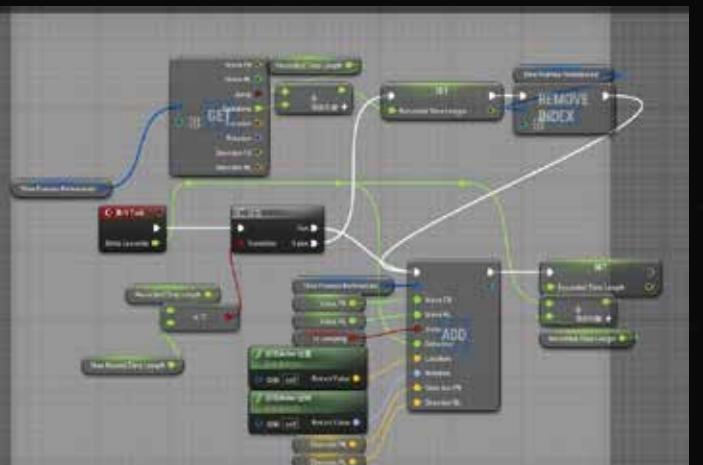
Conversations and Choices of NPCs

The history of The Player is recorded to control the NPCs comes after The Player.

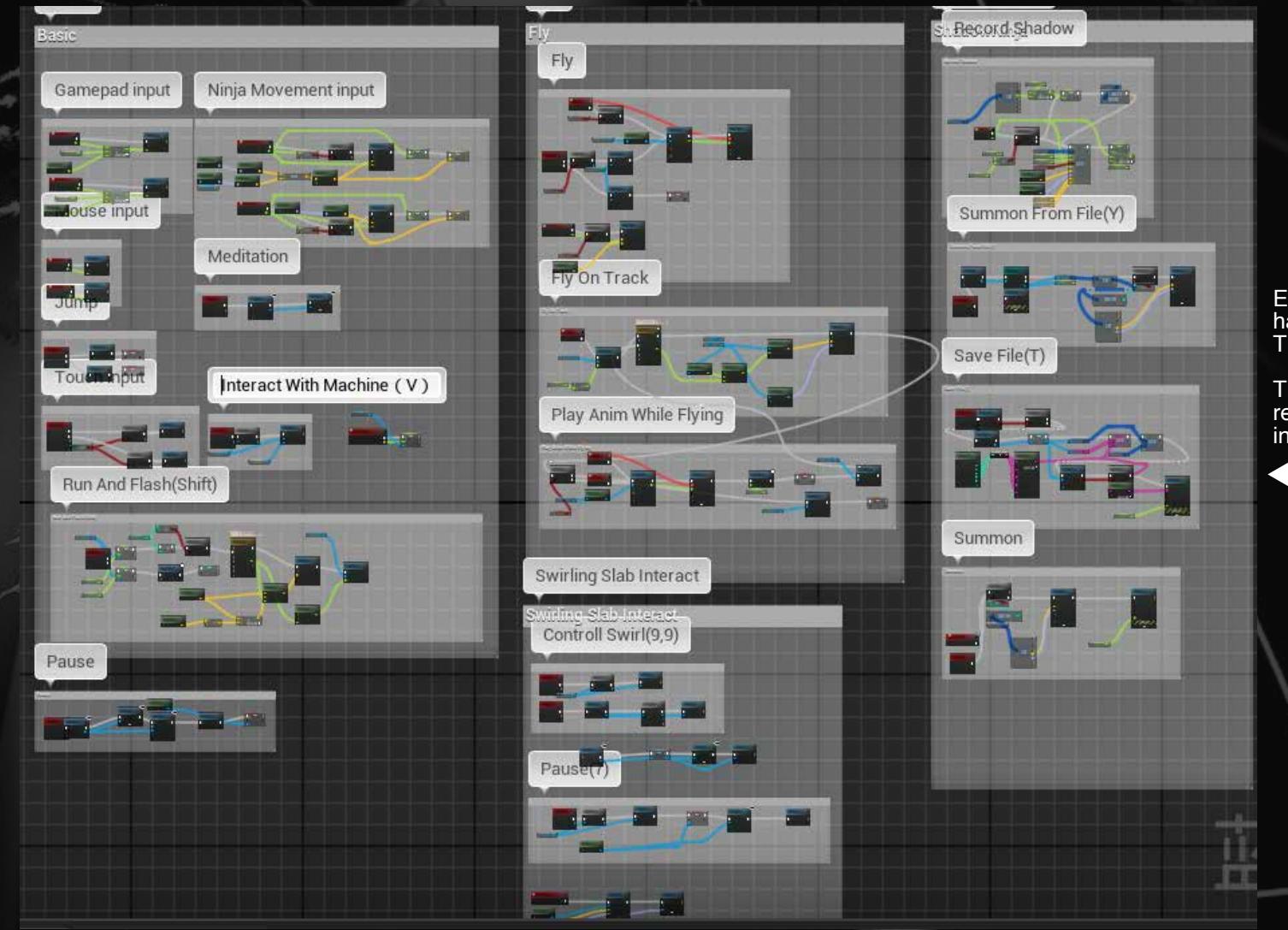
This function is used in P03V01, P01V01 and some others.

Essentially, everything has to correspond to The Player.

This is the part of recording, flying, interacting.



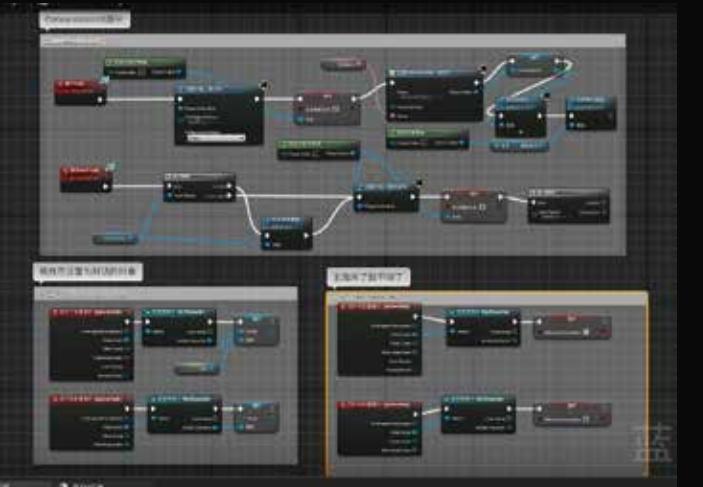
Record Player History



The Blueprint of Player

With these blueprints, NPCs and talk, follow, run and jump, even attack and die.

This is the part of talking and stopping.



The Blueprints of NPCs

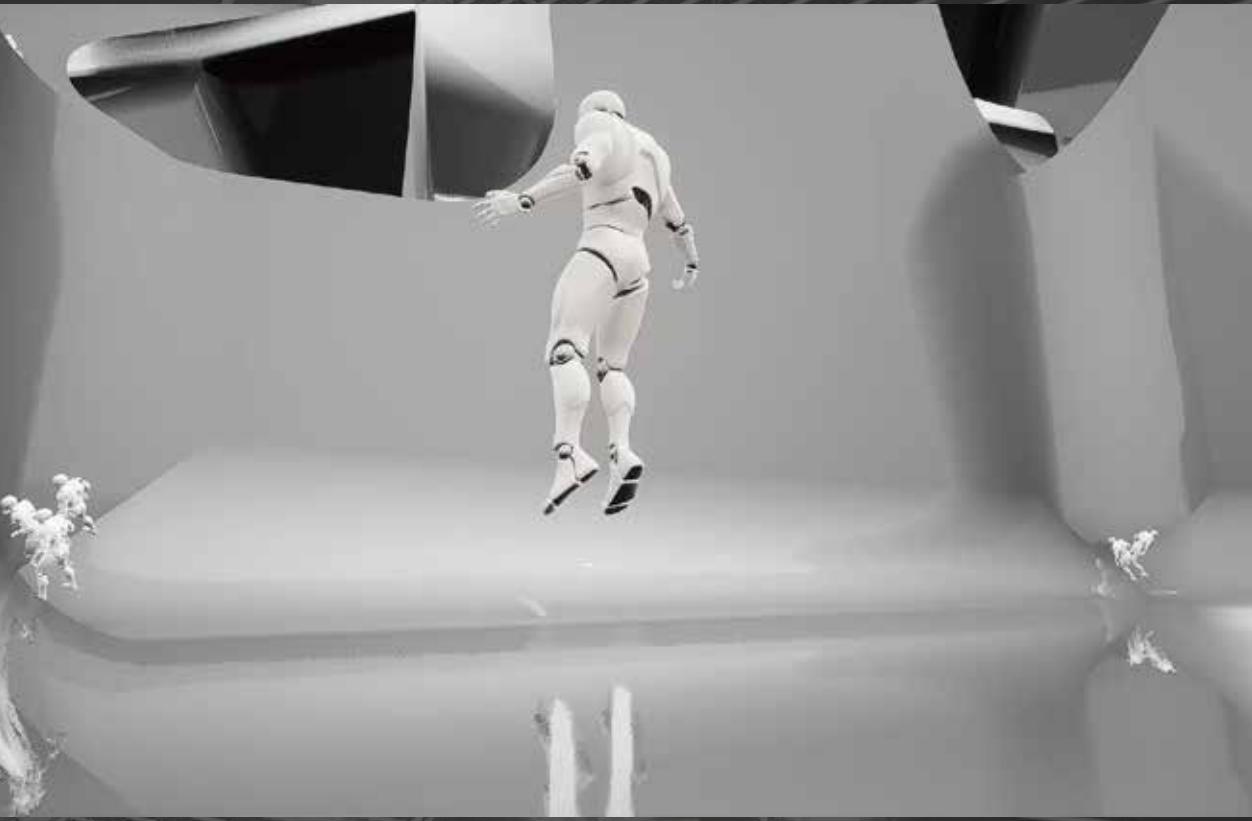
GAME SCENE DISPLAY

In the cycle, The Player starts as a helper, then get strayed, and finally realize. The sequence differs by every choice.

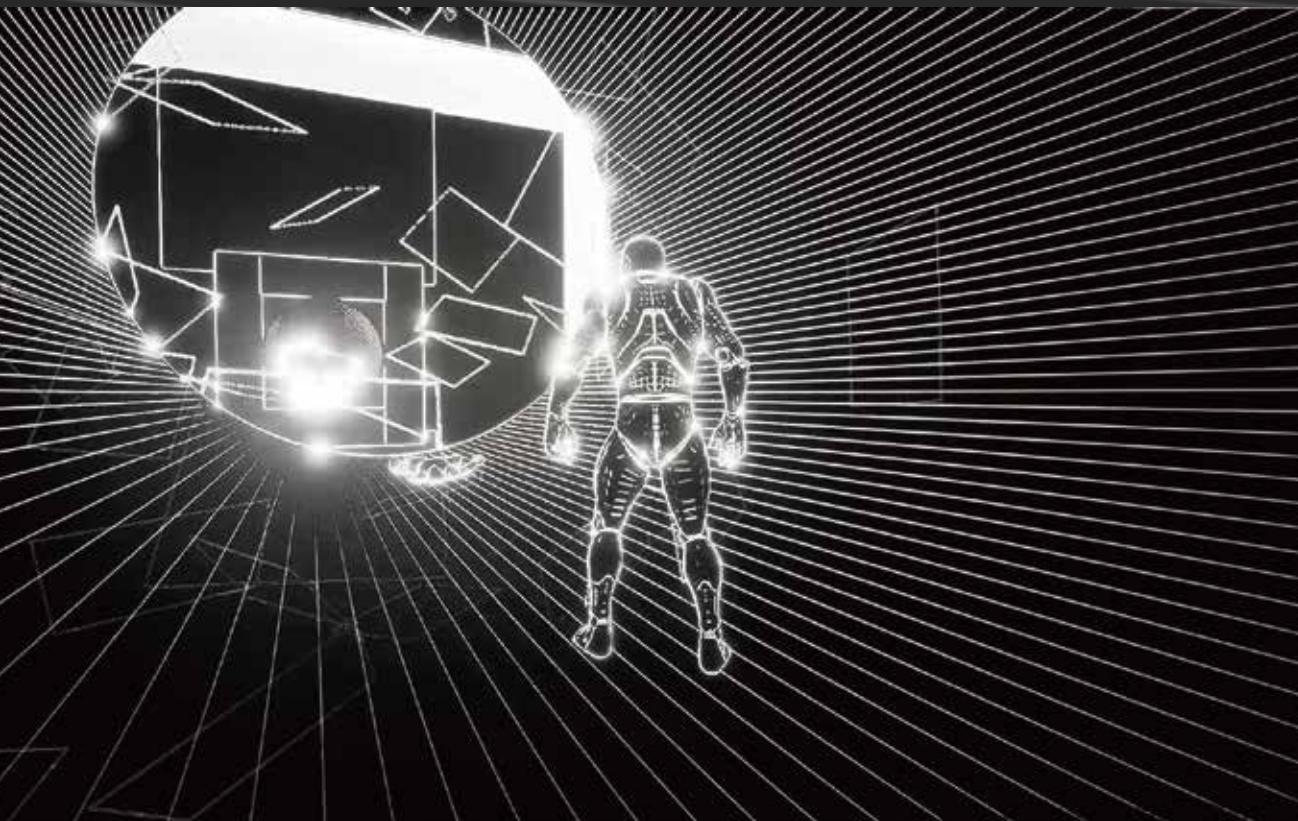
▼ Helping



▼ Bewildered



▼ Realized



HOW'S IT PLAYED?



https://youtu.be/t7_DihsEWVc

No.10000--Player

- No.9890--The one after The Player (Jealous/Friendly to The Player)

No.9717--A kind guide

- No.8969--A hesitated guy (Live/Die by the suggestion from The Player)

No.8113--A loser

No.7012--A harsh one

- No.6464--A hesitated guy (Live/Die by the suggestion from The Player)

No.5642--A stucked one

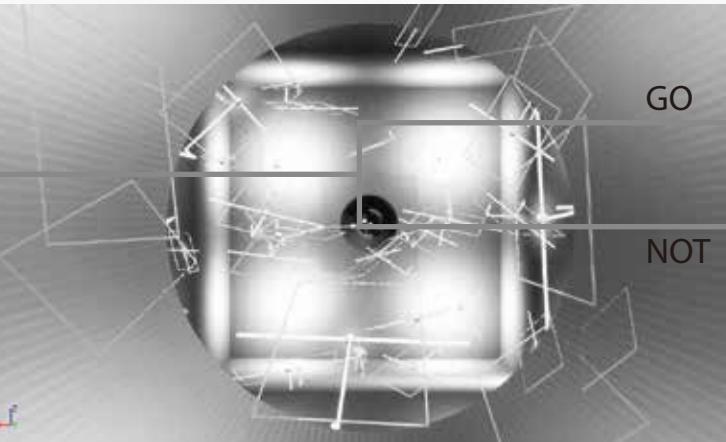
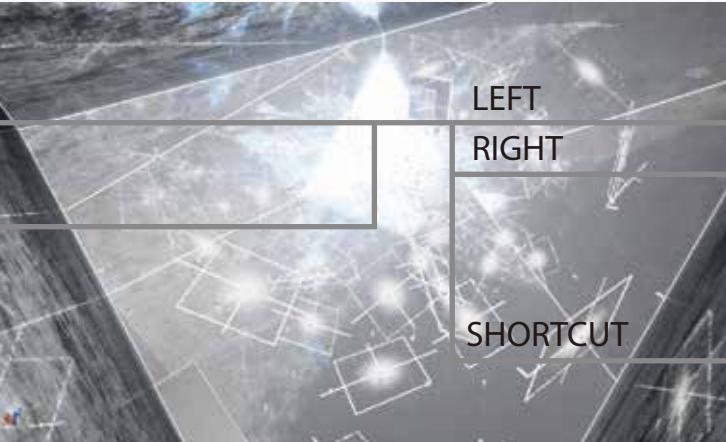
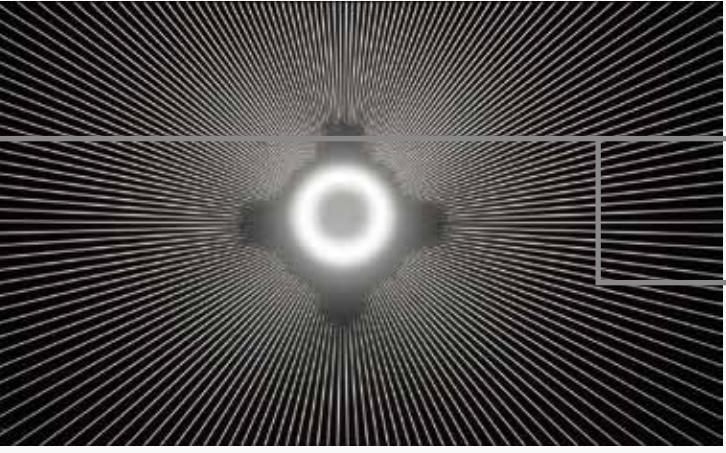
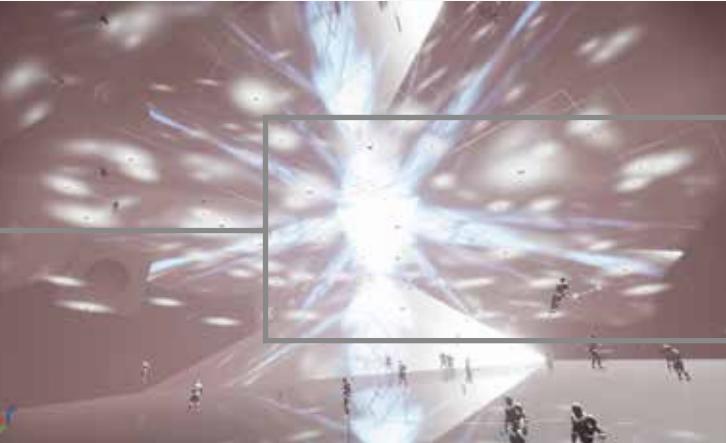
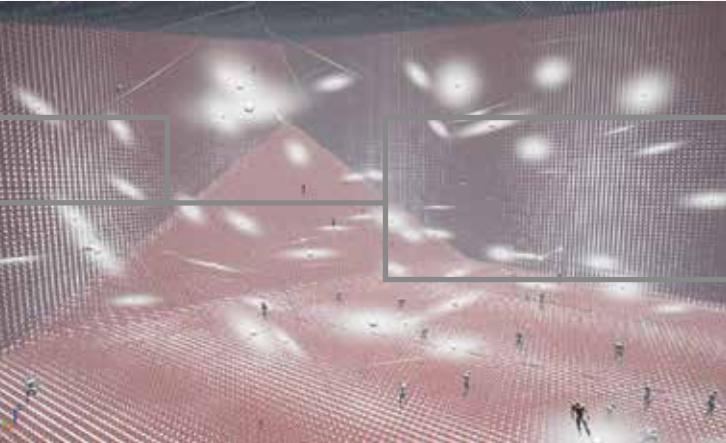
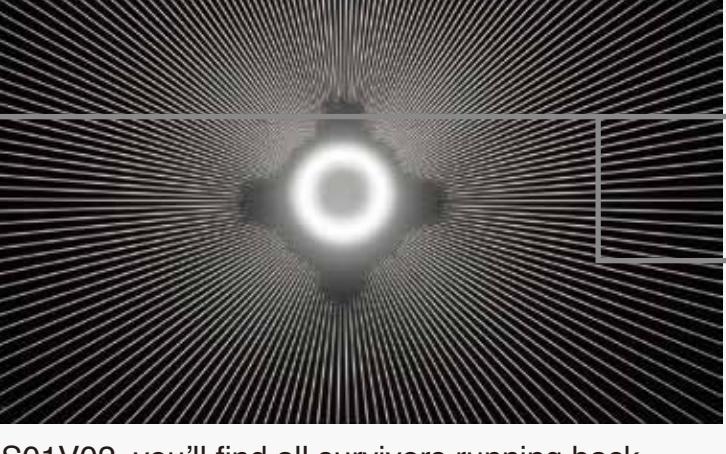
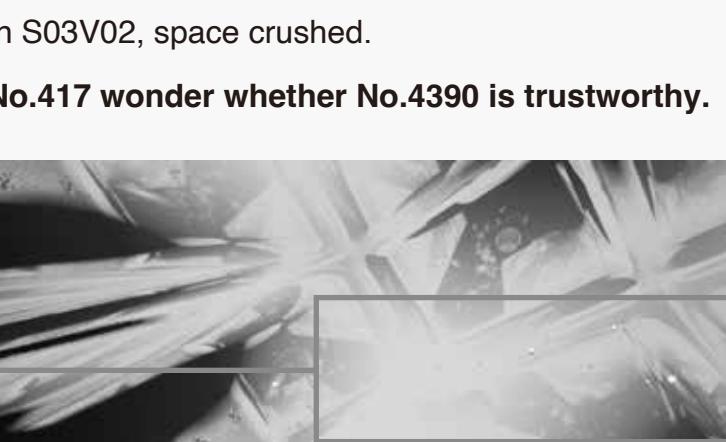
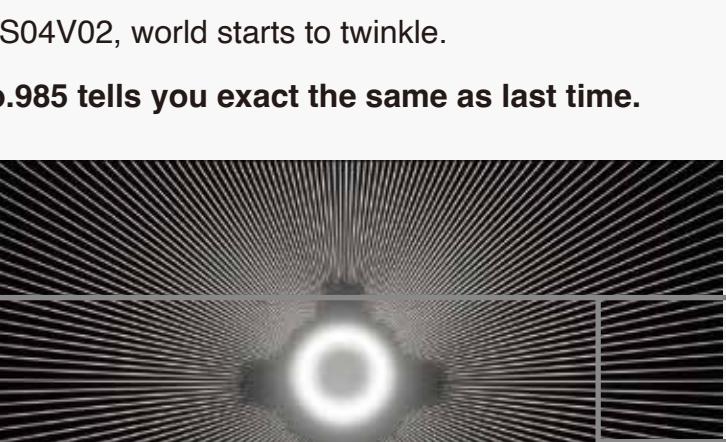
No.4390--A fallen one, who knows a shortcut.

No.4013--The best challenger ever

No.985--One who sees through

- No.417--One who's fallen for a long time. (Accompanied/Absent to No. 9890)

No.004--Teacher to No.985

00: The Beginning/ Reset	01: The Fisrt Loop	02: The Midth of The Fisrt Loop	03: The Second Loop	04: The Midth of The Fisrt Loop	05: The Last Loop (No Matter Where The Player was before)			
								
<p>The Player starts In S01V01, If stayed on slabs, you'll meet No.9717, No.8969. Otherwise, No.8113 will talk to you.</p> <p>No.8969 wonders whether “GO OR NOT”</p>	<p>In S02V01, If stayed on slabs, you'll meet No.7012, No.6464. Otherwise, No.4390 will talk to you.</p> <p>No.6464 would ask for advice “LEFT OR RIGHT”. No.4390 would show you the shortcut.</p>	<p>In S03V01, you'll meet No.5642, and No.9890 comes after you. No.5642 would show you No.4012.</p> <p>No.9890 wants to go first.</p>	<p>In S04V01, you'll see No.004 and No.985</p> <p>No.985 is waiting to show you the secret of making choices.</p>	<p>In S02V02, you'll meet No.4390, No.6464.</p> <p>No.6464 is fallen Dead. No.4390 would run from you.</p>	<p>In S02V04, you'll see No.9890 again.</p> <p>No.9890 would chase after you.</p>	<p>In S03V02, space crushed.</p> <p>No.417 wonder whether No.4390 is trustworthy.</p>	<p>In S04V02, world starts to twinkle.</p> <p>No.985 tells you exact the same as last time.</p>	
								
<p>In S02V03, you'll meet No.4390.</p> <p>No.6464 is gone. No.4390 would ask you where No.9890 is.</p>	<p>In S02V05, you'll see No.9890 the third time.</p> <p>No.9890 wants to kill you! RUN!</p>	<p>In S03V03, people starts killing each other.</p> <p>No.4012 wonder where could be safe.</p>	<p>In S01V02, you'll find all survivors running back</p> <p>GO AHEAD OR GO BACK?</p> <p>(Ahead: The End)</p>					