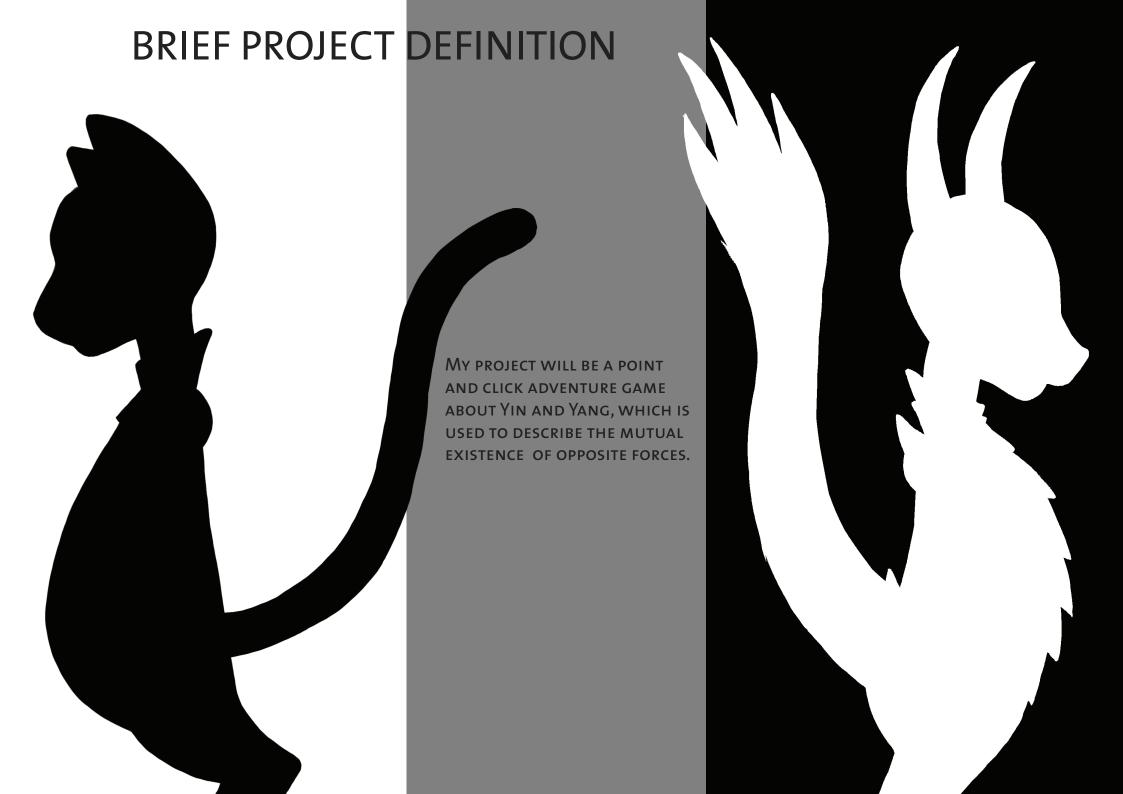
©PPOSITE



YIN

SLOW

SOFT

YIELDING

DIFFUSE

COLD

WET

PASSIVE

WATER

EARTH

THE MOON

FEMININITY

DARK

DOWN

WINTER

VALLEY

DEATH...

YANG

FAST

HARD

SOLID

FOCUSED

HOT

DRY

AGGRESSIVE

FIRE

SKY

THE SUN

MASCULINITY

LIGHT

UP

SUMMER

MOUNTAINS

LIFE...



GOALS AND OBJECTIVES

GOAL 1: TO INTRODUCE MYSELF TO GAME DESIGN BEFORE ENTERING MASTERS DEGREE AND TO IMPROVE MYSELF

OBJECTIVE 1: TO LEARN CODING

OBJECTIVE 2: TO PRACTICE CHARACTER AND ENVIRONMENT DESIGN

OBJECTIVE 3: TO FURTHEN MY SKILLS IN DIFFERENT PROGRAMS

GOAL 2: To create a project to put into my portfolio when applying to agame design school

TARGET AUDIENCE/ USER

PEOPLE WHO ARE MORE INTERESTED IN CONCEPTUAL, PSYCHOLOGIC GAMES RATHER THAN HEAVY ACTION-BASED GAMES

STORY

One day Yin loses its little Yang part, and Yang loses its little Yin part which were their eyes; now unbalance rules over. In order to fix this Yin and Yang will have to retrieve what they lost by doing opposite things that they normally do. In other words Yin has to do the things that Yang does, and vice versa. That way they will learn emphaty towards each other, they will have to understand the contrasting side and its importance. In addition to that for specific goals they will have to help each other, or act together.

-HTTP://WWW.ARTSMIA.ORG/EDUCATION/TEACHER-RESOURCES/OBJECTINFOCUS_D.CFM?P=1&V=33

THANK