



BRIEF PROJECT DEFINITION



MY PROJECT WILL BE A POINT
AND CLICK ADVENTURE GAME
ABOUT YIN AND YANG, WHICH IS
USED TO DESCRIBE THE MUTUAL
EXISTENCE OF OPPOSITE FORCES.



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 FURTHER MY SKILLS IN DIFFERENT PROGRAMS

GOAL 2: TO CREATE A PROJECT TO PUT INTO MY PORTFOLIO WHEN APPLYING TO A GAME 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](http://www.artsmia.org/education/teacher-resources/objectinfoocus_d.cfm?p=1&v=33)

THANK YOU