

PROJECT DEFINITION

A 3D game that conveys a message as well as being interesting/entertaining

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

GOAL 2: To create a project to put into my portfolio for applying to game design schools

TARGET AUDIENCE/ USER

People who are more interested in conceptual, psychologic games rather than heavy action-based games

BACKGROUND INFORMATION

One of my main interests is video games. I'm so interested in them that I'm planning on entering the game design field; but not as a programmer, as a character and environment designer. Since I was a child I've been

sketching things like this. So I want to lead my life doing something I really like and enjoy, that's why I decided this although I know it will be a very hard and long journey.

The problem is I don't have any video game-making experience at all, and I don't know coding. But I can learn, and will work hard on it. After all it's nothing impossible. I think this project will help me a lot and introduce me to game design even if it's a little bit.

I want my game to give a message, so it should be deep as well as well as entertaining and interesting. But my main aim is on visuality of the project, so I made myself ready to a not-so-exciting gameplay.

I'll have to make a story, and then I'll have to create matching environment/s and characters. I know that I don't want to make a flash game, so the game will be 3D; that 's why I will be working with 3D modelling and animation.

I think psychology is very important for game design. It's needed both for creating the characters, like when giving them personalities, and for predicting the gamers' feelings. Moreover since I'm planning on making a make with a message, psychology or phsiology is something I must dig through. So I decided to go with Chinese phsiology of Yin and Yang, which is based on the mutually existing opposite forces.

DETAILED PROJECT DEFINITION

The game is about Yin and Yang. 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 empathy 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.

The game will be more like a interactive movie/point and click adventure; though the characters' movements and inreactions will be controllable.

The characters will be a mixture of human, animal, and object. The environments will be a mixture of of realistic and fantastic elements; but more fantastic-based. My inspiration for the

characters' design is the characteristics of Yin and Yang. For example, Yin represents femininity, darkness, softness etc. while Yang represents masculinity, light, hardness etc. So I will design regarding the characteristics. Furthermore, in Chinese philosophy tiger represents Yin and dragon represents Yang so I'm thinking of using this too. And my inspiration for the environment is Dante's Inferno and Purgatory. Yin's environment's structure- not content- will resemble Dante's Inferno, which spirals downward the Earth. And for Yang it will be Dante's Purgatory, which spirals upward the sky. The relationship between Yin and Yang is often described as a valley and a mountain and sunlight plays and changes over them. So Purgatory is sort of a mountain, while Inferno is sort of a valley. But they won't be spirals rather they will be levels, like a wedding cake.

For sound, the characters may have voices like in Zelda games or in the game Okami. Or it can be like in the game Stacking. (The characters don't talk, rather speech bubbles come out from them.)

I will use Unity 3D as the game engine, and Autodesk Maya for creating the models and animations.

SCOPE OF THE PROJECT

What will be covered?: 3D Modelling
3D Animation
Coding
Graphic Design
Concept Art

What will not be covered?: ...

REQUIRED KNOW-HOW AND RESOURCES

- Game Art/ Concept Art (sketches, digital art in Photoshop)
- making storyboards
- 3D modelling (in Autodesk Maya)
- Graphic design for logo, menu, fonts etc.
- Lightning techniques
- Coding (in Unity 3D)
- 3D animation (in Autodesk Maya)

DIFFICULTIES AND RISKS

- Little knowledge of lightning techniques
- Very little knowledge of coding
- Time management

PHASES OF THE PROJECT

- 1) Research about Yin & Yang concept
- 2) Storyboard (first)
- 3) Character and environment design (sketches)
- 4) Character and environment design (concept art)
- 5) Character and environment design (3D modelling)
- 6) 3D animation
- 7) Game graphics (menu etc.) and logo
- 8) Transferring the designs and coding to Unity
- 9) Making the game in Unity

CRITERIA OF SUCCESS

Since games are developed by a team, professional at that, of course I have my doubts if I'm able to finish this or not. But I'm eager to learn; so I will try my best to make this a game. If I won't be able to then at least there has to be concrete concept, designs, models, and animations.

RESOURCES AND INFLUENCES

-http://www.worldofdante.org/botticelli_detail.html

-http://www.worldofdante.org/purgatory1_detail.html

-http://www.artsmia.org/education/teacher-resources/objectinfocus_d.cfm?p=1&v=33

-http://en.wikipedia.org/wiki/Yin_and_yang