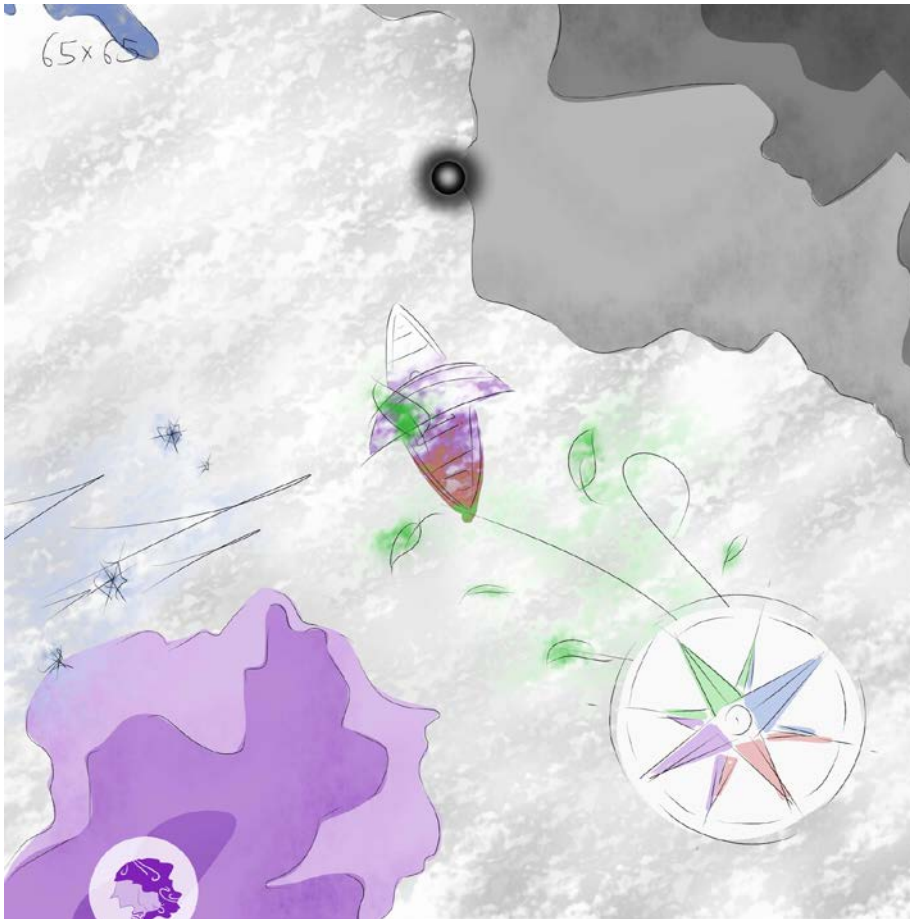


Narratives for Interactivity

By Shah, Chin, Chee

Project Idea: To create a competitive semi co-op couch-multiplayer adventure game. Players direct an adventurer to islands across the world as he sails from island to island by taking control of one of the cardinal four winds.

Project will be done in C# using unity. An Arduino with microphones will used as the controller. Both self-created assets and free assets from the asset store will be used.



Commented [D1]: FINE EXPERIMENTAL IDEA THAT MAY TURN INTO ARTISTICALLY AND COMMERCIALY SUCCESSFUL PROJECT. THIS POTENTIAL JUSTIFIES AND REQUIRES SPECIAL EFFORT AND FURTHER DEVELOPMENT BEYOND THIS CLASS.

WITH THE ADEQUATE DEGREE OF PROGRESS AND ACHIEVEMENT THROUGHOUT THE CLASS RESULTING IN ONE FULLY FUNCTIONAL LEVEL BY THE END OF SEMESTER, THE PROJECT QUALIFIES TO BE POSITIVELY EVALUATED.

Commented [D2]: KEEP THE DESIGN SIMPLE (NOT SIMPLISTIC) AND STREAMLINED BUT SMART.

DETERMINE THE MOST APPROPRIATE (DEMOCRATIC OR NONDISCRIMINATING) ORAL PROPERTY THAT WILL DETERMINE THE PLAYER'S INFLUENCE – AIR PRESSURE, SONIC POWER, LOUDNESS, OR SOME COMBINATION OF THESE. CONSULT THE PROFESSIONAL SOURCES AND/OR PROFESSIONALS IN BIOMETRICS. I BELIEVE YOU MAY FIND SOME AT THE NTU.

FOCUS ON:

1. FLUIDITY OF ANIMATION
2. QUALITY AND EFFICIENCY OF INTERACTION
3. QUALITY AND SMART DIRECTION OF NARRATIVE ELEMENTS
4. OVERALL FUN AND TYPES OF PLEASURE THAT THIS KIND OF GAME CAN OFFER.

Details of the Game

GamePlay: Players will take control of the cardinal four winds by blowing into microphones. Each wind controls a direction of the boat's movement. (eg. South wind speeds up the boat while the North wind slows down the boat)

Competitive: Players will compete to try and direct the boat to collect collectables to gain points before the boat reaches the island. The player with the most points becomes the dominant wind. The stories within each island will change depending on who is the dominant wind.

Coop: At the same time, players will also have to cooperate with one another to avoid obstacles and enemies and get the boat to land on islands safely.

Narrative: The main narrative is showing how destiny and stories are fickle. Ever changing at the whim of the gods. Even then the cycle will always repeat itself.

Characters

Boreas: The Northwind. Represents Winter. Player controlling the North Wind causes the boat to slow down.

Zephyrus: The Westwind. Represents Spring. Player controlling the West Wind causes the boat to move to the left

Notus: The Southwind. Represents Summer. Player controlling the South Wind causes the boat to speed up

Eurus: The Eastwind. Represents Autumn. Player controlling the East Wind causes the boat the to move right.

Adventurer: A bright eyed Prince from a small island nation seeking to make his mark in history by travelling the world. In reality he has no power and his path is controlled and directed by the gods (players). A non-playable character.

Aeolus: King of Winds. The creator of this friendly competition. Acts as the Narrator. Non-playable Character.

Commented [D3]: THINK ABOUT INCORPORATING SOME SLIGHT DEGREE OF CAPRICIOUSNESS AND UNPREDICTABILITY, FOR EXAMPLE THE CURRENTS AND/OR VARIABLE WATER FLUIDITY. THIS WILL STRONGLY SUPPORT YOUR BASIC IDEA AND IF DONE PROPERLY IT CAN MAKE PLAYING MORE FUN. MIGHT BE TECNICALLY DEMANDING SO TRY IT OUT INITIALLY BUT LEAVE FOR FURTHER DEVELOPMENT IF IT PROVES TO BE TOO DIFFICULT.

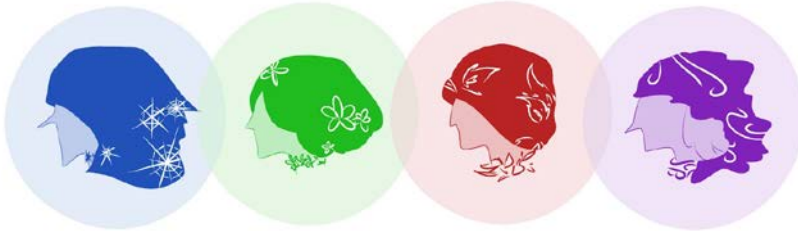
Commented [D4]: WHAT KIND OF STORIES? HOW TOLD/PRESENTED? MAYBE NOT ALL STORIES SHOULD BE TOLD IN THE SAME MEDIUM BUT YOU DECIDE.

Commented [D5]: IN FURTHER DEVELOPMENT, YOU MAY THINK ABOUT A 2-PLAYER MODE.

Commented [D6]: IN FURTHER DEVELOPMENT, YOU MAY CONSIDER TO OFFER A CHOICE FROM A SET OF DIFFERENT CHARS AND MOTIVATIONS FOR EACH GAME.

Commented [D7]: KING OF WIND GODS.

65 x 25



Setting

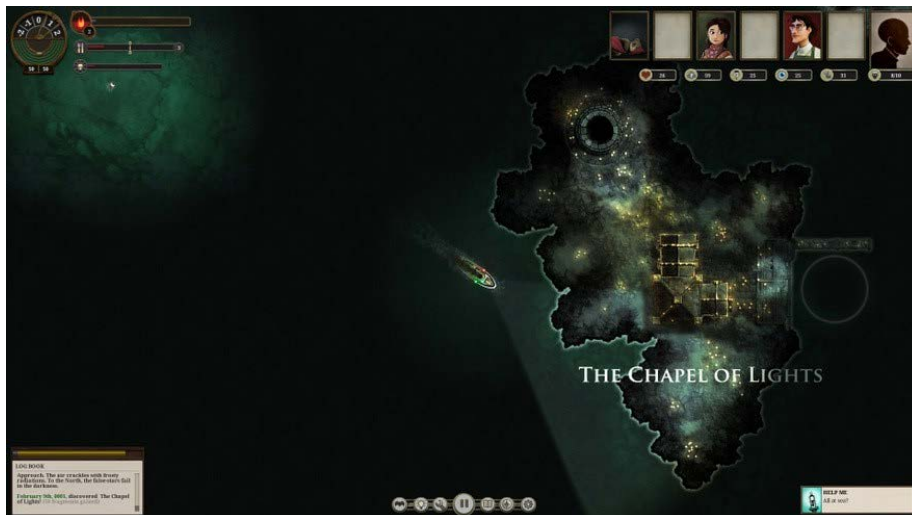
The Game takes place in ancient times where most of the world is still unexplored.

The prince of a small nation decides to make his mark on history by travelling the world. The King of Winds seeing this decides to make it a sport and turns it into a friendly competition for his children the four winds.

Commented [D8]: IN FURTHER DEVELOPMENT: DIFFERENT GEOGRAPHIES. THIS CAN BE FULLY GENERATIVE – UNIQUE GEOGRAPHY FOR EACH GAME SESSION, WITH THE OPTION TO SAVE AND LATER LOAD ANY CURRENT GEOGRAPHY.

Inspirations

Sunless Sea (2015) developed and published by Failbetter Games



Trailer link: <https://youtu.be/Qh1k2PqPU3o>

Items Needed

Unity

Laptops

Arduino (self source)

Microphones (self source/ borrow from Poh)

Projector (for presentation)(borrow from Poh)

Hdmi Cable (for presentation)(borrow from Poh)

Commented [D9]: YOU SHOULD BE ABLE TO MAKE THIS PROJECT IN UNITY PERONAL LICENSE WHICH IS FREE.