

The background of the slide is a stylized illustration of a pond. On the left, a koi fish with orange, white, and black markings swims towards the right. The water is a light blue color. On the right side, there are large, green lily pads. The overall style is flat and modern.

KAY

AGI STUDIO 2 FOLIO 2 Reflective Presentation

S3829136@student.rmit.edu.au

Introduction

- 'Koi' → *hidden object+visual novel*
- Explores themes → *human perception*

relationship between character & object? childhood memory? love? connection? mental illness? delusion?

how childhood experiences shape a person?

represents ideas graphically

innocent but unsettling feel?

surreal fantasy environment / world (all in her head)

simple, engaging reactive

Point & click + Mouse hover

Visual Novel + elements of hidden object games

Interactive VN + animations

rationale

sprites/objects? particle effects?

parallax interactive animations

script / story (flowchart / gameplay)

outcomes

context

cin studio / After Effects? / Unity + tools?

more focus on illustrations

more focus on animations

complete playable short game!

more story focused + fully animated

classic visual novel like 2D?

hidden object focus (more exploration & discovery focused)

studio 2 directions

visual novel + hidden obj. mix

finding objects leads to more story?

more focus on code = learn and improve

unity + bolt + funghs

complicated to balance but worthwhile

comfort zone

3 endings

custom music box soundtrack?

original artwork

who are you?

cursor picking screen

start screen

sky screen

No yes

lake top

night screen

bad end #1 - kanzaki


lake bottom

bad end #2



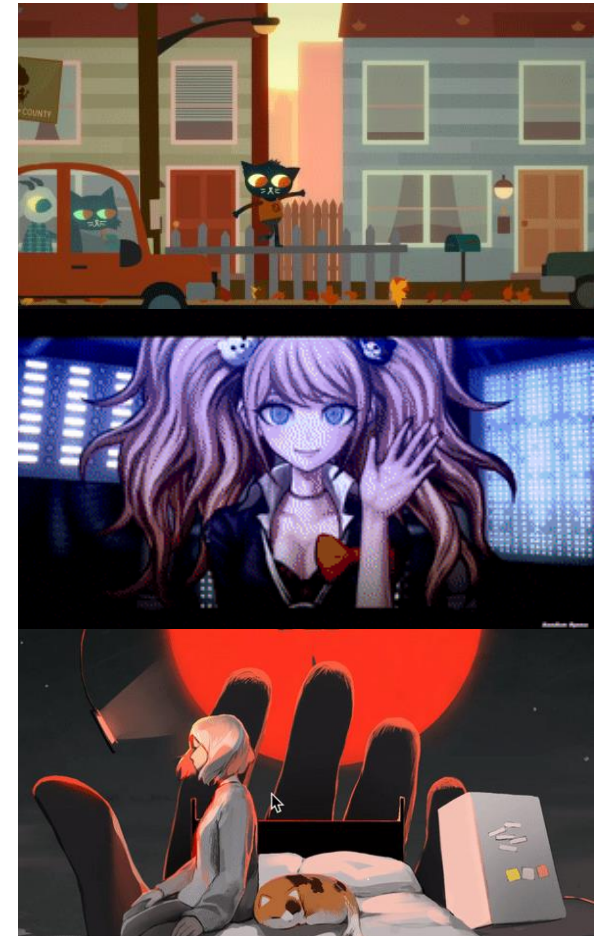
Context



- More visual side of visual novels
 - 2.5D technique → *the parallax effect*
 - Visually interactive hidden object game
- 

Field/Related Practice

- 2.5D → Not utilized much in the realm of visual novels / hidden object games
- Night in the Woods → side scroller with 2.5D
- Danganronpa → 3D game with 2.5D
- Angela He's works → parallax effect as an aesthetic feature



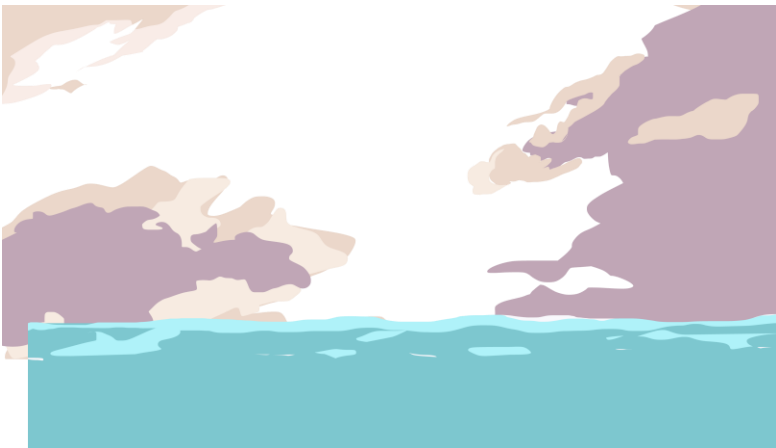
Inquiry

The background is a stylized illustration. At the top, there are pink cherry blossom trees with dark brown branches against a light blue sky with soft, white and yellow clouds. In the foreground, there is a pond with large green lily pads and several pink lotus flowers. The lower legs and feet of a person wearing a pink skirt and black sandals are visible in the center of the pond.

- How to make the 2.5D *parallax effect* function as an aesthetic *storytelling* and *game progression* mechanic.

Potential Impact

- Unconventional mechanic for story-telling and game progression
- 3D effect can be produced in a 2D space alongside minimal animation



Future Directions



- More possibilities of the parallax effect
- Inspire interactivity in visual novels/hidden object games

Reflections

- Scaling down Project
- Cutting back ideas
- Time Management
- Knowledge Gained



▼

Thank you for listening! ^O^

