

STUDIO 2 PITCH
WANTING XIAO

RATIONALE

After going through studio 1, I have developed a strong interest in game designing, and I want to continue exploring it in studio 2. And I still have a huge passion in 3D modeling and animation. I think these two fields complement each other. It allows me further develop the relationships and interactions of models in game field.

As a beginner in game design, I know my limits and abilities clearly. So instead of making a project with complex mechanism, making a simple (runner game) but detailed one is a better choice.

CONCEPT

I was inspired by the traditional Chinese festival Zhongyuan Festival (Hungry Ghost festival) and ancient legend *Hyakkiyakou*.



ZHONGYUAN FESTIVAL:

The number seven is of great significance in ancient China. According to book < I-Ching >, seven represents rebirth. On 15th July, the gates of hell will open and all ghosts will return to the world. They will go home to receive offerings, and homeless ghosts can only wander around looking for “food” . For those who are alive, they will put river lanterns to express their thoughts for their deceased relatives.



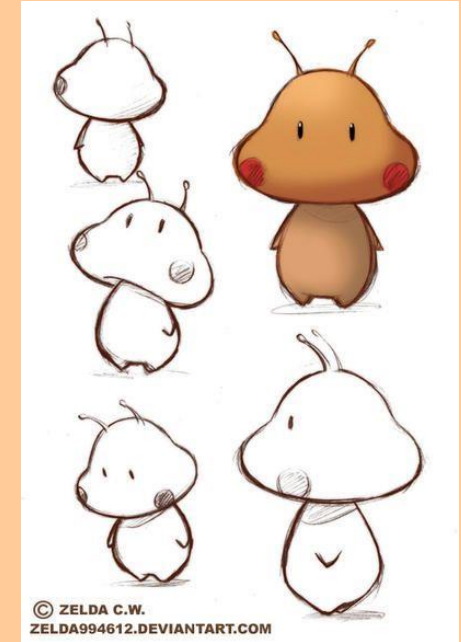
HYAKKIYAKOU

In ancient, monsters are active at night, while humans are active during the day. When night falls, the space of monsters will overlap with that of humans. If the road is empty at night, monsters will appear and go out in droves like a parade in search of food.

CHARACTER



Mood board



The protagonist is a frail and sick man who can often see ghosts and monsters that others cannot see. On Zhongyuan festival, a monster attacked him and separated his soul from his body. So he has to live attached to a mushroom, and find his body while avoiding being discovered by other monsters.

The enemy of game is those in Hyakkiyakouan. There will be at least 3 different kinds of enemy. According to investigation, most of monsters in Hyakkiyakouan are from Chinese and Indian mythology. So I chose some representative monsters as enemies



日和坊

It only appears on sunny days. It will bring good luck and sunny days.



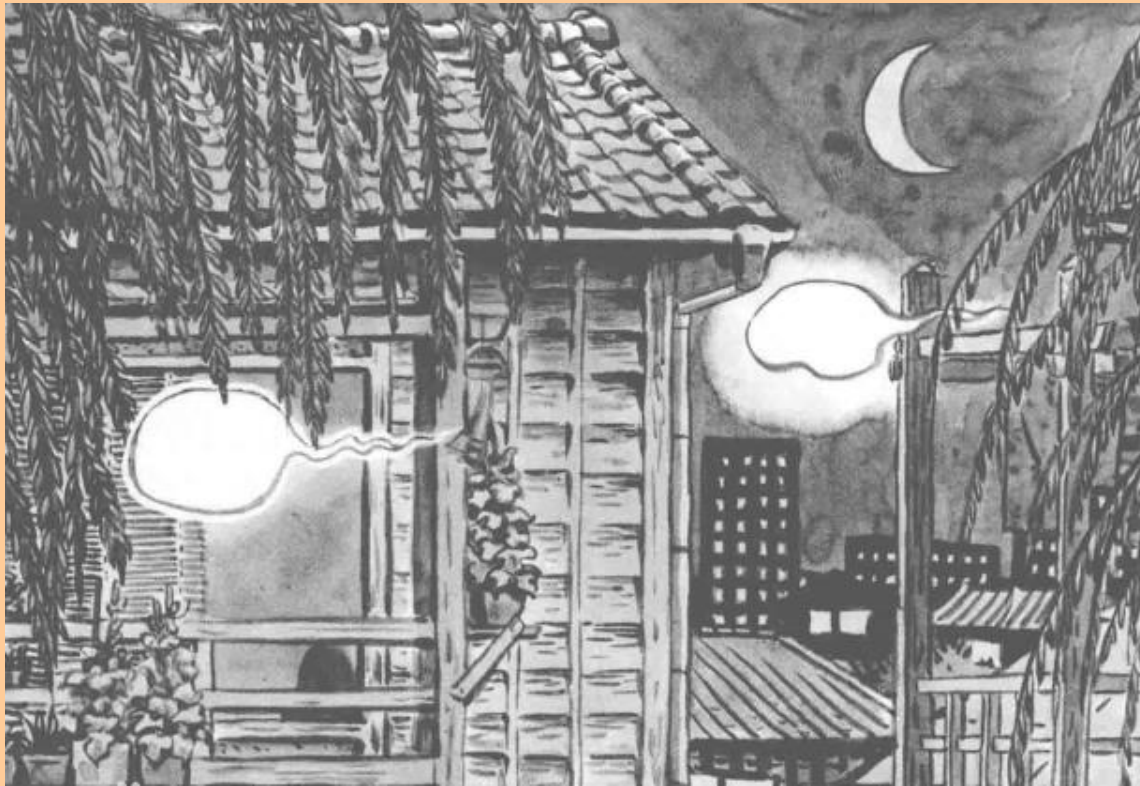
猫又

cat with two tails.



烛龙

Mythical beast in ancient Chinese mythology, when it opens its eyes, it is daytime, closes eyes, it is night.



人魂

When a man is about to die, his soul will turn into a fireball and fly out of his body.

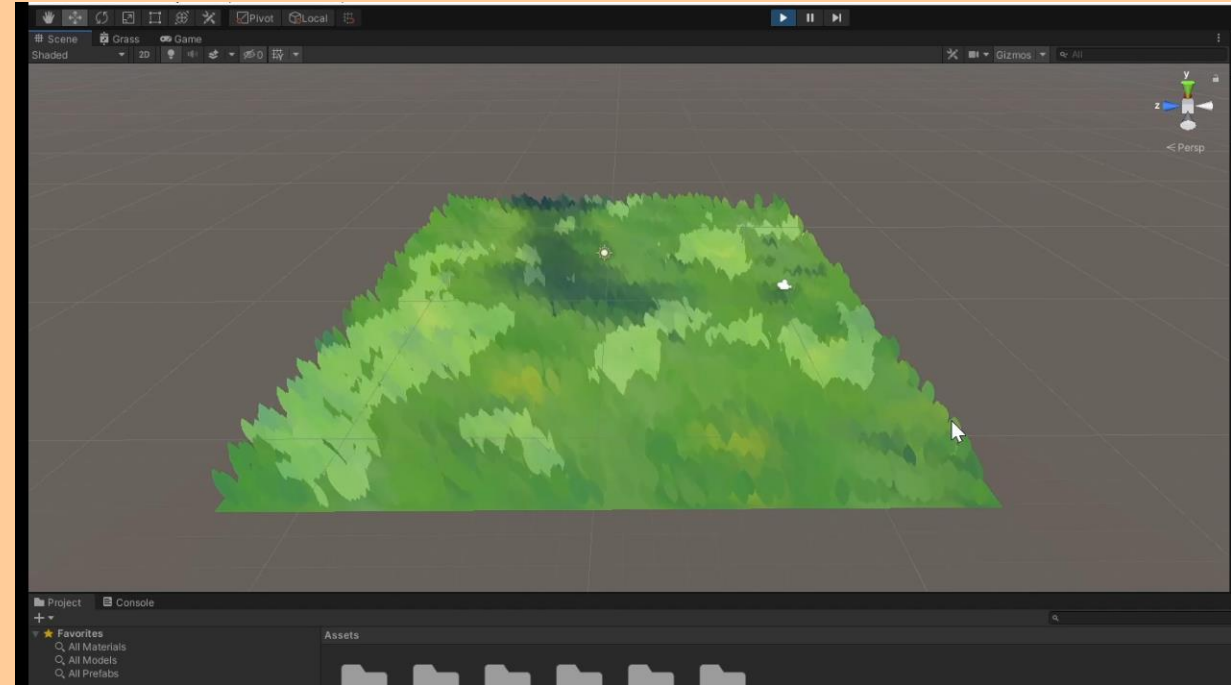


塗佛

A monster who like to paint themselves black

VISUAL

Influenced by Miyazaki Hayao, the visual art style is cartoon style.



I plan to use a top-down perspective to highlight the huge size of enemies and the smallness of the mushroom.



CONTEXT

My project of studio 2 will be a polished runner game with new mechanism, similar works are:



CUPHEAD



I AM FISH

METHOD

Unity

- Coding
- Mechanism
- Animation Controller
- Shader

Blender

- world building
- character modeling
- Animation
- Rigging

OUTCOME

A playable game