First option

Keep developing what I have done at studio 1
- UI, background, character, custom redesign
- Add different culture (not limited in Asian culture)
- Modeling fix

Rationale

⇒ Casual game (relax) under high pressure situation
⇒ Cute version character
⇒ Covered traditional tales / enjoy and read some interesting short stories at the same time.
- no need to read long tales based on different culture.

Q: how to let people feel real relaxed while playing.

Short tales should summary the original complex story about the traditional character.

Cute version should also cover the special feature of the character.

Different culture → Different UI / background setting. Different customs.

But if doing or adding Western culture. What UI / character / background should be look like?

Should add Western or stand with Asian culture (more + Japanese)

Context

- character concept design
- mixed animation / 2.5 modeling
- casual game.

Who else doing ↓
- hit — point (focused on casual game)
- Monument Valley (Cute character / simple character / UI / background)
- Ensemble Stars (well used live 2d technology)

Methods

- Tools: SAI、PS、Live2d Cubsim, AE.
- Chinese UI style: (past project)
- (past character styles)

Still consider character style
they change it into a more simple and concise style
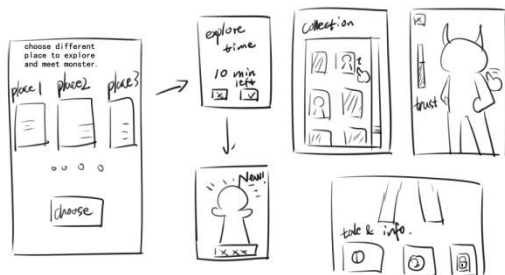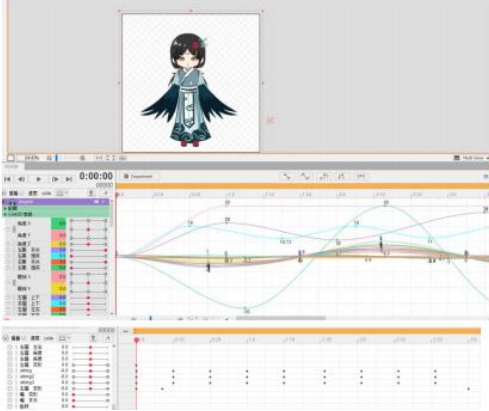↓ for increase efficiency can design more character (1:2 ratio)

Outcomes

- Whole project should covered app background. UI、character、2.5 model、animation
- Some character illustration (consider as CG)
- 2.5 interaction on mobile phone.
- Videos show game demo.

Simple process sketch have done In Studio 1:

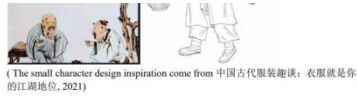## What have done on studio 1 :

1. Book UI & Icon

(Ancient Chinese book looking 普洱茶网, puercn , 2021)
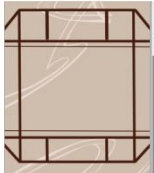(Zgshscjxh, 2021)

(The small character design inspiration come from 中国古代服装趣谈：衣服就是你的江湖地位, 2021)

3. Ancient Window style

(Zgshscjxh, 2021)
The back window I have searched some related design in ancient time as well.

Second option

Rational

- Compare to an actual game, it's more considered as a daily-life tool helper
- The time on the app is the same as the real time
- Want to create a factious character in the app (set alarm, schedule, calendar, notes)
- But the character is not an "AI" or normal character. (Not stay on the screen wait for user's order. He / She has own life) (like a person who lives in the world as well)

Question & Challenging

- Character concept. What background/ what personality/ occupation/what difference between choosing different character?
- How many scenes should cover? (model, background on different time/place)
- Whether all the functions are possible to make
- What's the interactive point? (Dialogue? choice make? Mini game covered?)

Context

- Character Concept design
- Live2d animation/ modeling
- UI design/ background illustration
- Interactive/ mini game concept?

Who else is doing the same thing?
- MakeS

 https://www.youtube.com/watch?v=4Bw5i-7WmqQ

(The most similar app compare to what I want to reach)

But I want to covered different functions/characters/interactions

And the character has his life, not waiting on the "phone"
- Ensemble Stars

(A Japanese game has mature tech on live2d)
- Tears of Themis

(A Chinese game has mature live2d tech, the interaction of the character is interesting as well. Mini game set is also good to learn)

Methods

- Tools: SAI/PS/Live2d Cubsim/AE

Some character concept thinking& drawing during holiday still need to concise about personality.
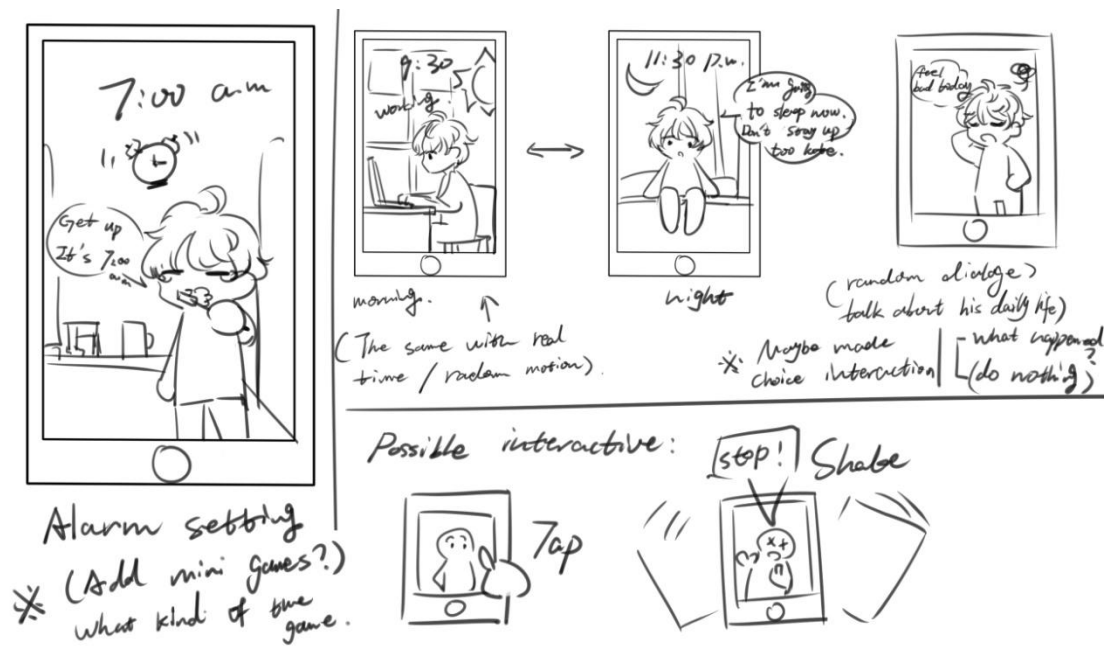
Outcomes

- Drawing characters
- Live 2d modeling (divided body parts)
- Multiple Scenes setting
- Interactions
- Video demos

Possible ideas on the screen----Function/interactive point/auto system

Reference
https://www.youtube.com/watch?v=Labv709P3Sk

(If I cannot learn coding for games and app)
Alternative Option 3:
Fully live2d animation

The story may relate to the theme of depressive disorder.
- Big problems among young people
- Others even family members cannot understand this disease.

It's a challenging and also the first time for me to make an animation used live2d technology.

- There is a possible way to make a 2d animation look like in 3d Version.
  https://www.youtube.com/watch?v=96sI9azWMcM
  https://www.youtube.com/watch?v=YljASPZ0pzg&t=57s

- It's different form original animation
- Modeling, setting right frames is important
- Clear storyboard

In 2d version- head rotate 90°

https://www.youtube.com/watch?v=saahqCtzFgk
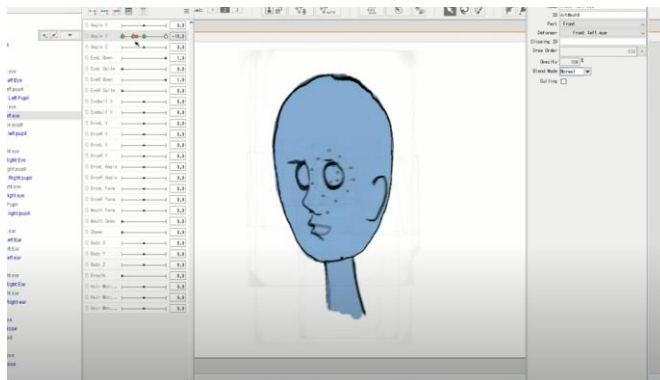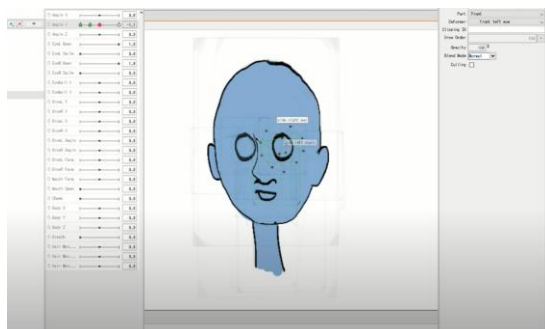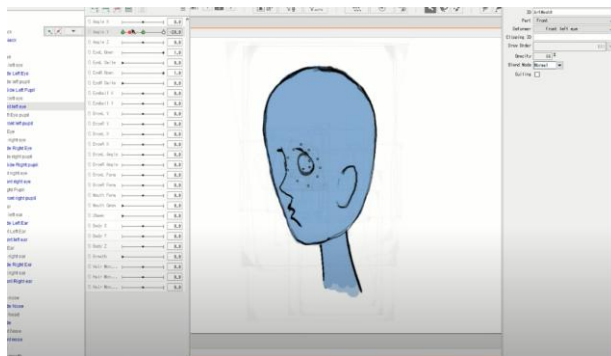
Sketch
(Not finally decided/Still need to thinking researching and developing)