

Folio Plan

1 RATIONALE: Intention

- What concepts are you examining in your folio work? What do you want your Studio project to do?

I want to explore the feasibility of (mild) horror adventure puzzle games on mobile platforms. Due to the device limitations, lots of scary effects cannot be achieved on phones compared to PC/console games. Even there are some laws that prohibit the violence level of games in China. But I really love horror games and I want to have a try at designing a horror adventure puzzle game on a mobile platform.

2 CONTEXT : Field

- What field/s does your work sit within?

Game/2d animation.

- Who are the outstanding practitioners/ researchers/ critics within this field/s?

I know lots of fantastic existing puzzle games such as Machinarium, DARQ and Little Nightmares. The last two games are in the horror genre. DARQ uses the concept of changing space under the nightmare background. While Little Nightmares utilizes the exciting and anxious atmosphere brought about by inserting the chasing gameplay at suitable points in the game.

3 METHOD: Conceptual, Technical, Craft & Management

- How will the work you do in the studio support your intention?

I will see this try as a starting exploration of my game design study. Maybe I do not expect it will be excellent but It should be good as a start.

- What do you hope to establish through an engagement with your folio work?

I want to create an open game world that is different from other existing puzzle games to improve interactions between players and games and decrease loneliness.

4 PRODUCTION: Tools&Timeline

- Tools:

PS, AI, AE, PR

- Timeline:

W1-3: Creating the world view of the game(background story, characters, gameplay)

W4-6: Construct game interfaces; Design one (not sure) chapter including scenes; Finally finish a short animated video of showing this one chapter.

Ps: gonna be more specific during actual production.

5 OUTCOME

I plan to make a demonstrated animation for my game like an advertising video of the game. This means it will have complete concepts and gameplay but it is unplayable. Because I' m poor at coding.