

AGI Studio 1 - Folio Plan 2 Yunjia Jiang S3698100

1.Rationale: intention

I'd like to continue the 2d horror puzzle game concept built in Folio 1 as a complete preliminary exploration in the game area (a promising bud). In folio 2, I will make 2-3 scenes with clues inside to make the context more understandable. The concept is the same as the one in Folio 1, which is to explore clues of the mysteries. (In the adventure journey of this game, you will play as the girl, Vien, to figure out mysteries why she was born flawed with one blind eye). The essential in Folio 2 is to realize interactions between objects and the player, and let the player's action triggers obstacles(boss chasing) in Unity.

2.Context: Field

My project sits in the field of game. It's a 2d dark puzzle game and it is 'fridge-horror' context based(a special story that players may feel creepy after the play). In addition to game mechanics, the character animations like jumping and running are worth learning too. And I hope to make a research in what are the keys in making chasing in horror games exciting. Maybe it's the tense chasing music like the very iconic bgm in Dead by Daylight, or the stimulation brought by the sudden sounds after long time of silence, etc..

3.Method

I'll draw scenes layer by layer in Photoshop(Place objects in Unity and combine them as a complete scene); Use visual scripts in Unity to make characters able to be controlled to do movements, and make objects interactable by player's inputs. Player's input may trigger chasing music and boss reactions.

4.Production

Tools

AE: Not sure if it will be applied when making character movements

PS: Draw most objects and scenes

Unity: Realize the most exciting part: execution! I will keep learning Unity tutorials as my procedure goes.

Plan

Week7: Finish all perspectives and possible movements of Vien II

Week8: Finish Room 1 sets drawing & place in Unity; Finish all perspectives and possible movements of Vien I;

Week9: Finish Room 2,3 sets drawing & place in Unity

Week10: Realize simple interactions & movements in Unity

Week11: Realize chasing part

Week12: Add chasing bgm and sounds & make refinements

5.Outcome

A playable prototype