

## **Rationale: Intention**

Through the exploration of folio1, I change my mind and want to start a new game. I still believe the concept of folio1's project – change history through choices is a good idea. But when I keep learning about Unity and think deeply about gameplay of my game, I think maybe it's too hard for me to finish a card game full of strategy now, I do not have enough time, either. So I want to make a simple puzzle-platform game first, It's more feasible for me now. And it can also help me learning more about Unity. Another important reason is that I saw something happened in our society recently and it give me a brand-new inspiration (I want to express!!!). The story of the game would happen in a playground of the kindergarten. It looks like a story about children, but actually it's meant to reflect the real social situation. I want to set the puzzle about 'Mixing of colors', it will be a process of "color mixing" backward, representing the process of people shedding false identity and finding the real conflict.

## **Context: Field**

I got my inspiration from two games: *Dad'n Me* and *HUE*. *Dad n' Me* is a simple fighting game created by Tom Fulp and Dan Paladin. Story happen in a playground also and player need to beat any kids or bullies in the game. I believe the scene design and art style of this game can provided me with some reference. *HUE* is a puzzle-platform game. Its game mechanics start from 'color', and translates into sophisticated level design final.

## **Method**

Still in pixel style, but I will explore how to use less color to demonstrate the background in a suitable way. Cause the puzzle is about 'color', so it would be very important to highlight the main colors - the color of the characters.

All scenes and spirits will be finished in Aseprite, including some frame-by-frame actions and simple dynamic effects.

Then I will keep studying Unity and produce a prototype, I will focus on designing and improving interactions to guide the player through the puzzle solving process.

## **Production**

Tools: Aseprite, AE and Unity

Process:

Week 7: Sketching, divergent thinking, think about how the game mechanics and puzzle settings reflect the ideas I want to express

Week 8: character design & scene design

Week 9: scene design & set environment in Unity

Week 10: movement & interactions in Unity

Week 11: keep working in Unity & sound design

Week 12: refinement

## **Outcome: A playable prototype**