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Statement of Intention(V2022.3.18)

▼ Rationale

> ❓ Why are you doing what you are doing? Articulate the rationale and set of motivations for making your project. What could be an inquiry or question that you are exploring in developing your project?

In Studio 1, I designed an intro chapter for a 2d game with lots of clues about the background story embedded in the environment design. In Studio 2, I'd like to try 3d games. Except keeping considering the environmental storytelling, I'll also focus on the mechanics of a local two-player game.

Game Brief: Two players play this game locally. One player plays the role of the owner of the house(Widow). Another player plays as a little ghost to save other buddies that are trapped in some places in the house and avoid being caught.

Inquiry: How to realize a 3d happy two-player 1v1 game on a local end?

▼ Context

> ❓ Who else is doing what you are doing? Identity your field and the related practice and/or theories that situate your project.

Casual/Happy/3D Cartoon/Local 1v1/Hide-and-seek/A little bit Environment Storytelling

▼ Related Practice

- ***Moving Out*** is a local co-op moving simulator with a 3d cartoon style.
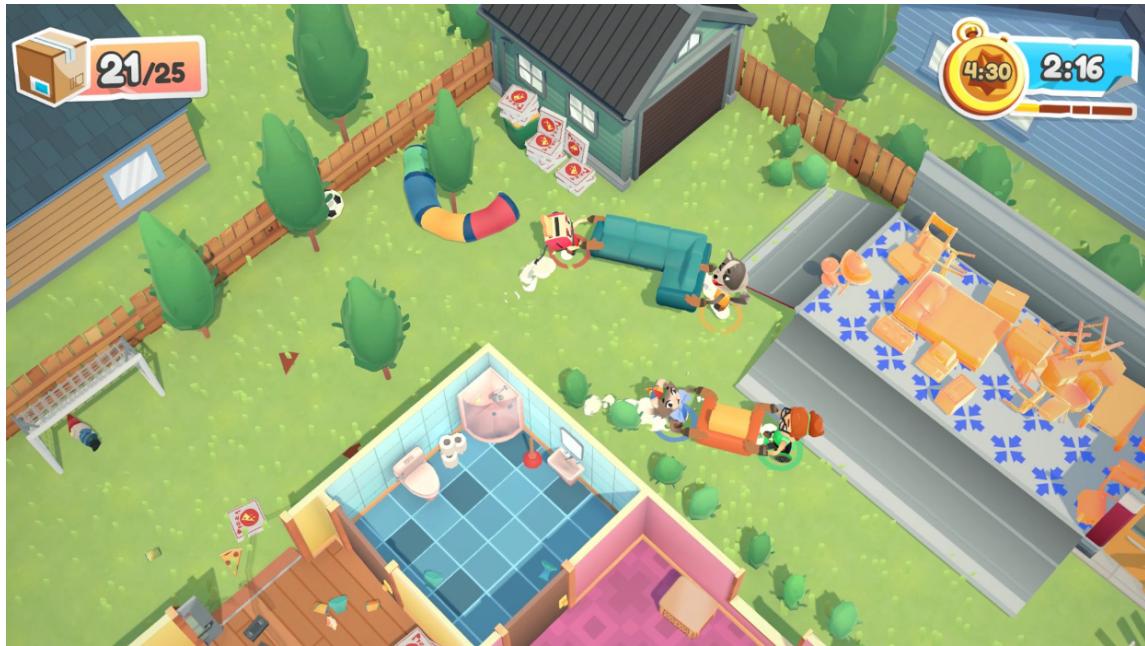
- ***Witch it!*** is a multiplayer hide-and-seek game, hunters search for witches. It is similar to the idea of human catching the little ghost in my game.

▼ Methods

> **?** How will you do what you are doing? Describe the activities (pre-production, production etc) you will undertake to develop and complete your project. These can be conceptual, technical, craft and management considerations. This will share how you are working.

1. Decide the concept, story, mechanics of the game.

2. Make drafts of UI, the layout of the room

3. Make a list of required sounds

4. Set the layout using white boxes in Unity

5. Add interactions and functions in Unity.

6. Complete a rough prototype

7. Make high-fi 3d models by 3dsMax

8. Place models in Unity and add textures to them

9. Adjust lights, sounds and effects in Unity

10. Playtests

11. Final Project

▼ Outcomes

> **?** What are the tangible objects that must be made to articulate success? Outline what your final submission will be and indicate any potential impact, significance or value this project may have. The significance should of the project be to your field, not only you as a practitioner.

A playable game prototype in that two players play the role of the little ghost and a ghost hunter on the same end. It provides an attempt for a local 1v1 game as most of the local games are cooperation instead of combat.