



Home

Pitch by Duncan Corrigan

Home is...

An exploration and performance video game engaging in our relationships to place and the difficulties associated with life's big changes.

Play as a young girl visiting her new home for the first time.

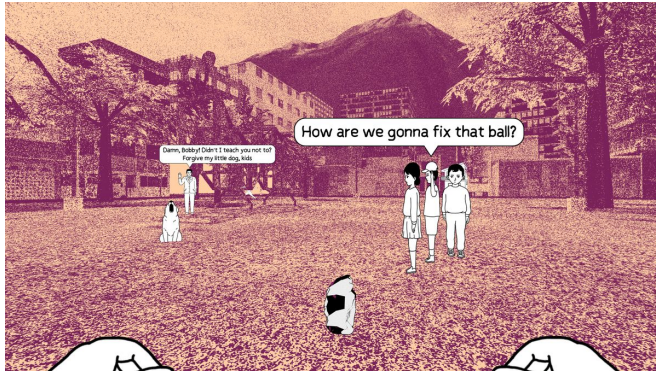
Playful, expressive and heartfelt - full of delight and quiet reflection.

Playable slice of life drama in a richly evocative setting, reminiscent of our youth.

Inspirations

Untitled Goose Game by House House

A popular game where players embody and perform the role of a horrible goose on the loose. This game features a reactive world filled with juicy prompts for mischief and an evocative playable character with expressive animation. I feel the fun of the game comes from the ability to perform. Waddling, flapping, biting, craning your neck and of course - honking. These simple actions can be layered together to mimic the behavior of jerk goose.



Despelote by Julian Cordero & Sebastian Valbuena

Upcoming release where you play as a young soccer fan in Quito set against the backdrop of Ecuador's first qualifying run for the World Cup. From this perspective, you interact with the people and world around you through kicking around a soccer ball. This evocative set up once again empowers the player to embody and perform as a way of engaging with its theme and stories.

Inspirations



My Summer Vacation by Millenium Kitchen

Richly aesthetic, sun soaked and carefree calm backdrops this game where you play as a young boy making the most of his summer vacation. There is a strong emphasis on capturing the look and sound of childhood coupled with a relaxed pace. This evocative set up aims to captivate the player and encourage them to take their time and delight in the little things. Watch trees sway in the wind, dip your toes in the lake, hear the chorus of cicada at dusk.

The Longing by Studio Seufz

Played out in real time over the course of 400 days regardless of how much or how little you engage. The conceit that how you spend your time is up to you inspires a relaxed more introspective experience. There is nothing you have to do so all that is left is determining what it is that you'd want to do.



Vibe Board



...where the heart is

A strong focus on novel and evocative animation that inspires players to embody childish antics.

Expressive verbs that can be applied across various rooms with distinct characteristics.

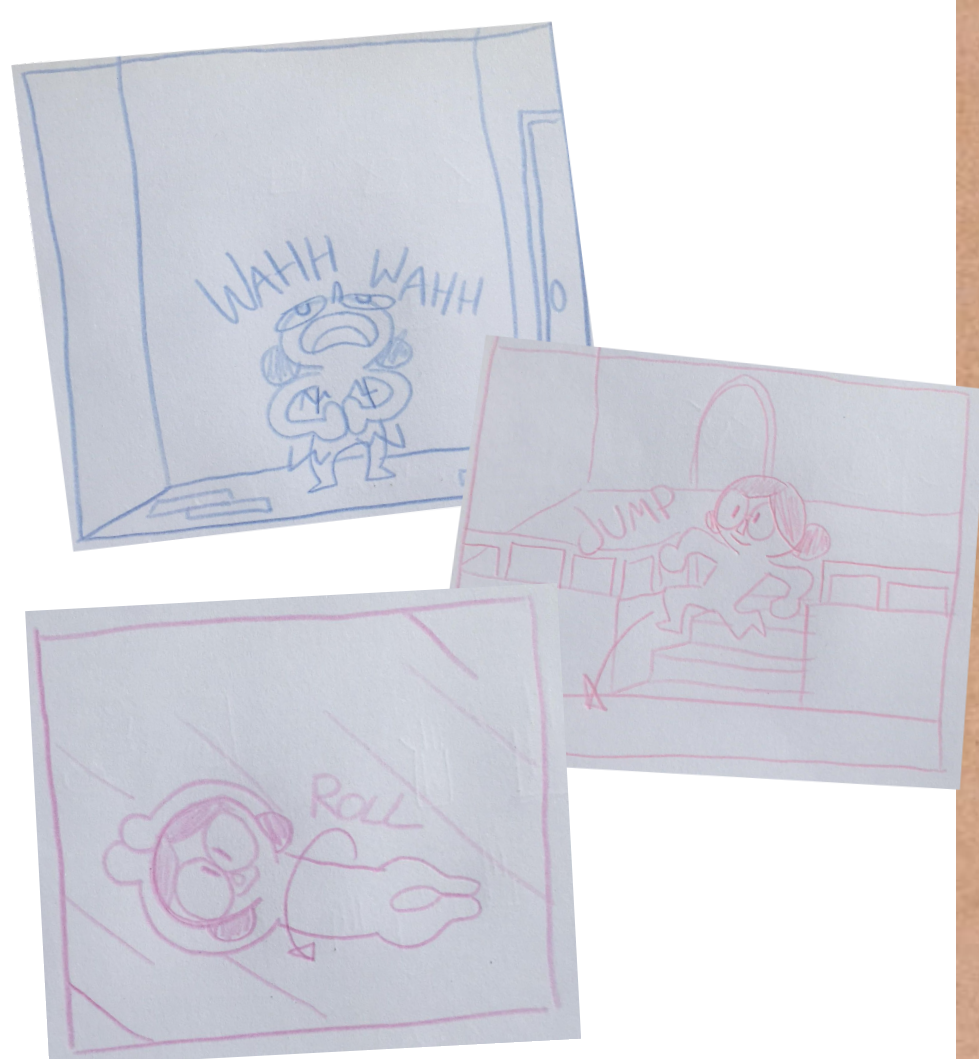
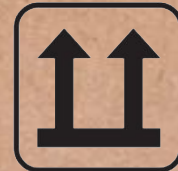
The game plays out in real time over 20 minutes. What you do in that time is up to you.

Voice over narration told from the protagonist's future reminiscing about her life's first big change.

Mechanics

Character Actions:

- Walk/Run/Stomp
- Clap
- Speak/Yell/Whisper
- Jump
- Crawl/Roll
- Pick up/Drop/Throw





Created in Animated Narratives

Mechanics

Rooms:

- Fixed cameras
- Space effects audio (echo)
- Bouncy Mattresses

Objects:

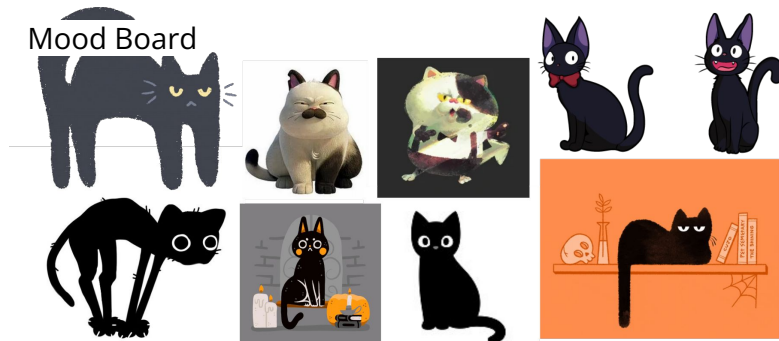
- Physics objects that can be moved around and placed on another

Other:

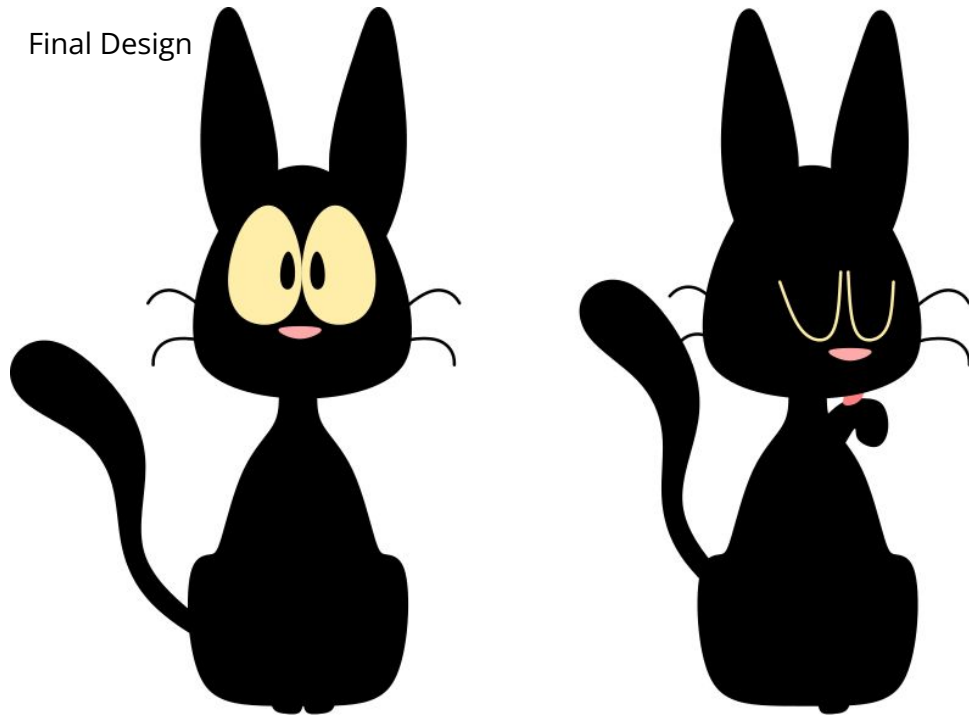
- Time passes and events occur in real time

Characters

Mood Board



Final Design



Sketches

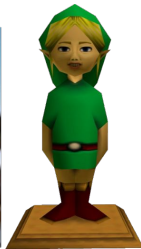


Cat

A skittish cat the player can encounter and interact with. Easily scared by loud noises.

Characters

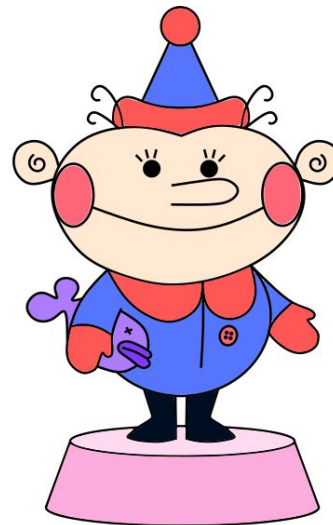
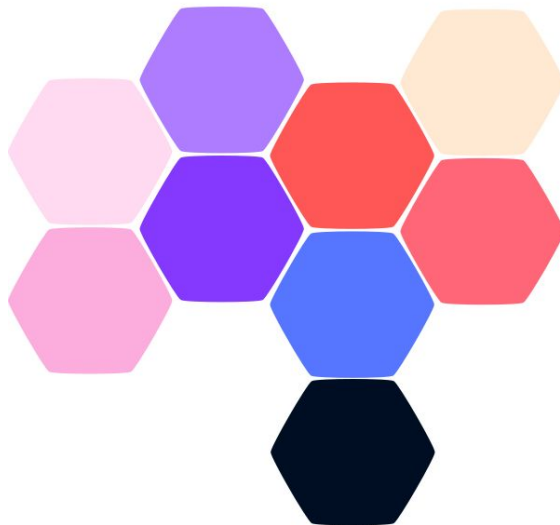
Mood Board



Sketches



Final Design



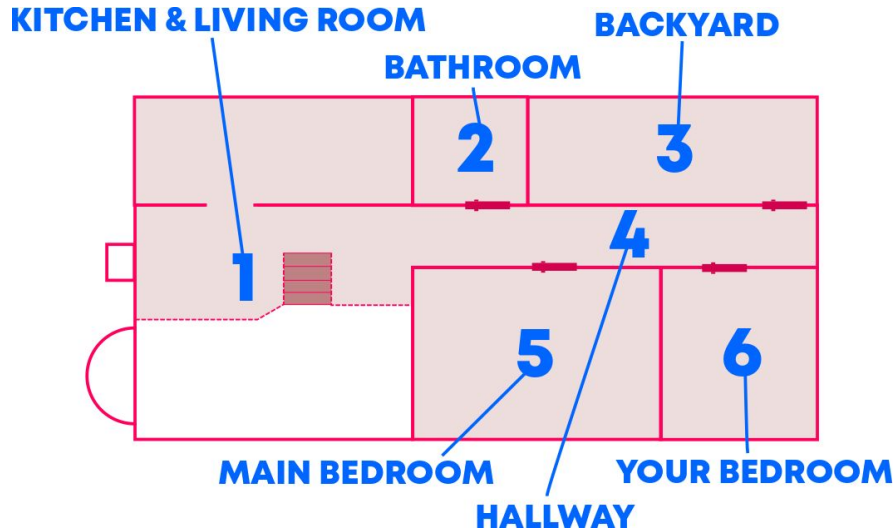
Weird Statue

A creepy statue that player can find. Serves no function but maybe you'll grow to love this lil guy.

The Home

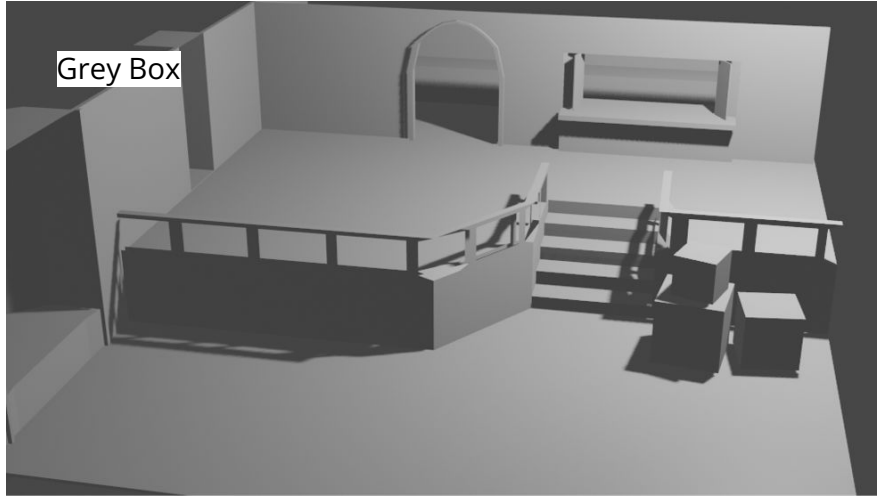
The titular home is one of most important characters with it's distinct rooms serving as rich inspiration for silly antics. A large room that echoes, a small hidden nook, a bathroom with slippery tiles. The home is warm with bright light pouring through the windows. It is also large, mostly empty and dwarfs the little girl.

Floor Plan



The Home

The game features fixed camera angles which can be utilised to exaggerate the features of a room. The home can be explored and interacted with freely, what you do and how you do it is up to you.



Production Breakdown

6 Rooms

- Design
- Model
- Texture
- Lighting
- Camera Setup

2 Characters

- Design
- Model
- Texture
- Rig
- Animate

Narration

- Narrative design
- Write script

Prop List:

- Radio
- 2x Cupboard
- Funny Statue
- 3x Cardboard Box
- Floor fan
- Crumpled balls of paper
- Ball of yarn
- Tambourine
- Metal Pot
- Bucket
- 3x Misc junk
- 3x Potted Plants
- Wooden Bench
- Wooden Chair

Design/Model/Texture

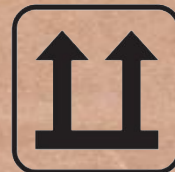
Implementation:

- Complex and procedural animation system for main character
- Props with unique qualities and functions
- Rooms with unique characteristics
- State driven interactions with the cat
- Real time event system
- Lighting system
- Fully voiced narration
- Audio and foley



Production Breakdown

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
Design	Yellow	Yellow	Yellow										
Modelling		Orange	Orange	Orange	Orange								
Texturing				Yellow	Yellow	Yellow							
Rigging/Animation					Orange	Orange	Orange	Orange	Orange				
Writing								Yellow	Yellow	Yellow			
Programming				Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange
Voice Recording										Yellow	Yellow	Yellow	
Audio								Orange	Orange	Orange	Orange	Orange	Orange



Production Breakdown

Production Considerations:

- Fewer decorative assets required due to empty home setting
- Environment dressing is simpler due to fixed angles
- Rooms are mostly flat geometric surfaces which are easier to model/UV/Texture
- Only 2 animated characters. The cat will have limited animations
- Vertex based texturing applied to characters and objects saving time on creating textures/UV unwrapping

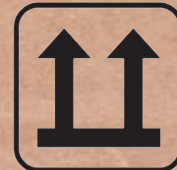
- Bold aesthetic with simple blocky shapes for props
- Short 20 minute experience

Pain Points:

- Backyard and bathroom are more complex environments
- Complex character animation system with lots of layering
- First time working with voice actors
- Considerable amount of foley required

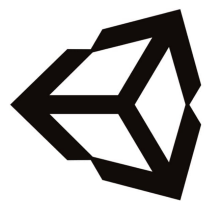
Backup Plan:

- Less procedural or layered elements in the character animation
- Omit voice over and replace with text subtitles
- Fewer discrete interactions with objects
- Less diverse or discrete foley



Production

I plan to build 'Home' with Unity for game development, blender for modelling and animation, and Krita for texture work.



unity



KRITA

Texture Test



Apply filters and hand
paint for details



Model and Vector Paint Test



Home sweet home

I aim to create a video game that is loving and non judgemental to foster a headspace that inspires play and introspection

I want to contribute to the cultivation of a more playful society

I hope to create work that feels fresh and innovative

I want to make a game that is very approachable and can be enjoyed by a wide variety of people

Welcome
Home

