

B R Y N D C

MINOR PROJECT

PITCH DOCUMENT

MAGI STUDIO TWO, SEMESTER 1

06/03/2023 S3336414

A 2D TOP-DOWN PIXEL ART PROTOTYPE

The logo for 'The Night Attendant' is located in the top right corner. It features the title in a stylized, pixelated font. The word 'THE' is small and positioned above 'NIGHT'. 'ATTENDANT' is written in a larger, similar font to the right of 'NIGHT'. The entire logo is set against a dark, textured background that resembles a night scene or a horror-themed image.

THE
NIGHT ATTENDANT

The Night Attendant is a story-based-deck-building survival horror centred around working the night shift in the under staffed Khali Hotel during an economic recession. You must deal with the increasingly disturbing chores, while trying to survive the “guests” and earn enough tips to pay the rent, or die trying. A procedural narrative with permadeath, but the story continues after death through the messages left by previous versions of yourself and new uniforms that unlock sections of the hotel (and new card decks).

RATIONAL

Beneath its grim, lo-fi horror aesthetics, The Night Attendant is in truth a black-comedy commenting on the ridiculousness that arises from an insecure job market and the forced niceties of the service industry, especially in a world out to kill you one way or another (i.e. COVID).

The goal for how the game functions is to push beyond the standard linear or branching structures and create a procedural narrative system where the moment to moment story beats are drawn at random from a card deck. The hope is that this would end up being a somewhat unique way of telling stories that is both novel and impactful.

CONTEXT



The idea for procedurally generated narrative through the use of cards is not wholly an original idea, as it is at the core of the game “World of Horror”. Here, the use of cards is hidden beneath the presentation of the game, but can be detected if the mechanics are analysed, hence why I have referred to this style of game as “invisible deck-buiding”. As for my point of difference, WoH still has a somewhat restrictive branching structure that surrounds the randomness of the individual card draws, whereas I want to take this further by having the structure itself also be defined by the cards that are drawn at different points throughout the game.

METHODS

Tools:

Gameplay Testing

Physical Index Cards, Notepad

Game

Unity 2D URP

Graphics

Portraits: ArtBreeder, Photoshop, Aseprite

Object Close-ups: Blender, Aseprite

Backgrounds: Blender, Substance Painter, Aseprite

Top-Down Sprites: Aseprite

Audio

Sound Effects: ChipTone, WaveBots, Audition

Music: Adobe Audition

Timeline:

Week 1 - Project Planning

Week 2 - Map: Hotel Layout & Game Environment

Week 3 - Characters: Portraits & Individual Stories

Week 4 - Preliminary Art: Designs & Concepting

Week 5 - Cards: Plan & Write All Game Cards

Week 6 - Game Testing: Create Physical Prototype

Holiday - Mechanics: Movement, Items & Interactions

Week 7 - Art: Characters, Guests & Environment Sprites

Week 8 - Art: Inventory, Menus & Interaction Art

Week 9 - Unity: Import, Build & Refine

Week 10 - Mechanics: Core Game Loops, Card System

Week 11 - Writing: Dialogue, Descriptions & Instructions

Week 12 - Content: Expand Core Game Outward

Week 13 - Sound & Menus: Import & Functionality

OUTCOMES

As mentioned, the goal is to create a playable prototype that will serve as a prologue and demo of a much larger game that I intend to work on later in my own time. The scale and scope of the prototype will be adjusted throughout the semester, with a focus on getting the core gameplay loop to function and then adding whatever expanded content that time will allow. I have purposefully chosen a simpler art style and a retro genre for speedier content creation, though I do still feel that the limitation will only push the style to stand out further if done correctly.