



PROJECT DEVELOPMENT PORTFOLIO



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ABERTAY UNIVERSITY A/Y 2019-2020

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Introduction

Project summary: the prototype is a “walking simulator” set on Mars.

Project justification This type of games is perfect to develop the skills that I feel lacking, familiarity with blueprints, narrative and level design.

Pitch: The Martian meet gone home

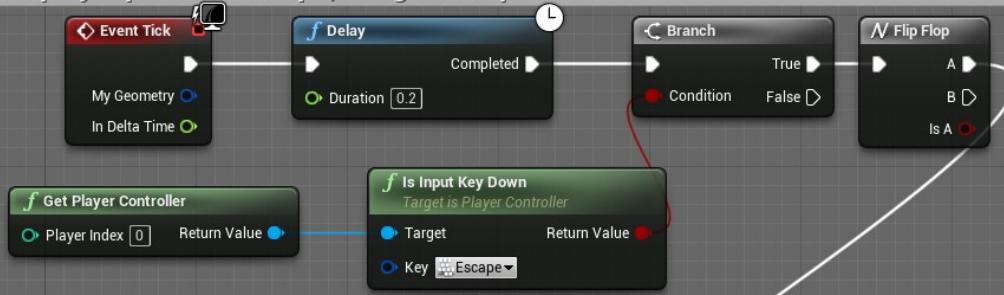
Pre-production

Mood boards

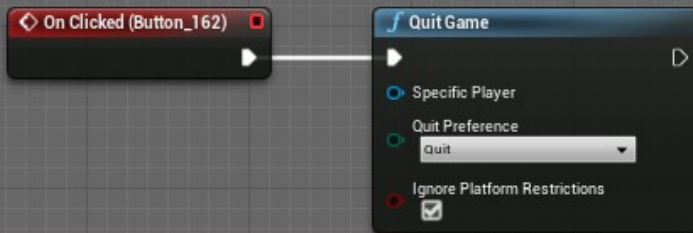


Literature review: -Level design concept, theory & practice for level design. For narrative design, The Narrative toolbox”.

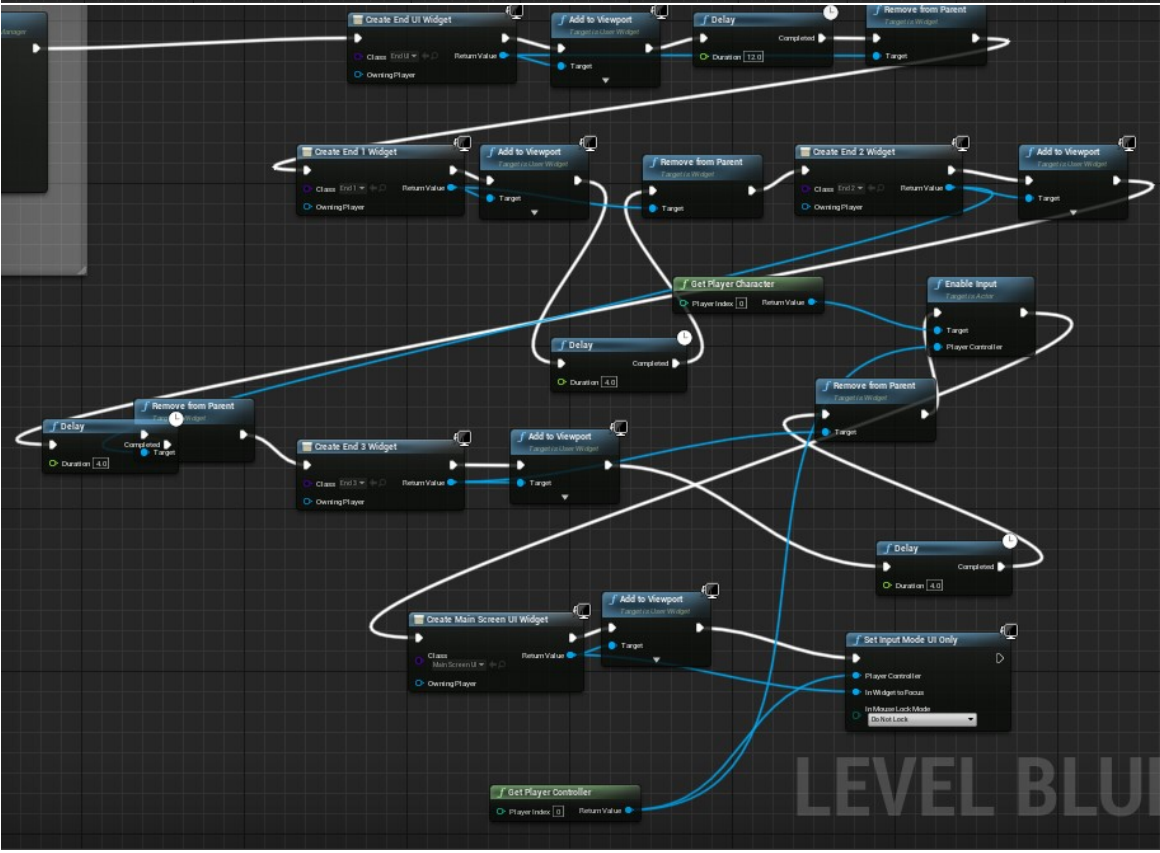
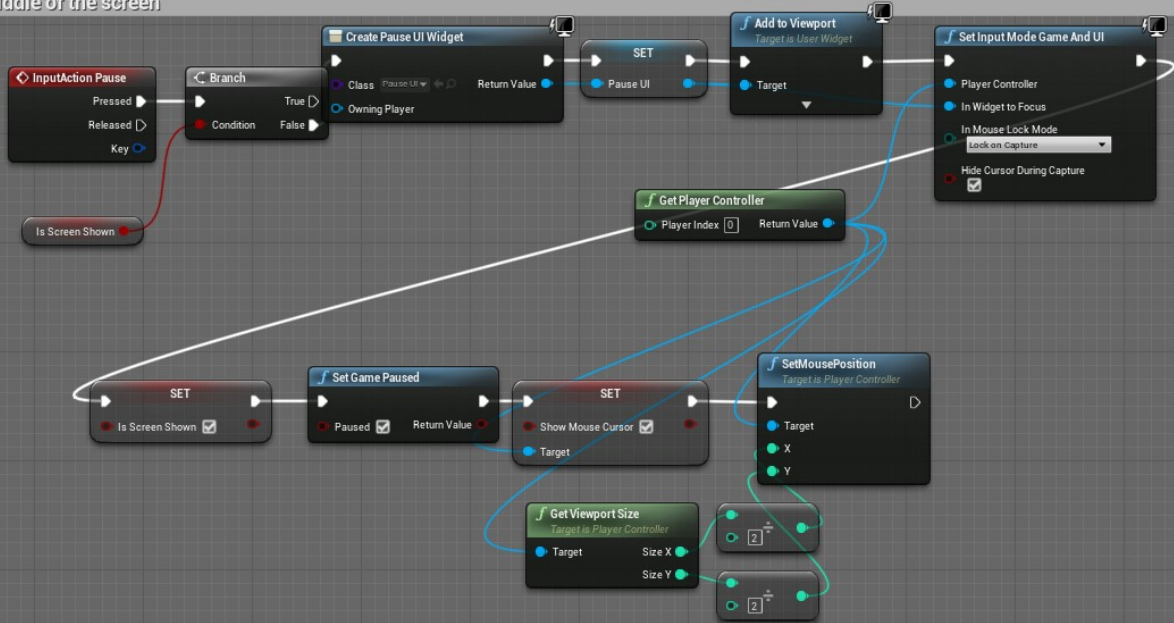
If the player presses ESCape, the game is paused

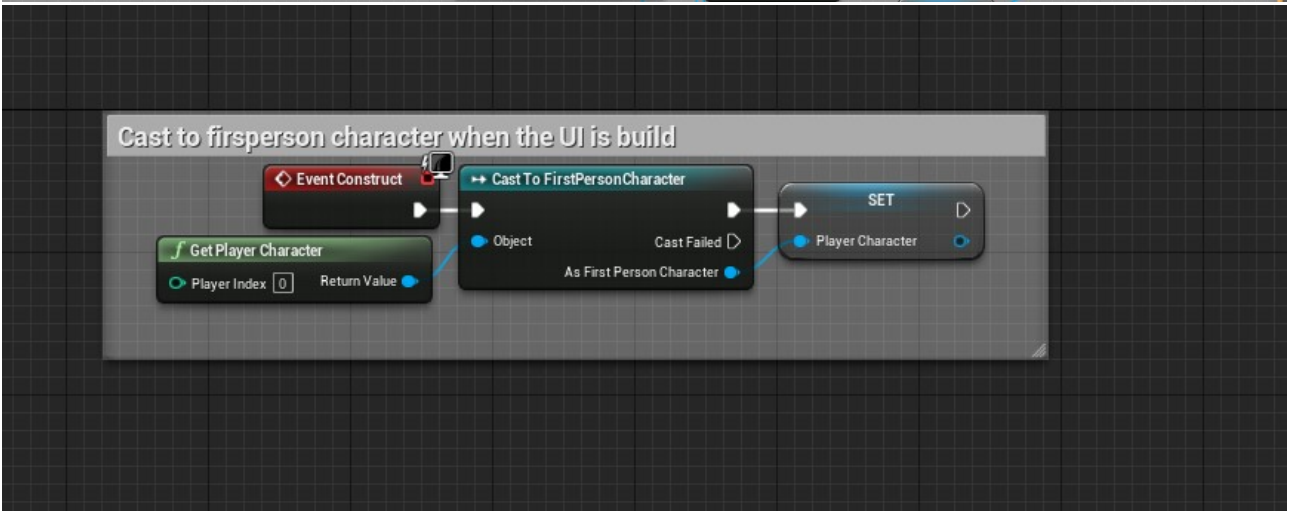
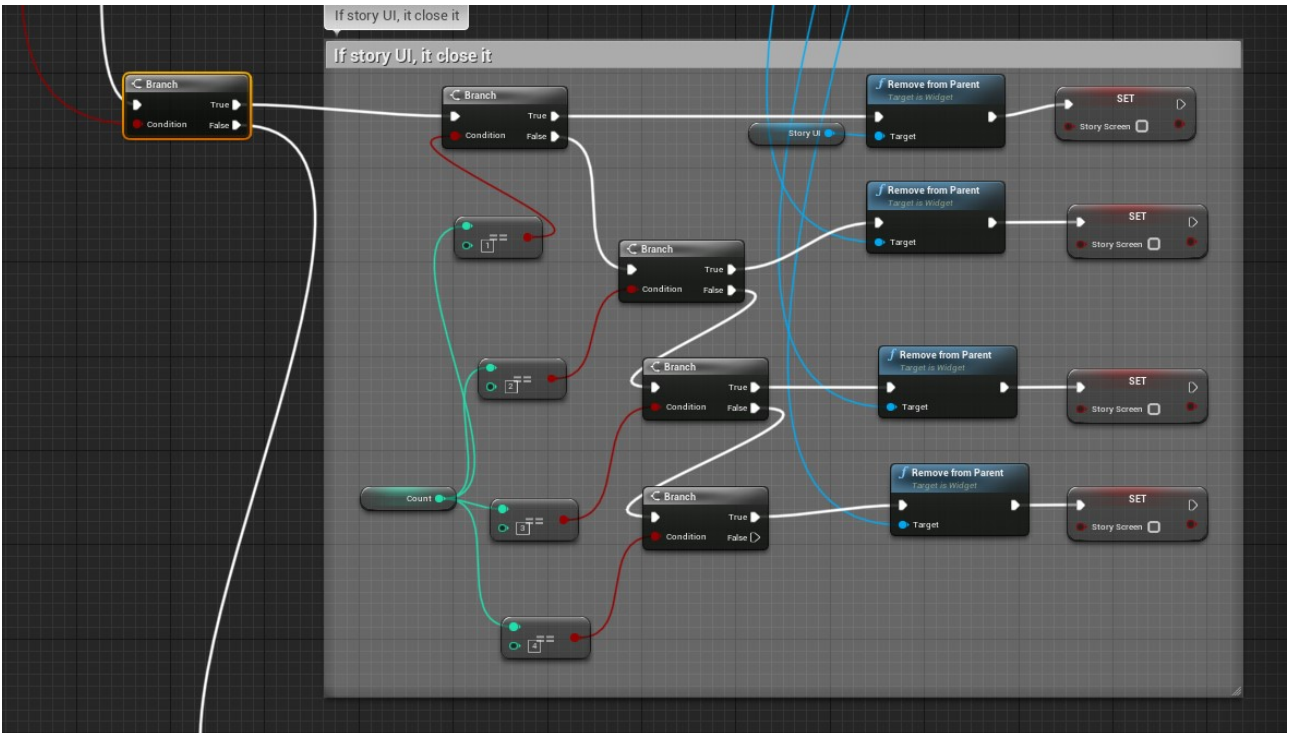


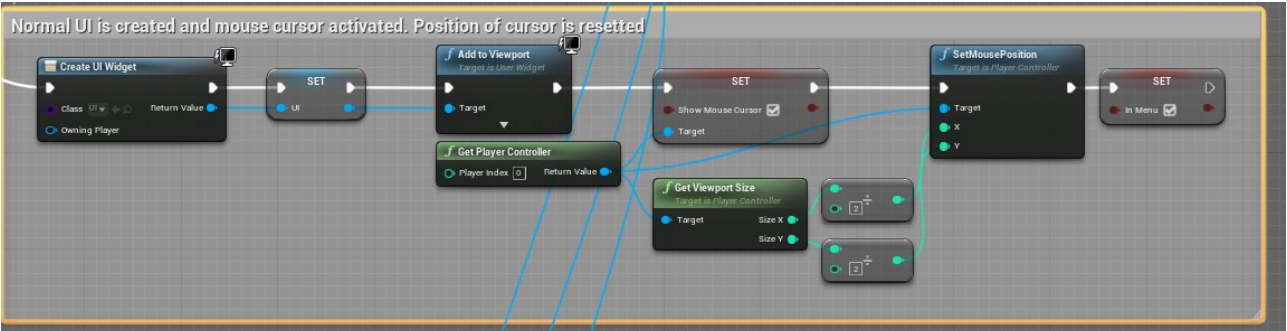
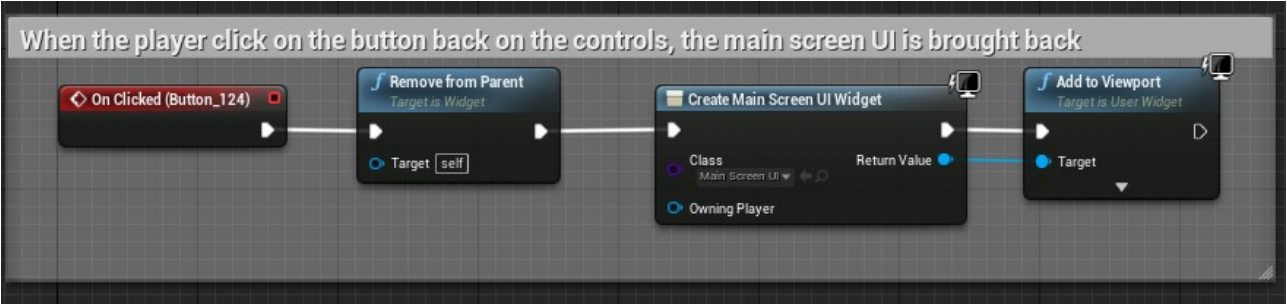
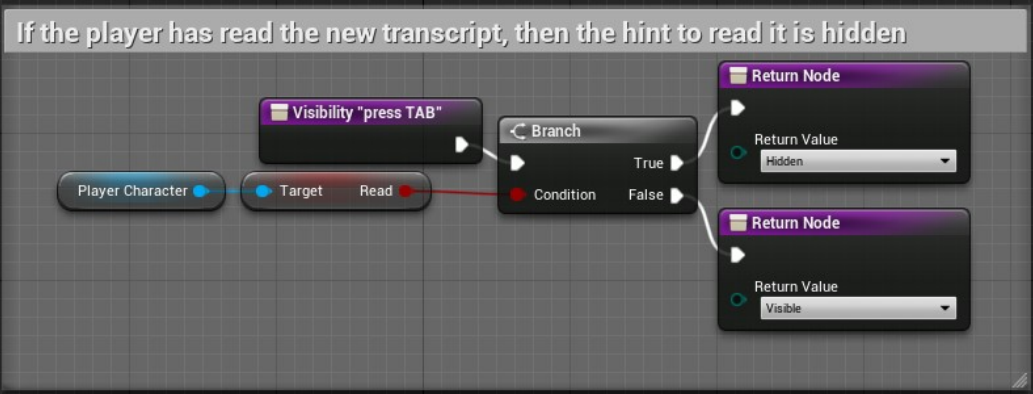
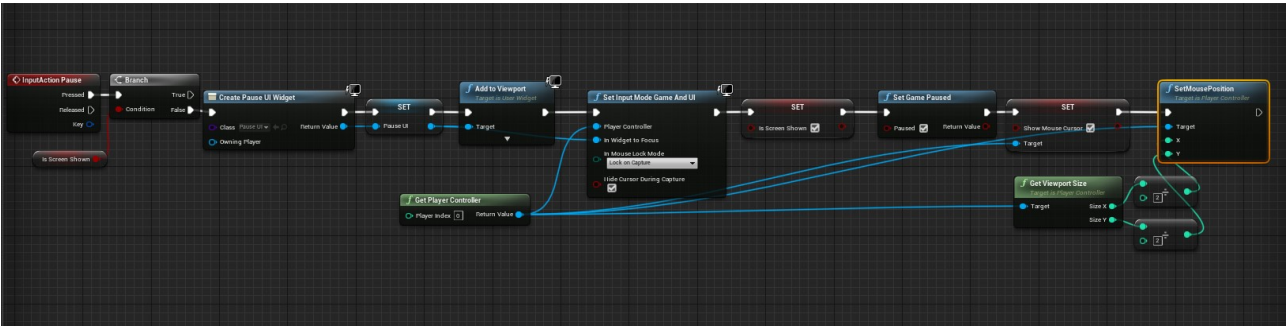
If in pause and the player click on quit game, the game is stopped



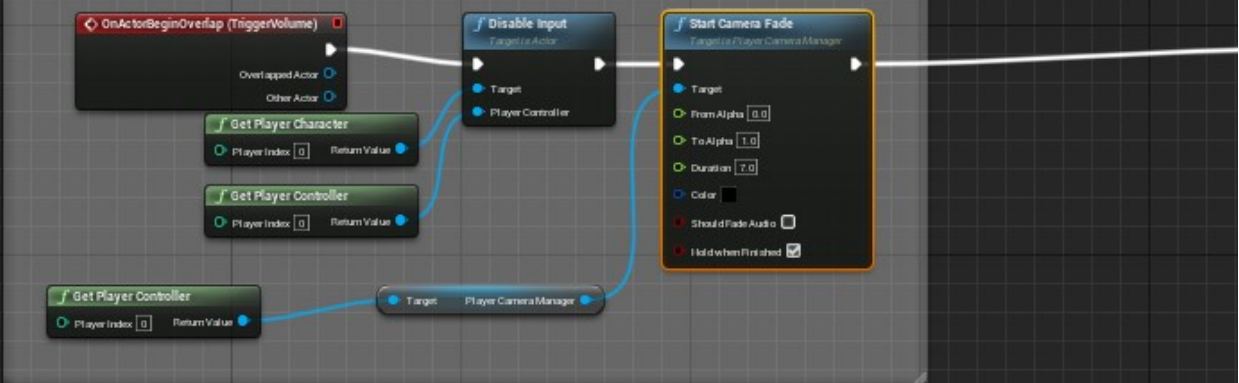
When the game is in pause, the UI for the pause is created, and the input mode is set to both game and UI. Mouse position is set to middle of the screen



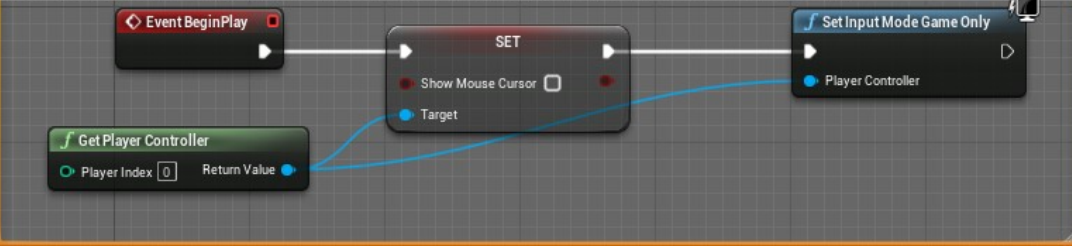




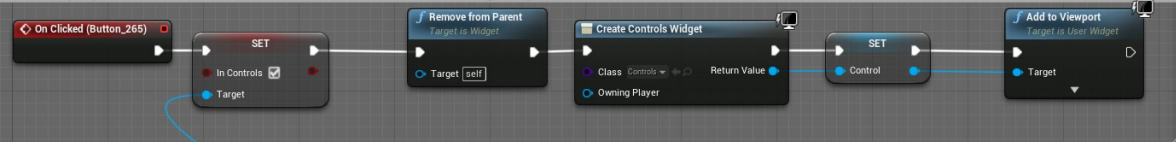
When the game end, the player has a camera fade started and the images are shown. Once that is done, the game get back to the main screen



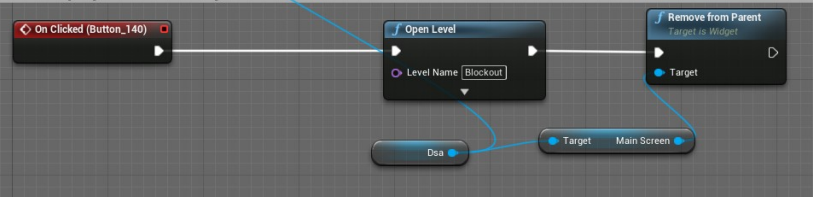
When the game starts, the cursor is hidden and input mode set to game only



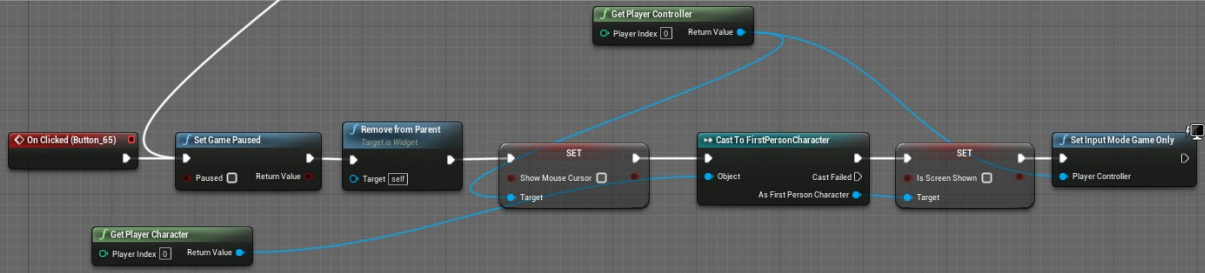
When the player click the control button, the control UI is brought up and the bool "in controls" is set to true



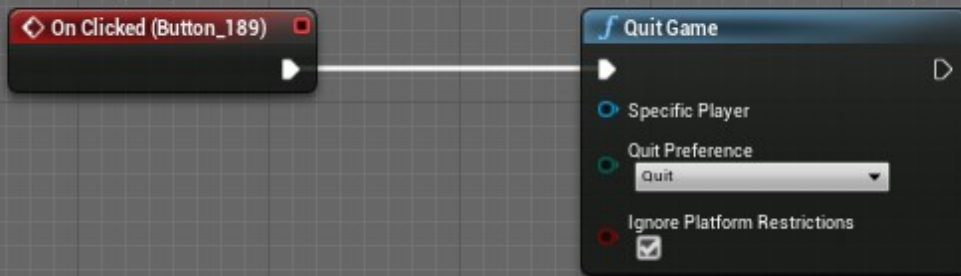
When the player click on Play, the level is loaded and the main screen is removed



When the player unpauses the game, the screen is removed and the mouse cursor disable



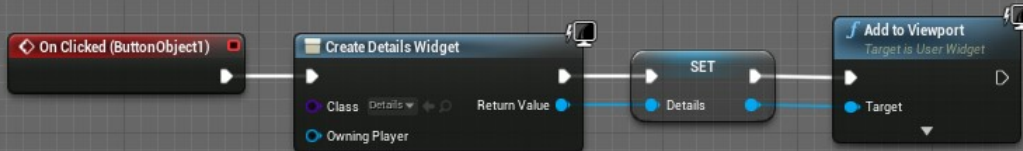
When the player click on QUIT button, the game is forced to quit



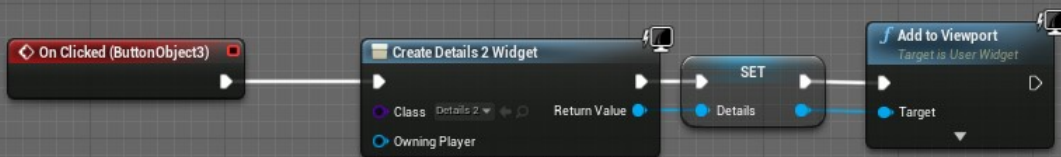
When button of second object is clicked, the details UI is open



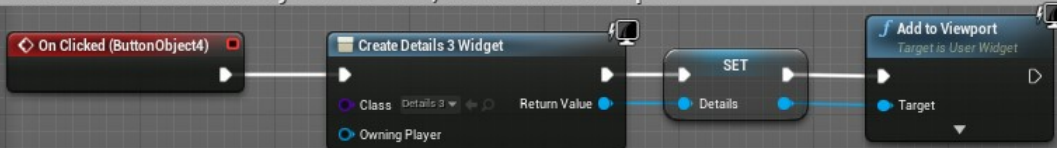
When button of first object is clicked, the details UI is open



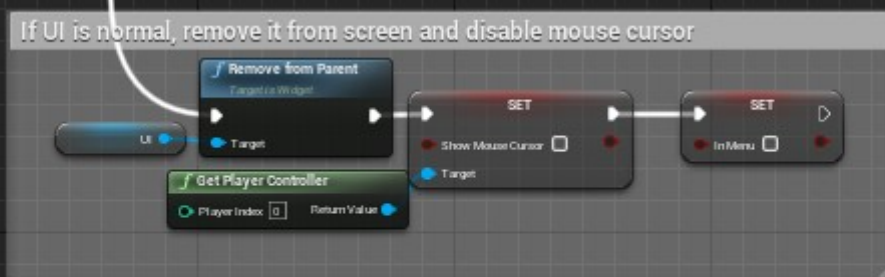
When button of third object is clicked, the details UI is open



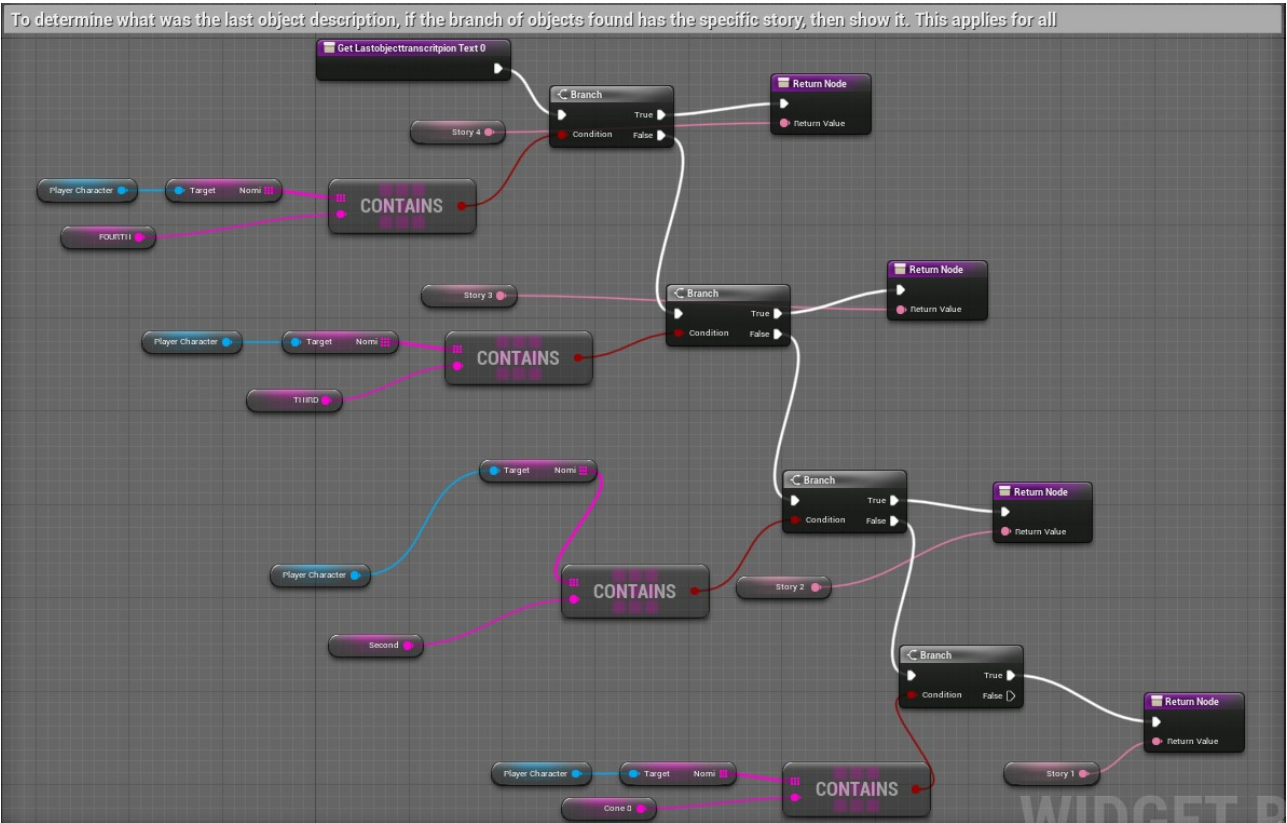
When button of fourth object is clicked, the details UI is open

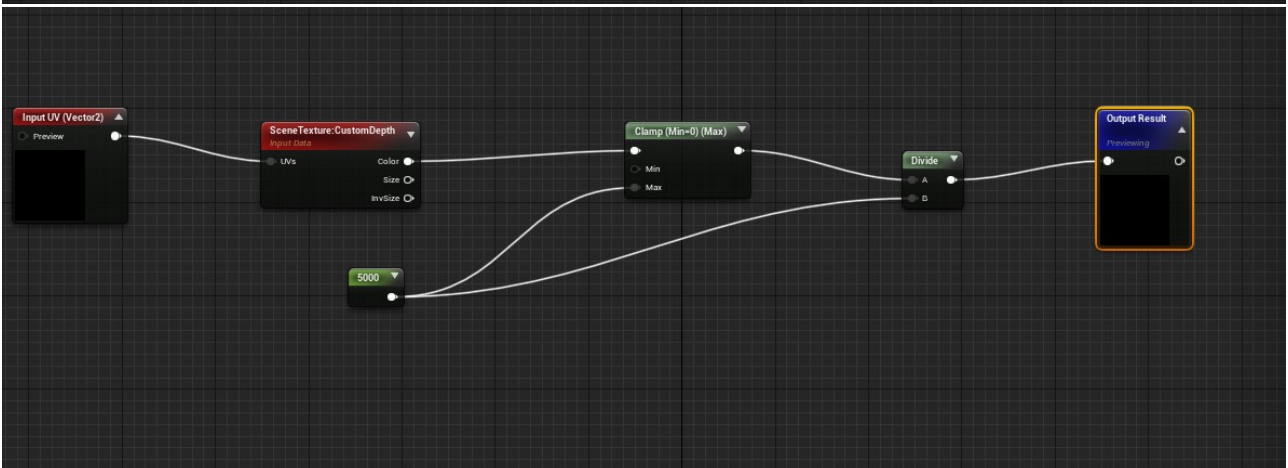
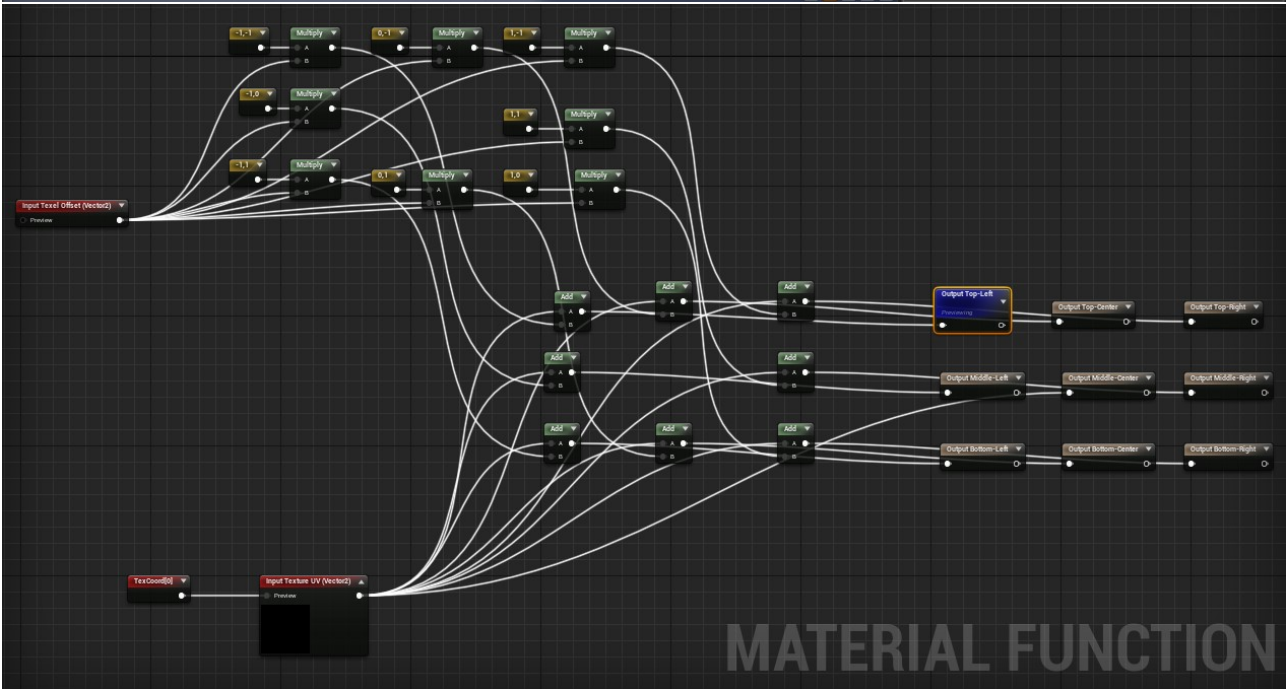
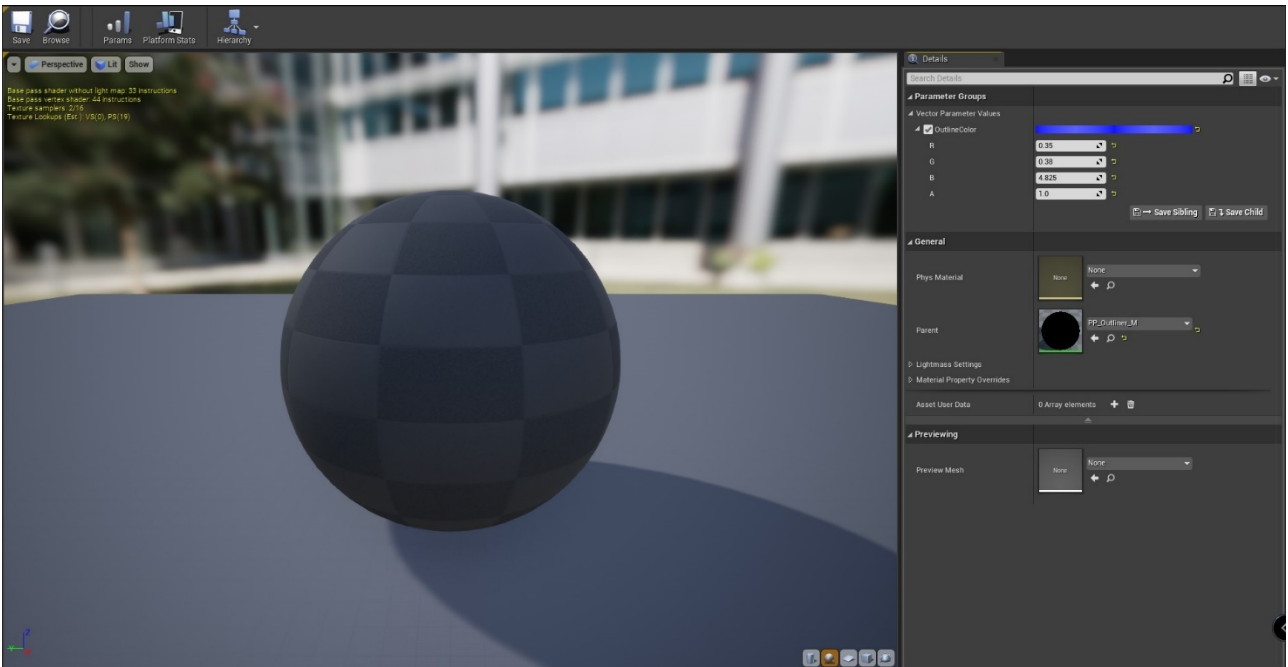


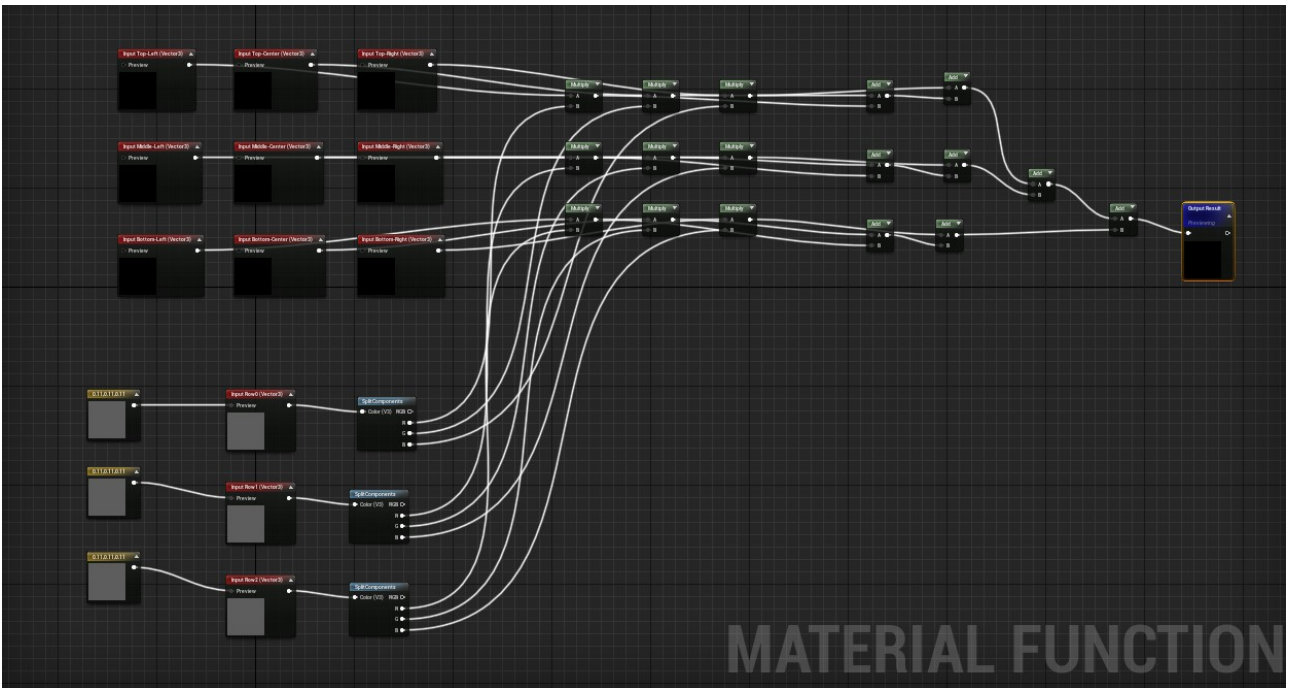
If UI is normal, remove it from screen and disable mouse cursor



To determine what was the last object description, if the branch of objects found has the specific story, then show it. This applies for all







Details World Settings

FOURTH

+ Add Component Blueprint/AI

Search Components

FOURTH(Instance)

Search Details

Render to Virtual: 0 Array elements

Virtual Texture Virtual Texture OR Main I

Virtual Texture 0

Virtual Texture 0

Virtual Texture 0

Tags

Component Tag 2 Array elements

0 storyobj

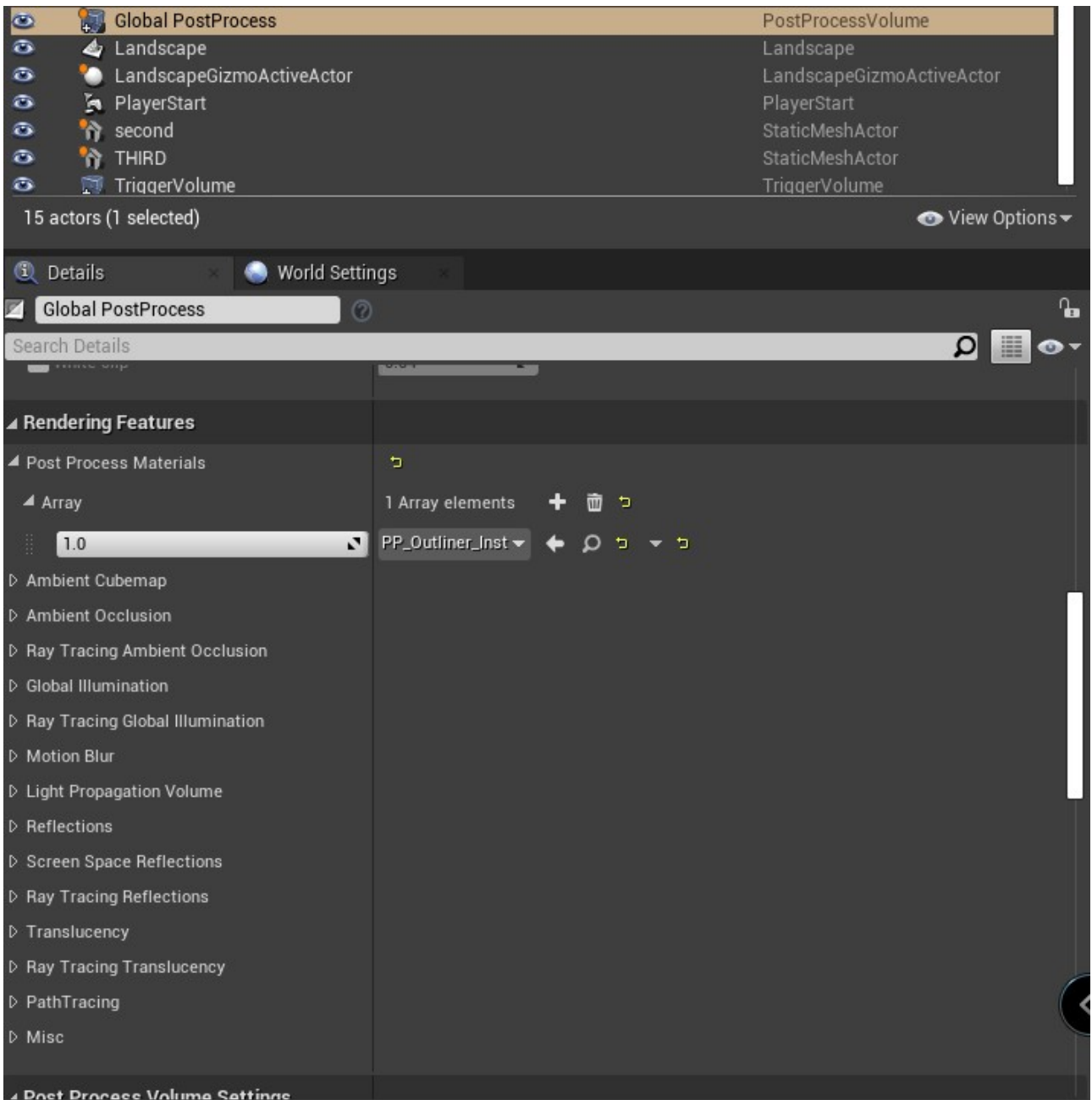
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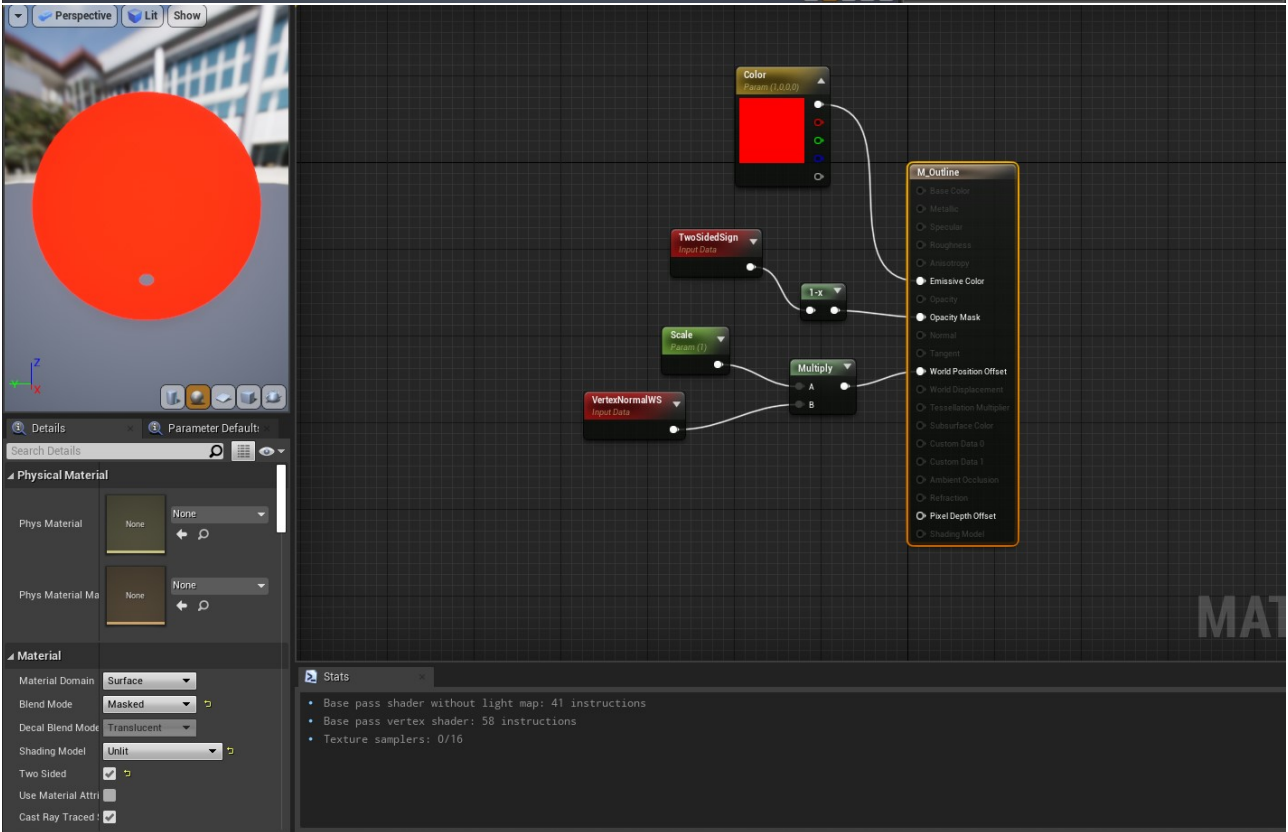
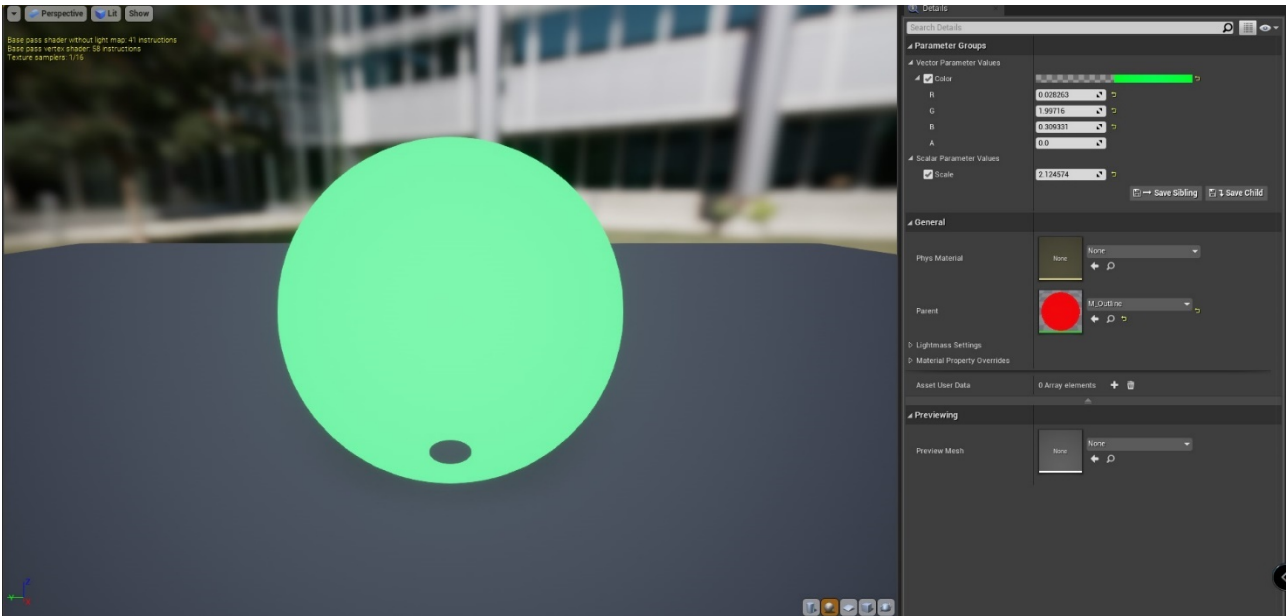
Cooking

Is Editor Only

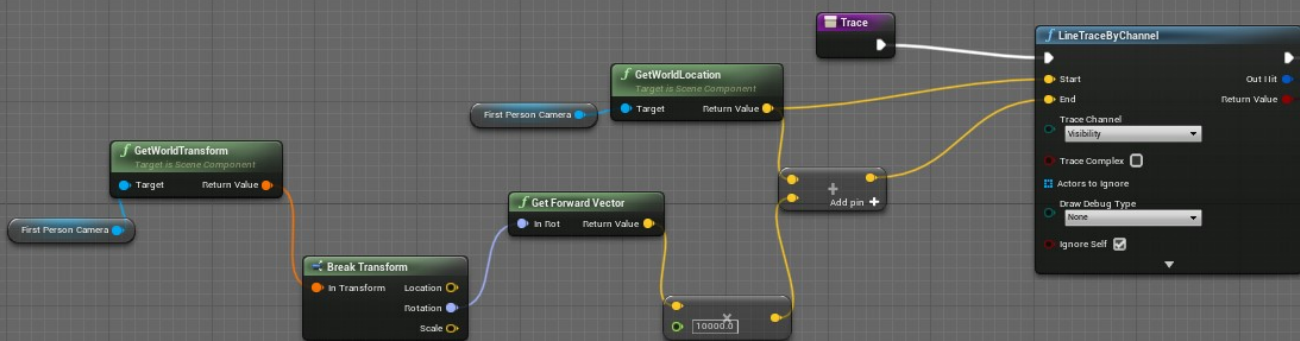
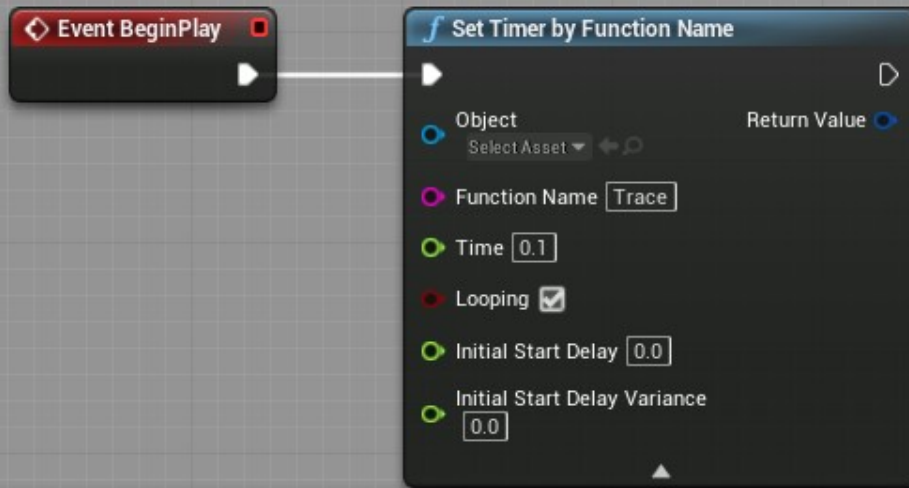
Is Editor Only A

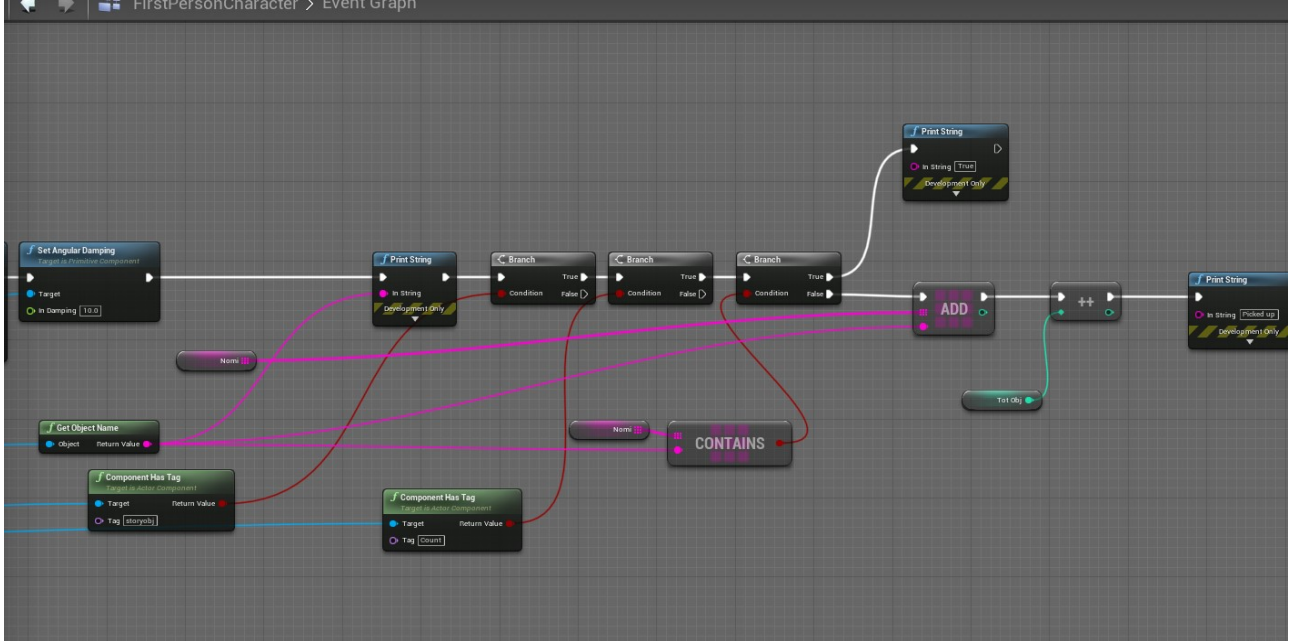
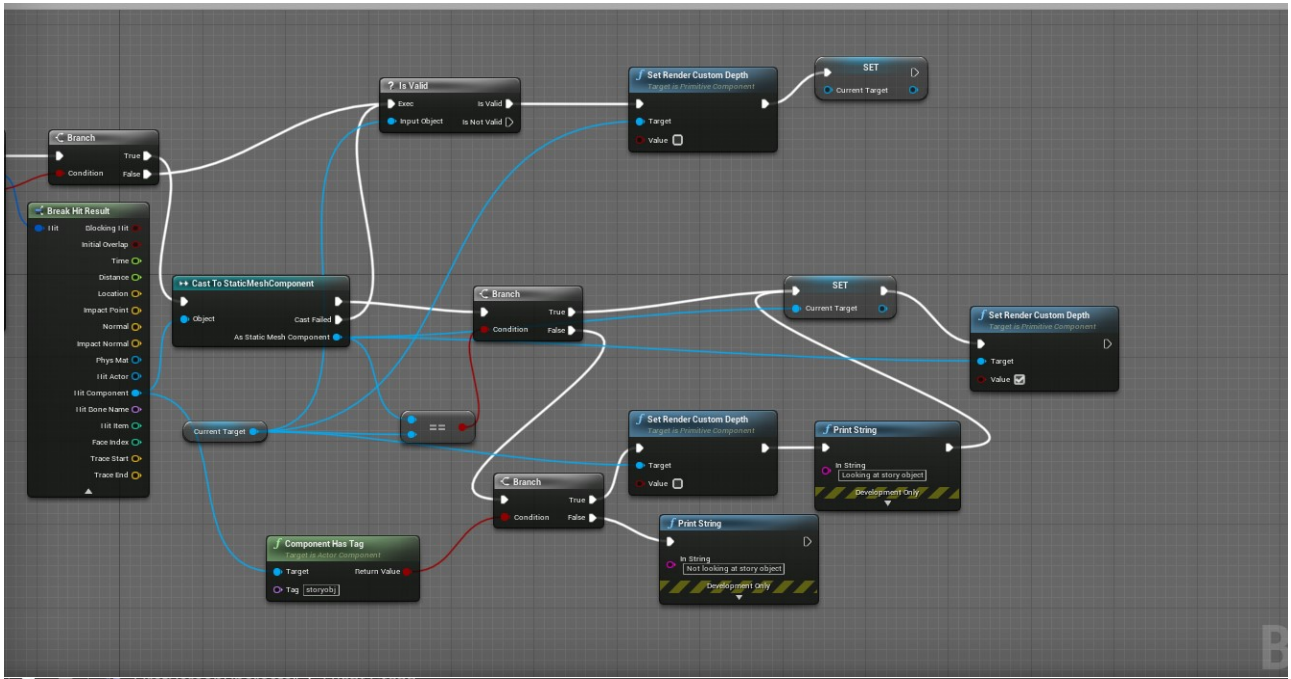
Replication





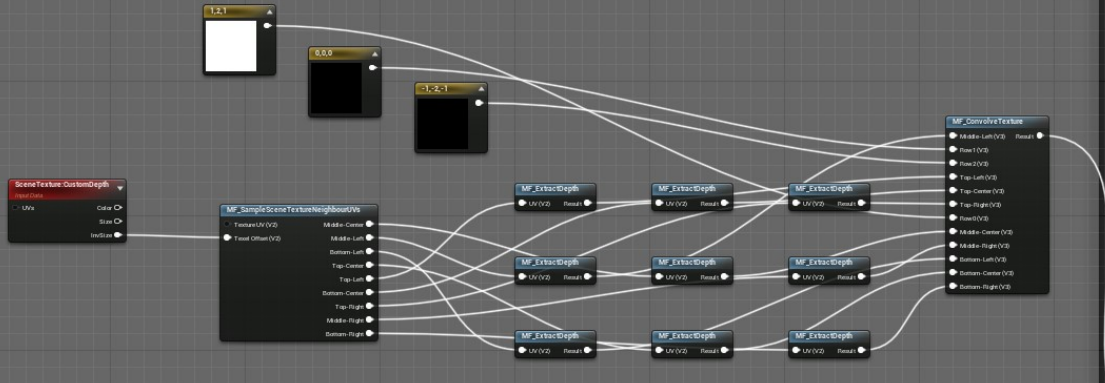
At the start of the game, the function that is responsible for the outline is started





Sobel Operator - Horizontal

Sobel Operator - Horizontal



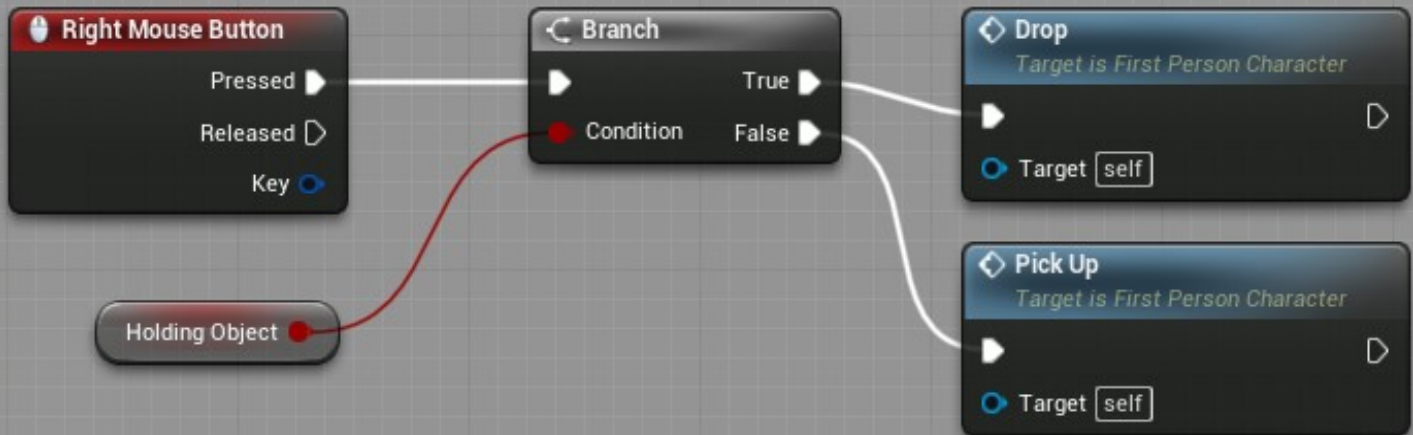
Combine

Combine

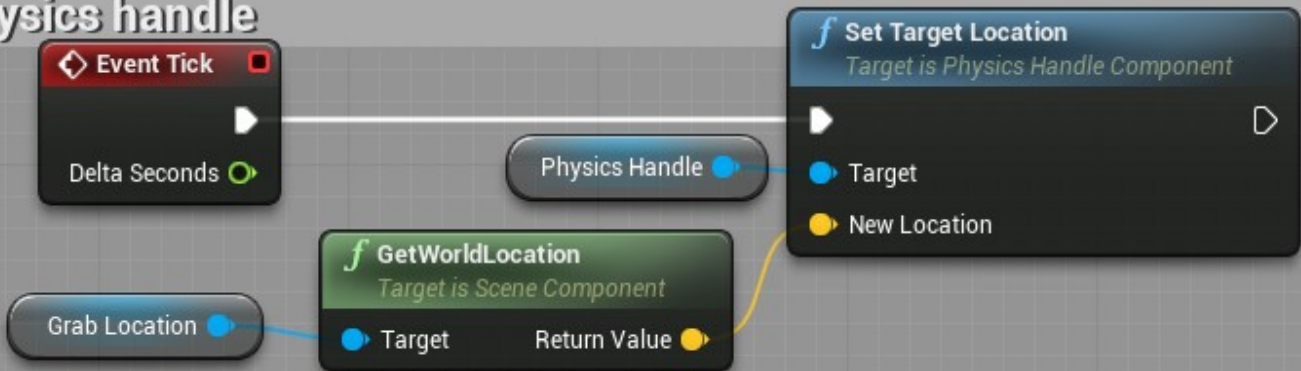
Picking up objects

In the learning contract, I singled out this mechanic as a must to do. Here's the commented blueprints responsible for the mechanic of picking up objects.

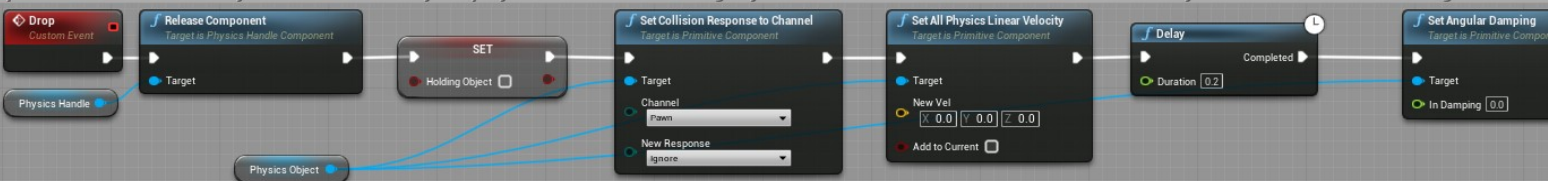
If the player character has pressed the right mouse button and is not holding any objects, the pick up event is executed. If the player controller is holding objects, then the drop event is executed

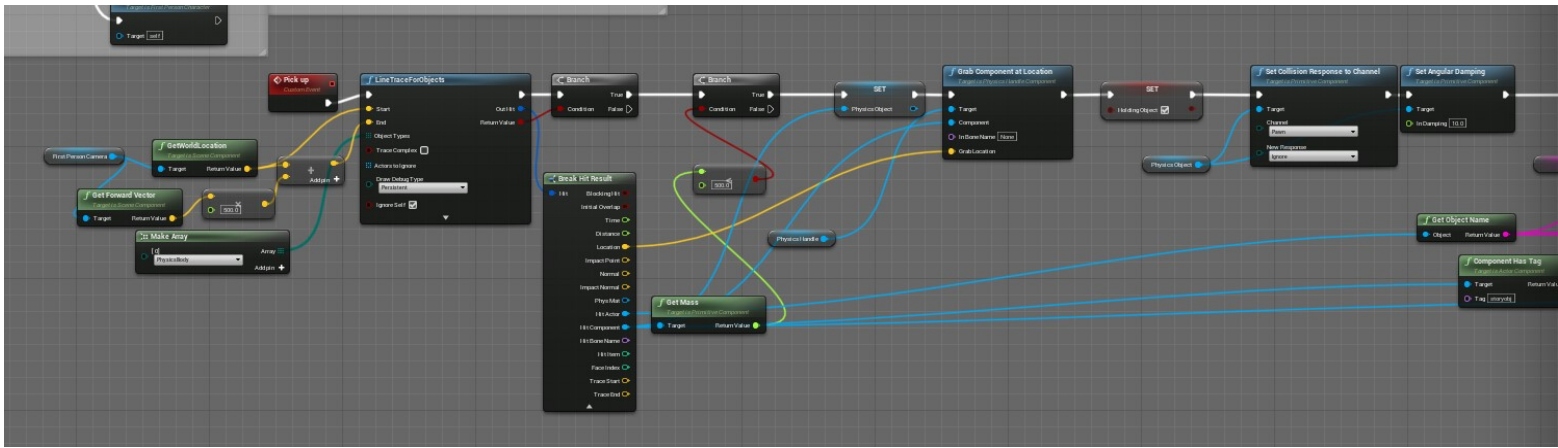


Every tick the target location of Grab Location is set as for the Physics handle

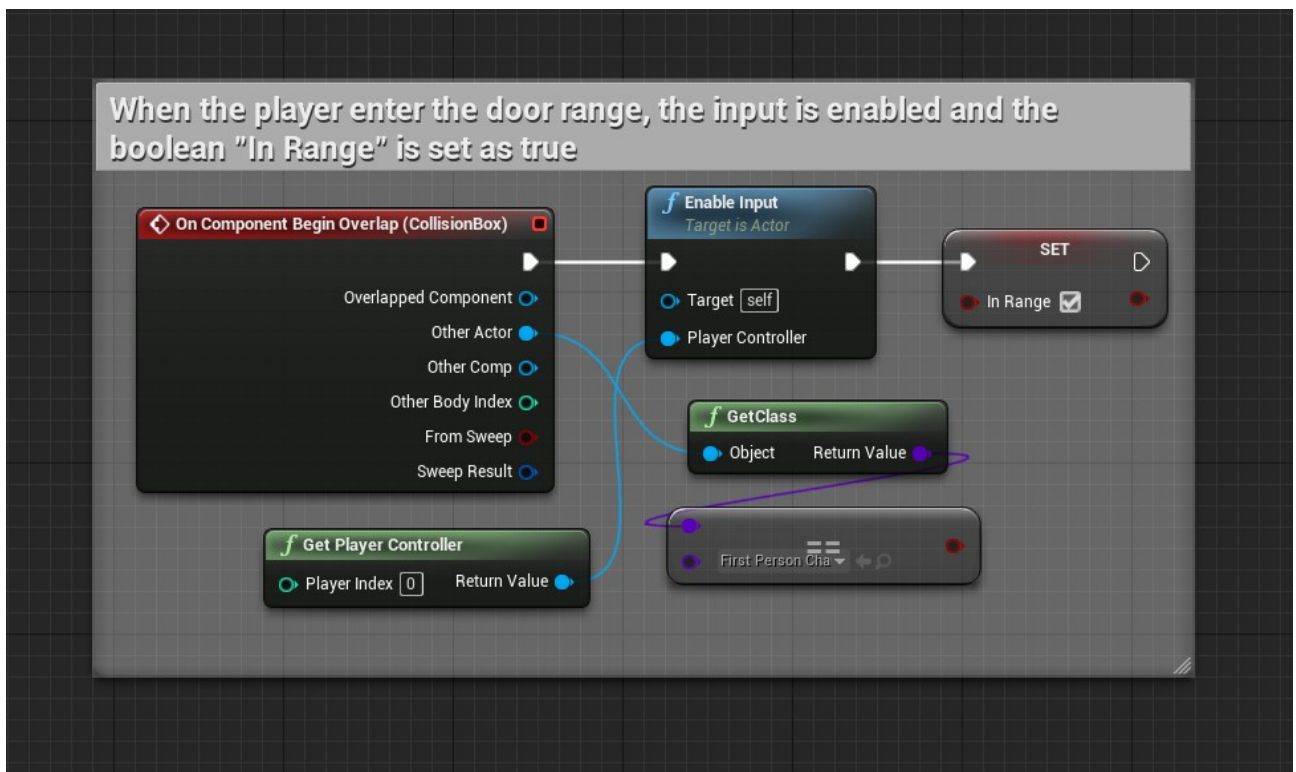
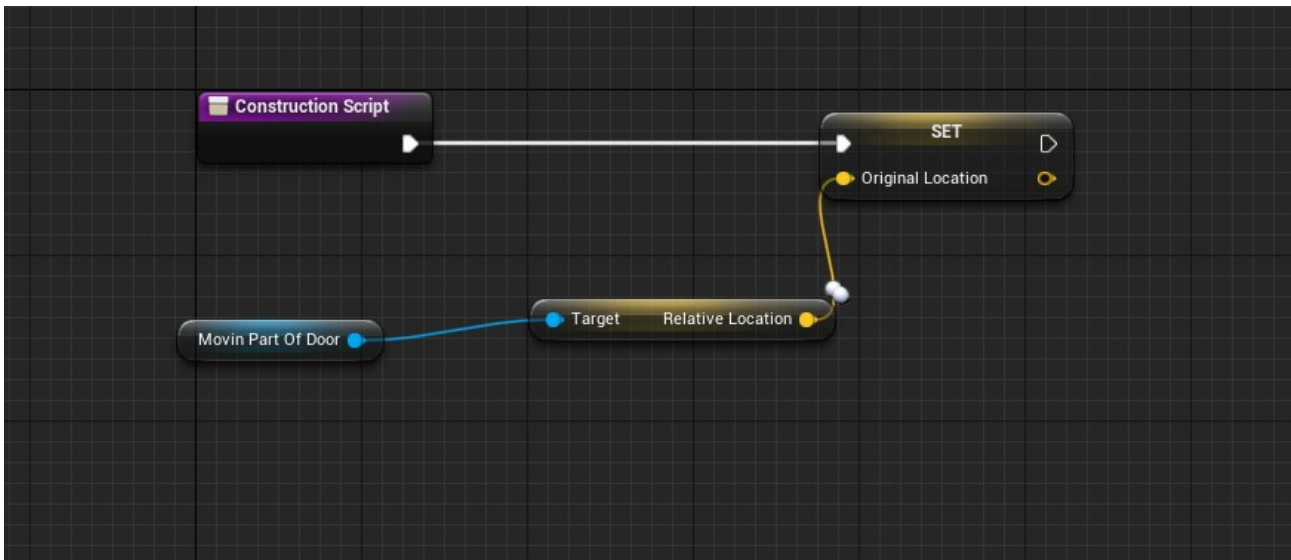


Drop event -> it released the object that was taken by the player. Sets the bool holding object false and remove the momentum that the object can have before releasing it.

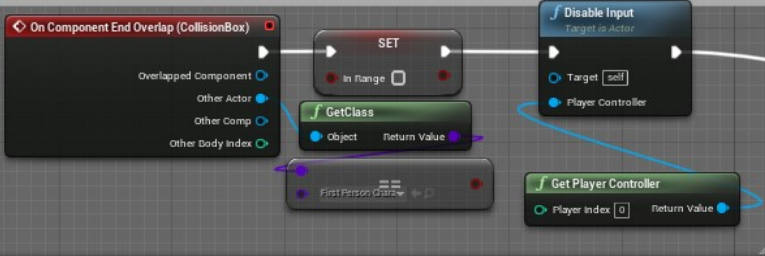




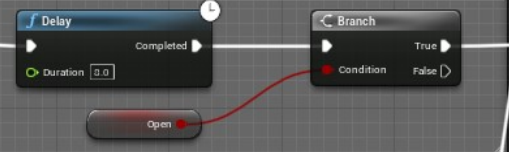
Opening door



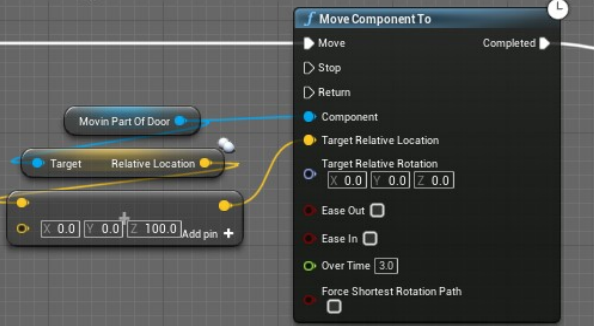
When player exit the door range, the input is disabled and the boolean "In Range" is set as false



If the player has left the door open, it closes itself after 8 second



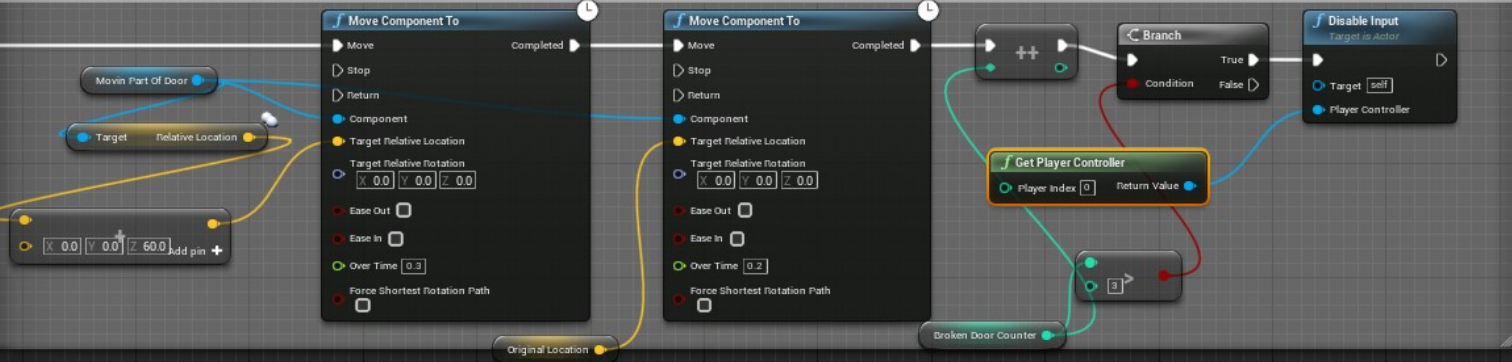
The moving part of the door is moved 100unit on the Z axis

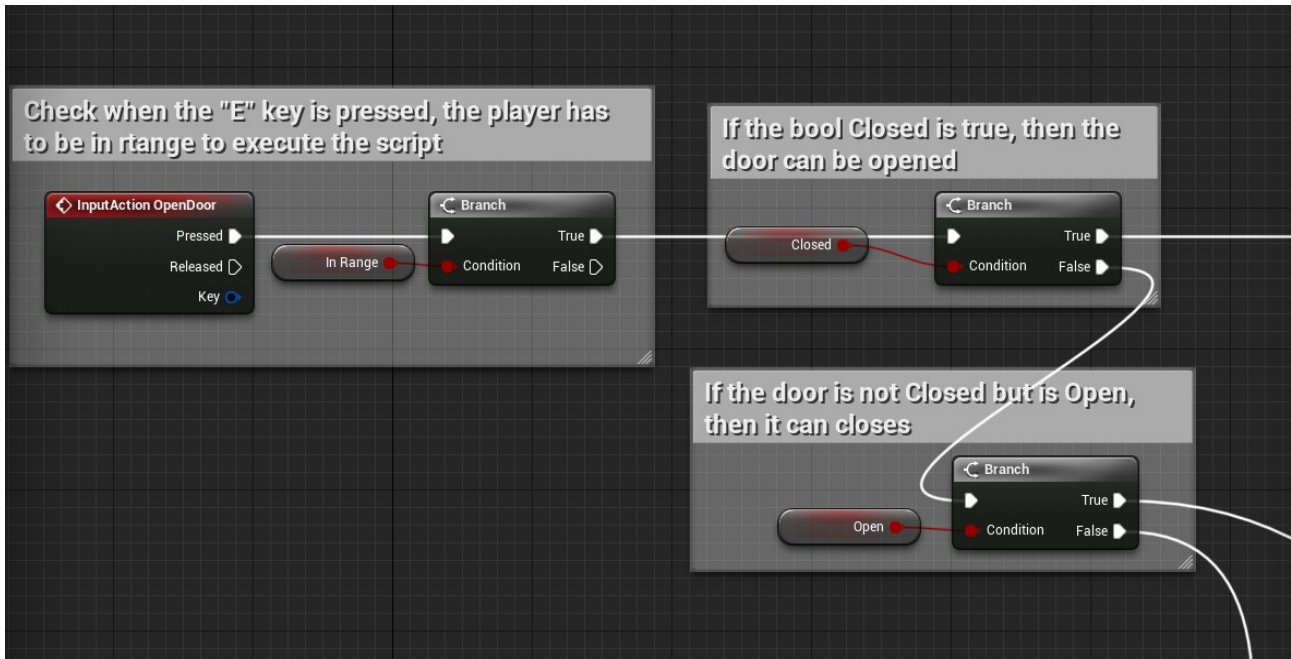


Set Bool "Open" true and "Closed" false



door is broken, it opens and closes rapidly then closes forever

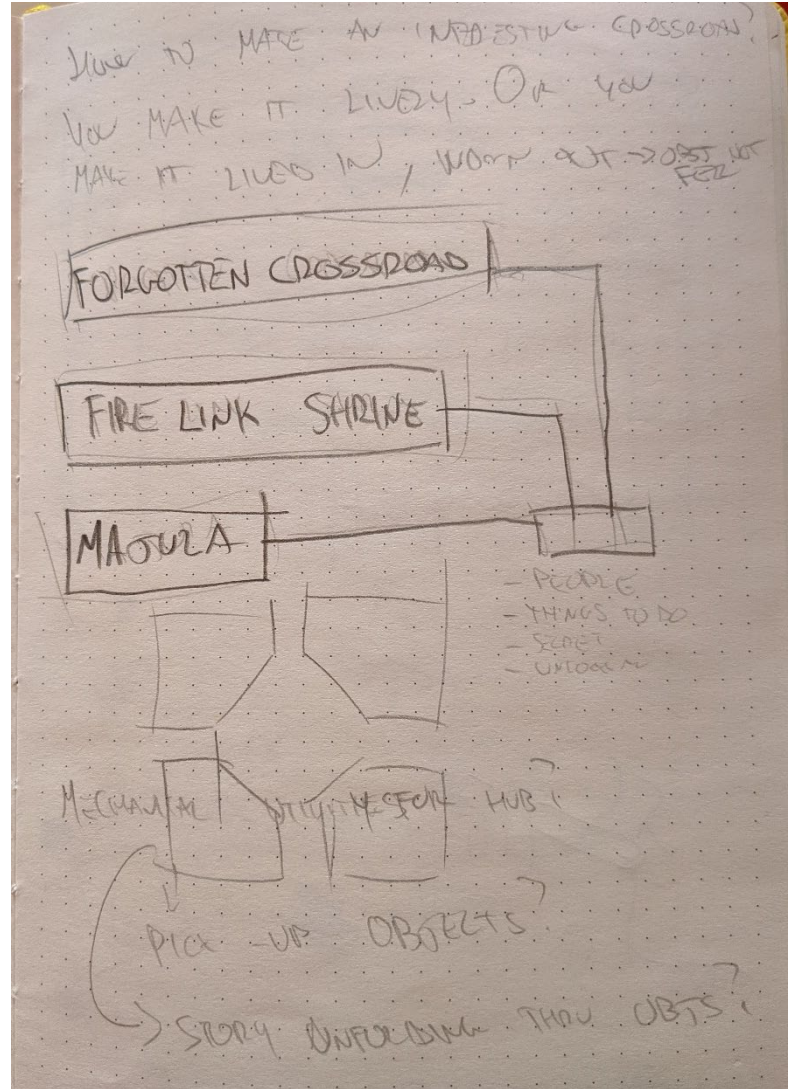
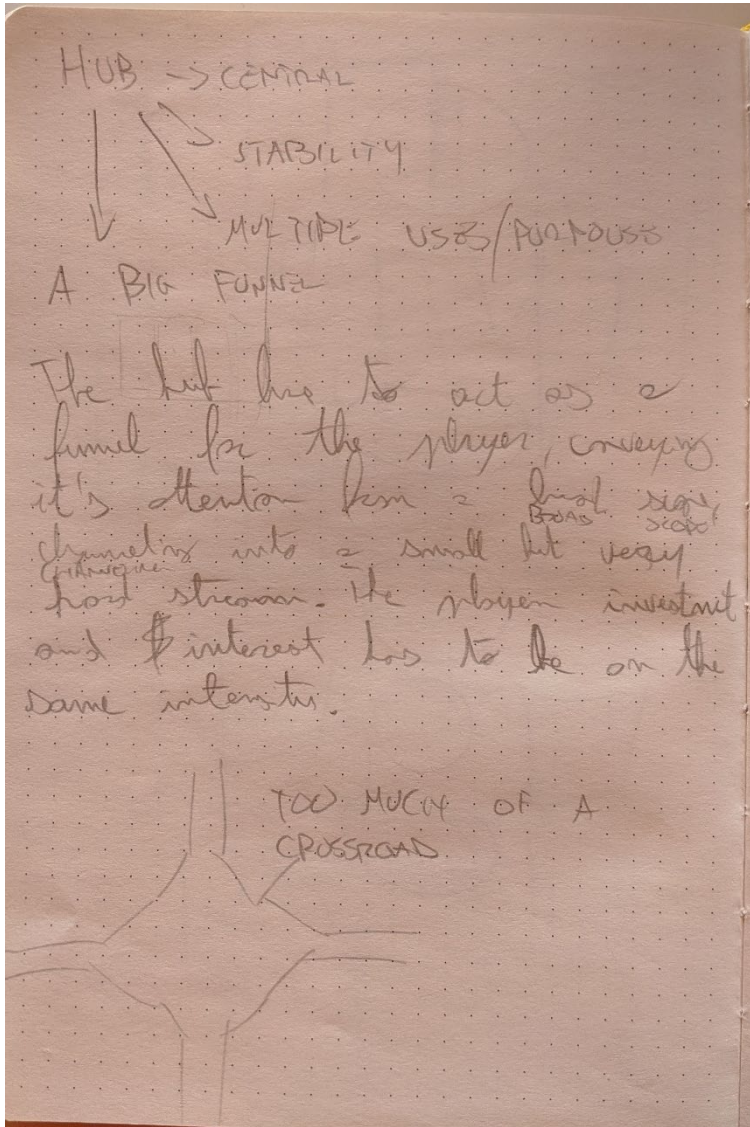




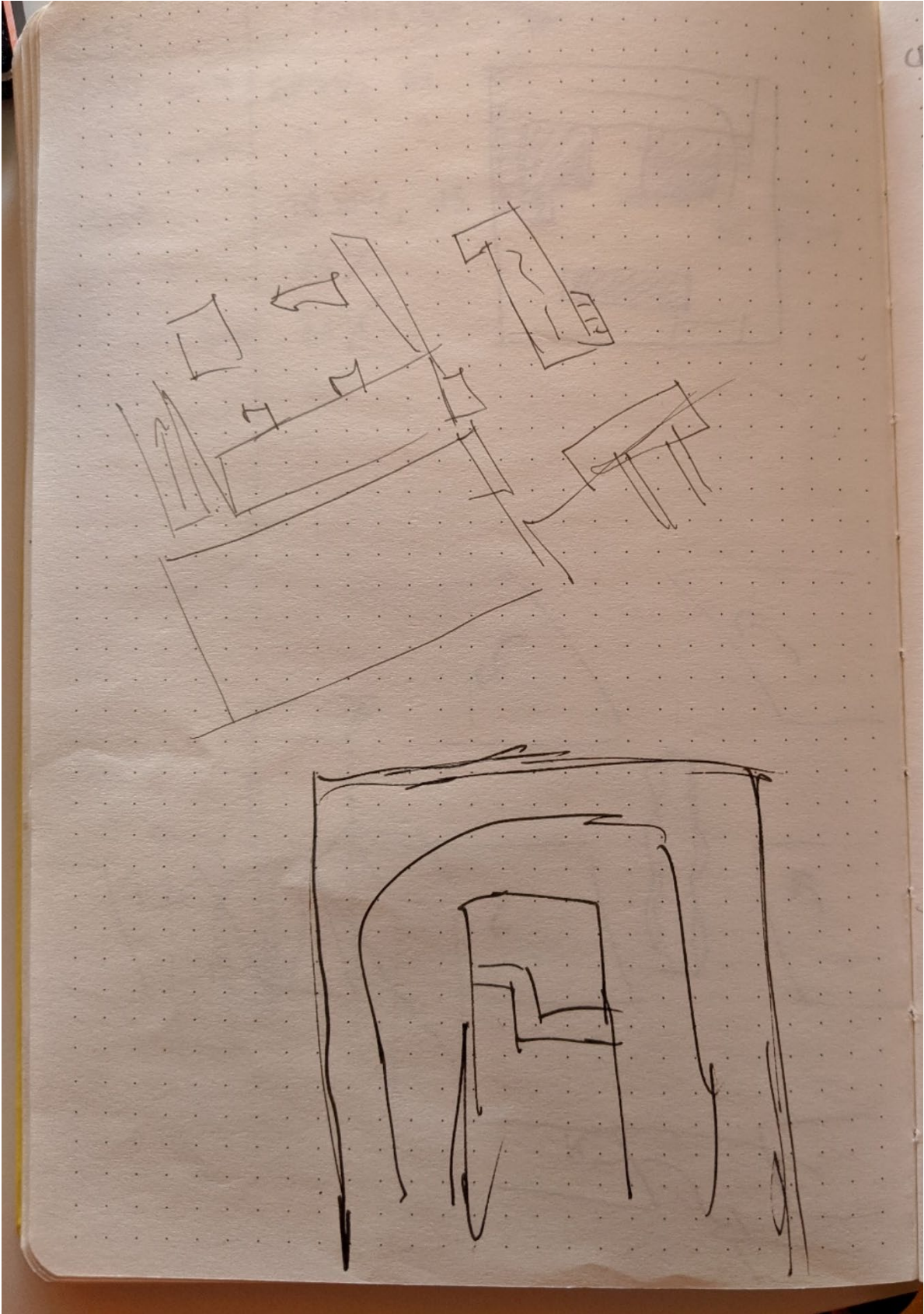
Level Design

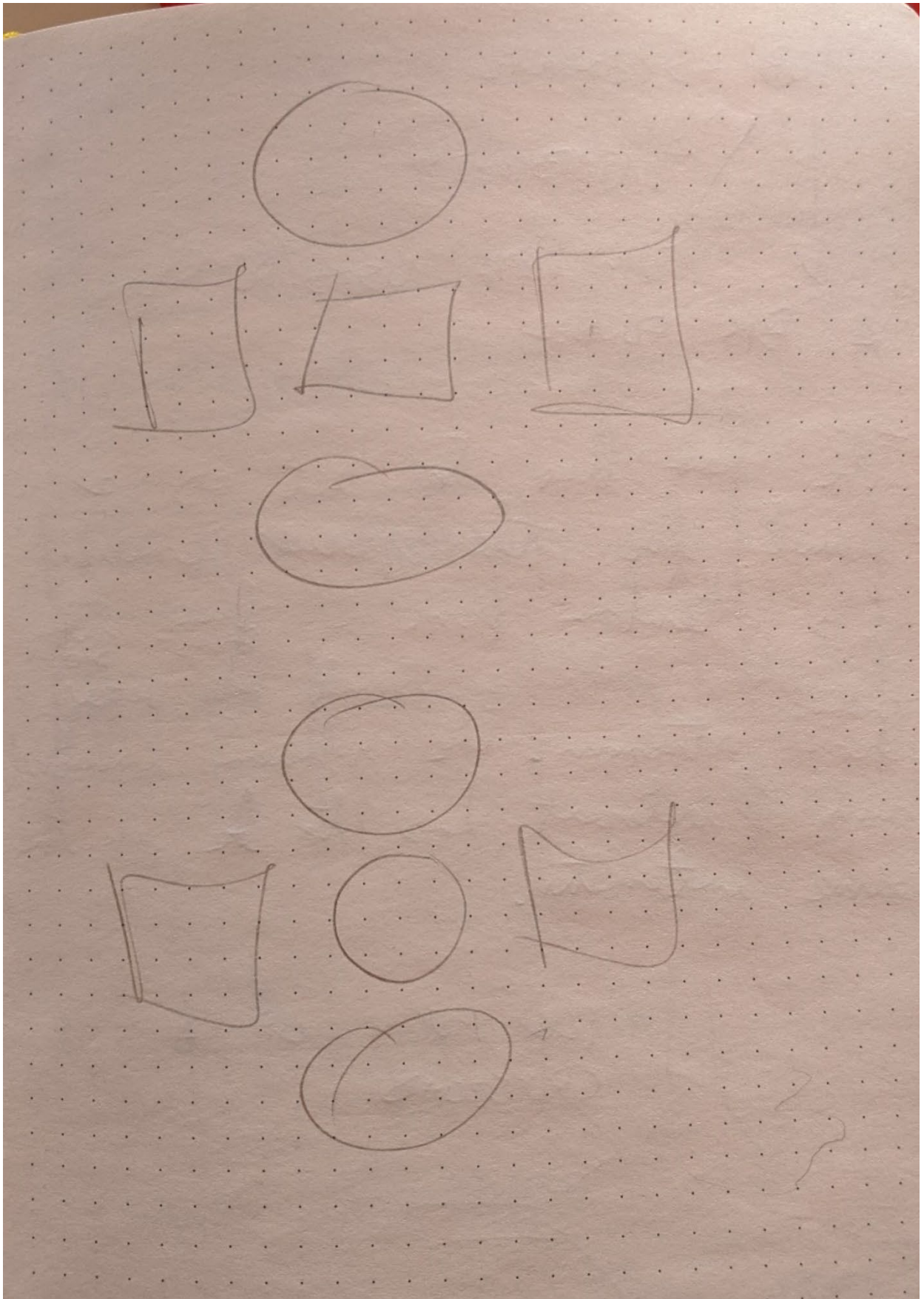
Paper

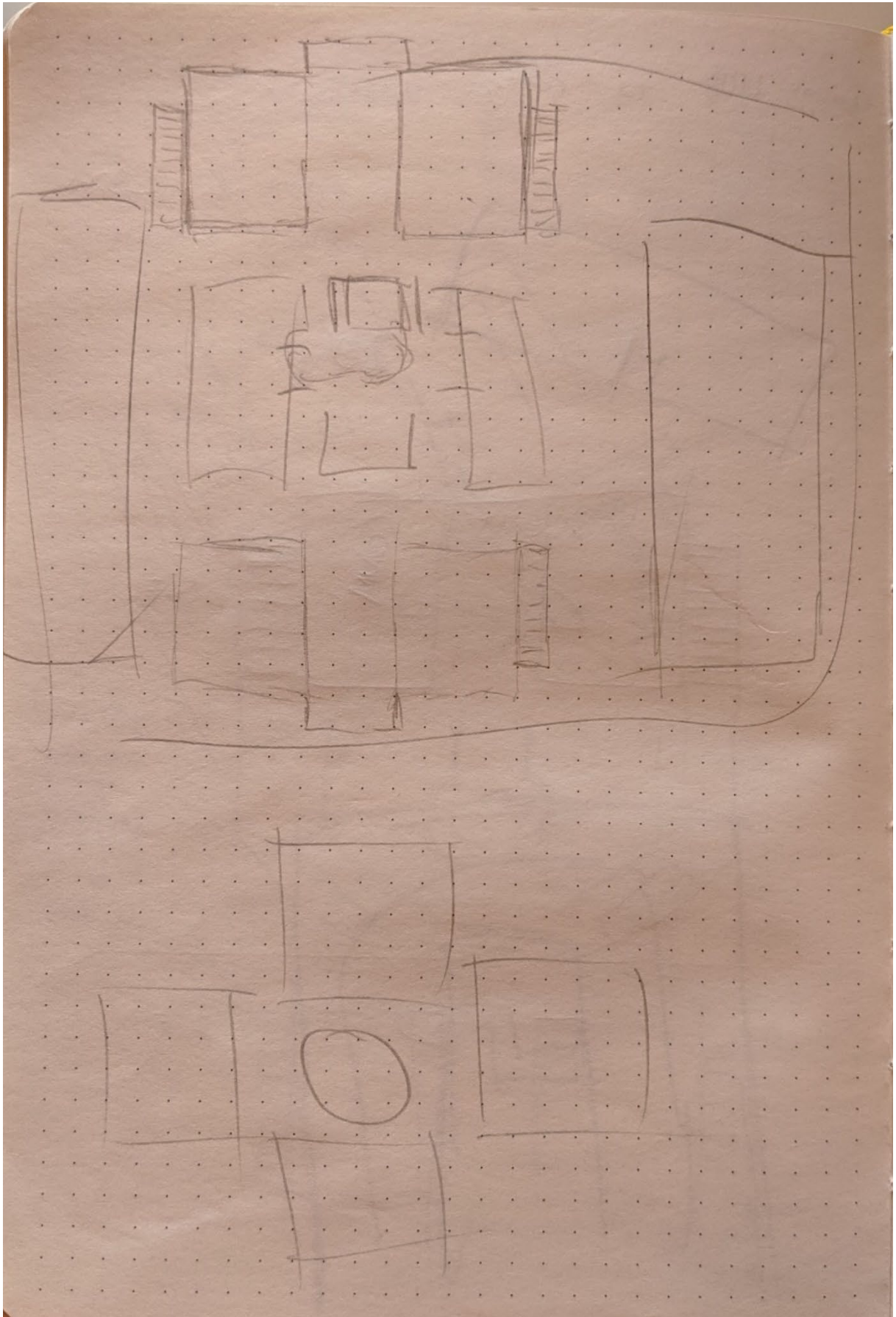
Core design idea. Here I was thinking about a hub where the player can go and explore.



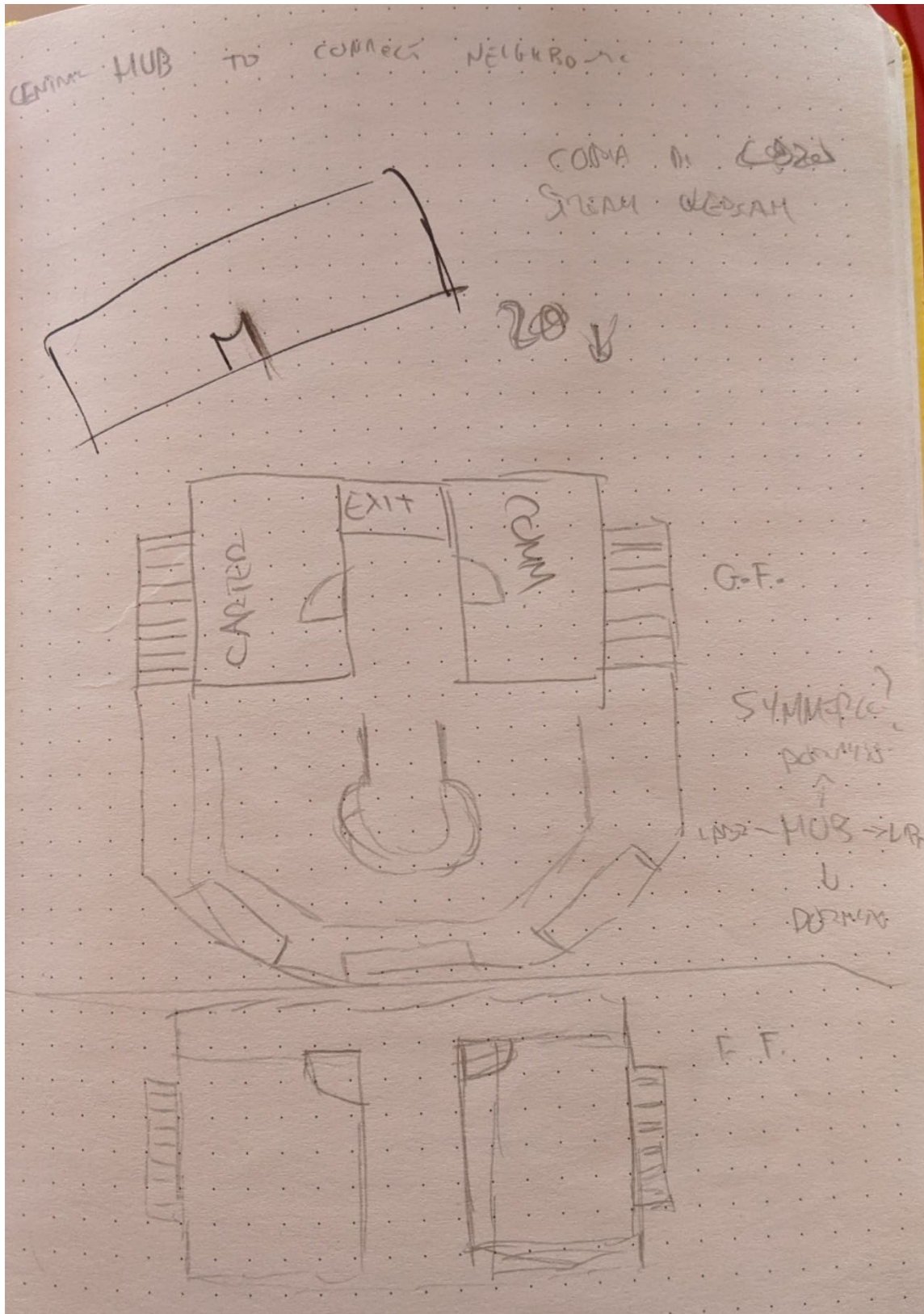
Study of shapes

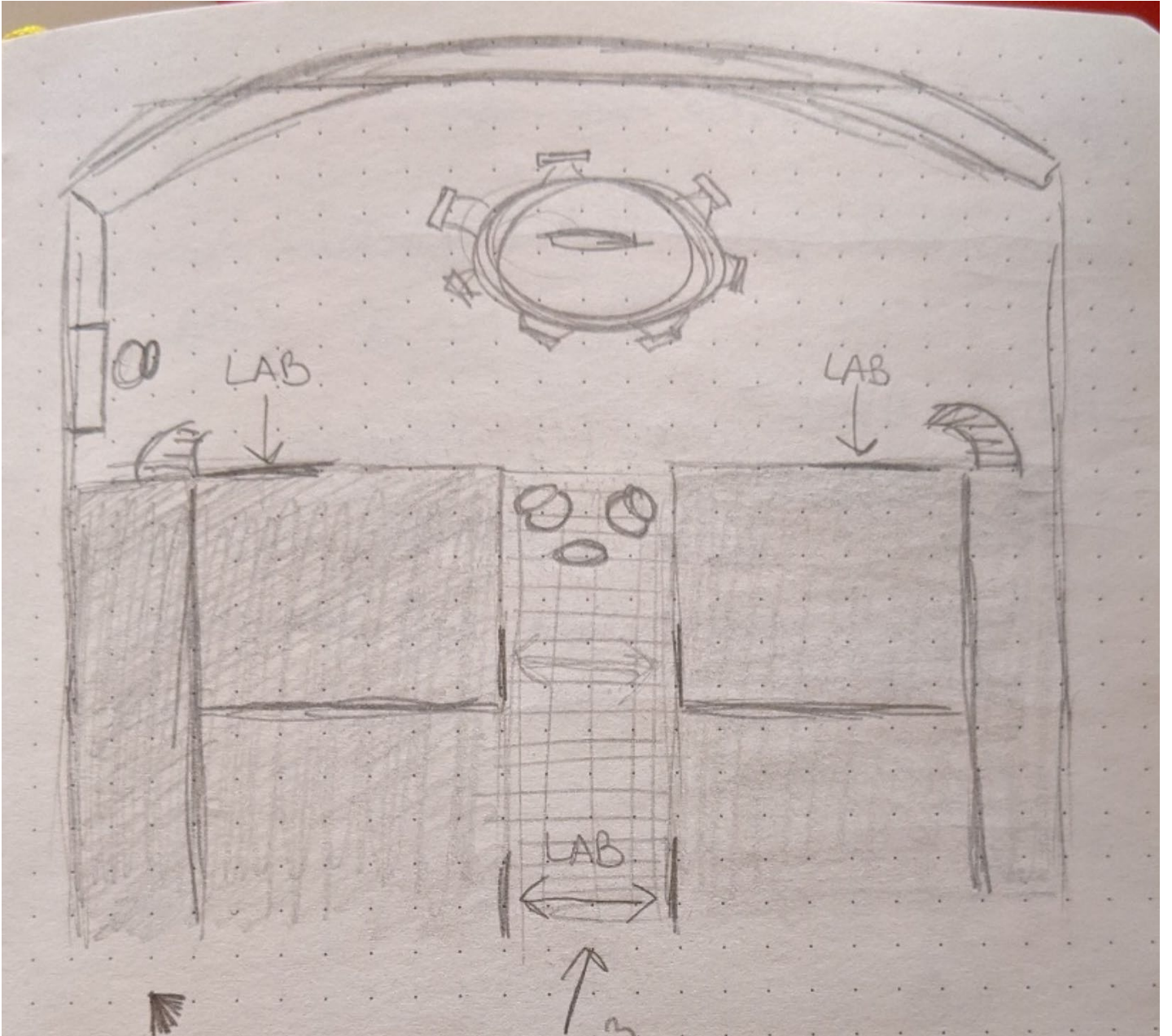






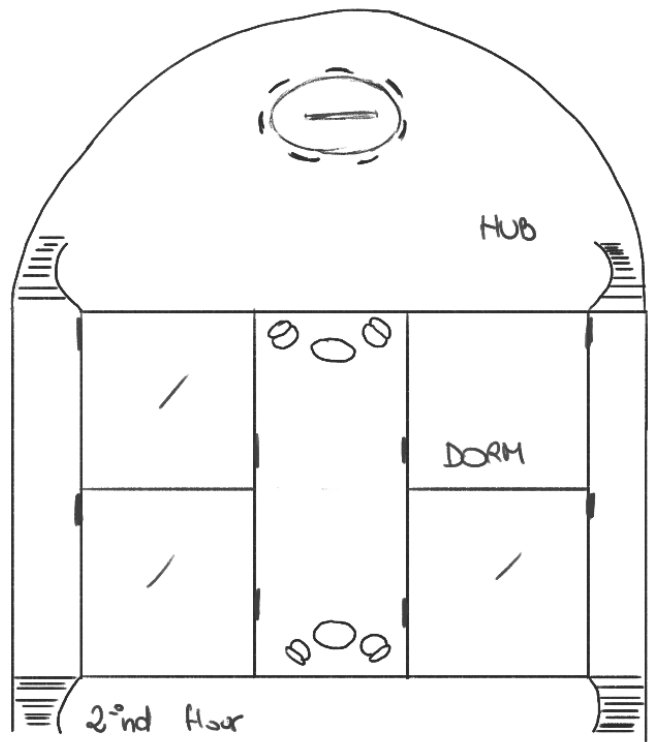
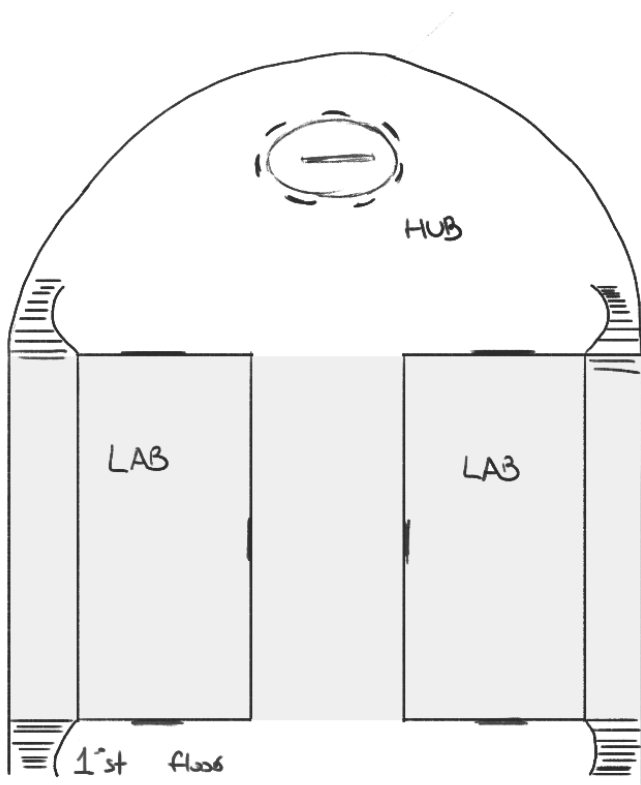
Initials design of Hub

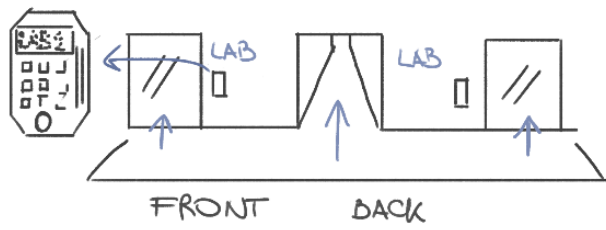
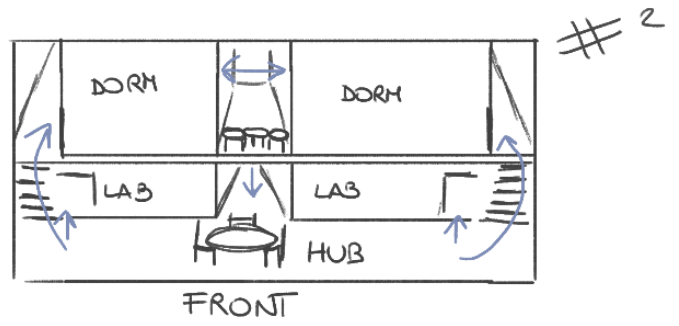
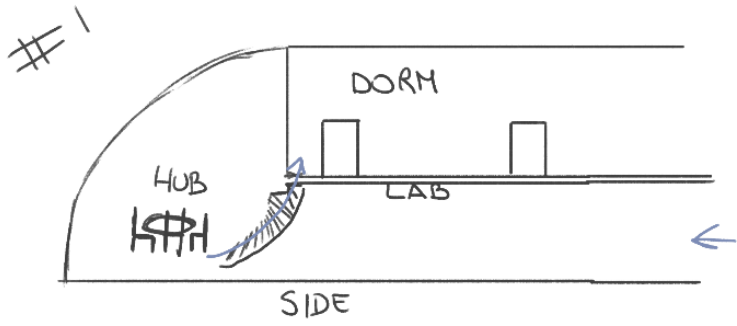


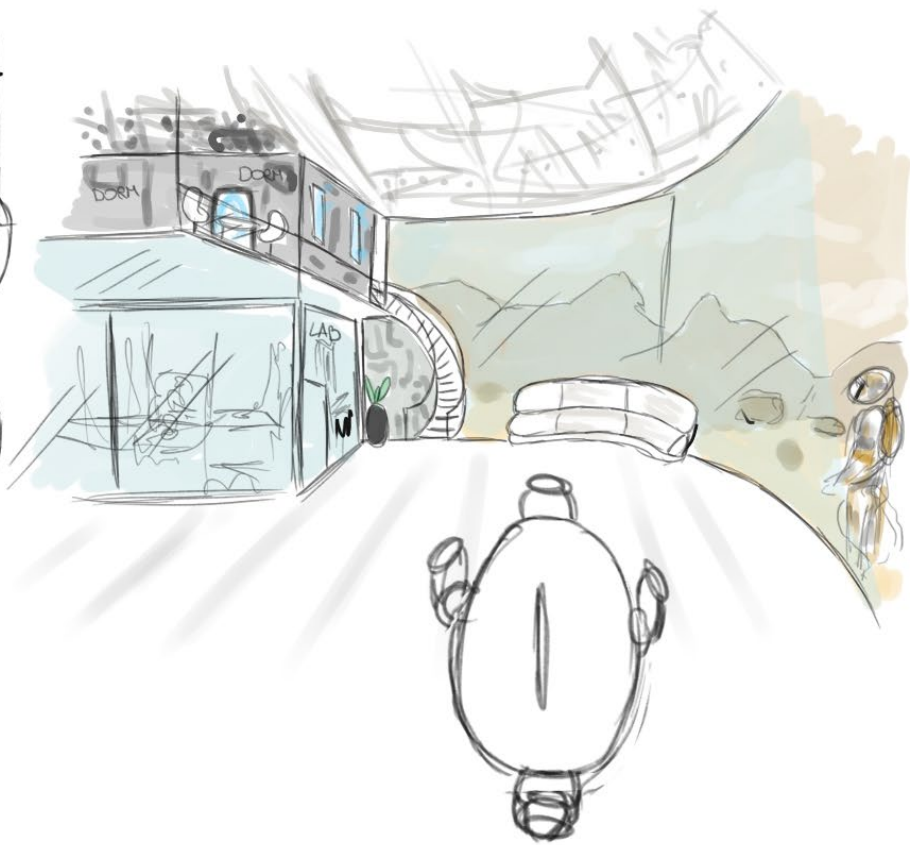
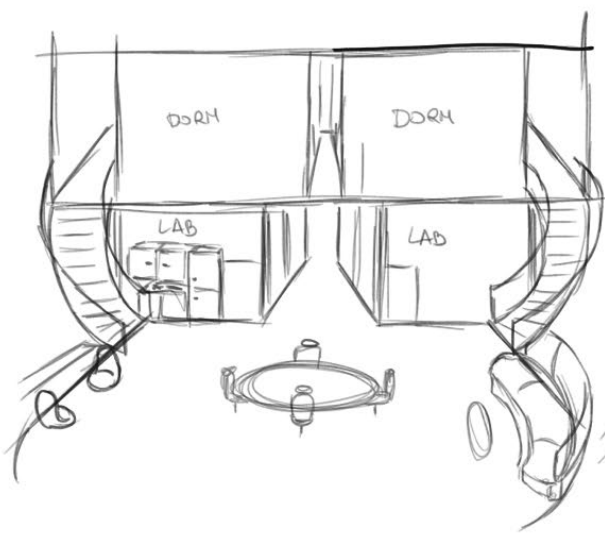


From paper to digital

Here I was trying to refine more the Hub design.







Iterations in Unreal Engine

Sadly most of the various iteration of level design are lost because when I tried to migrate the project from one version of unreal to the other, I deleted every assets that was not being worked on at that moment, so I deleted the map.

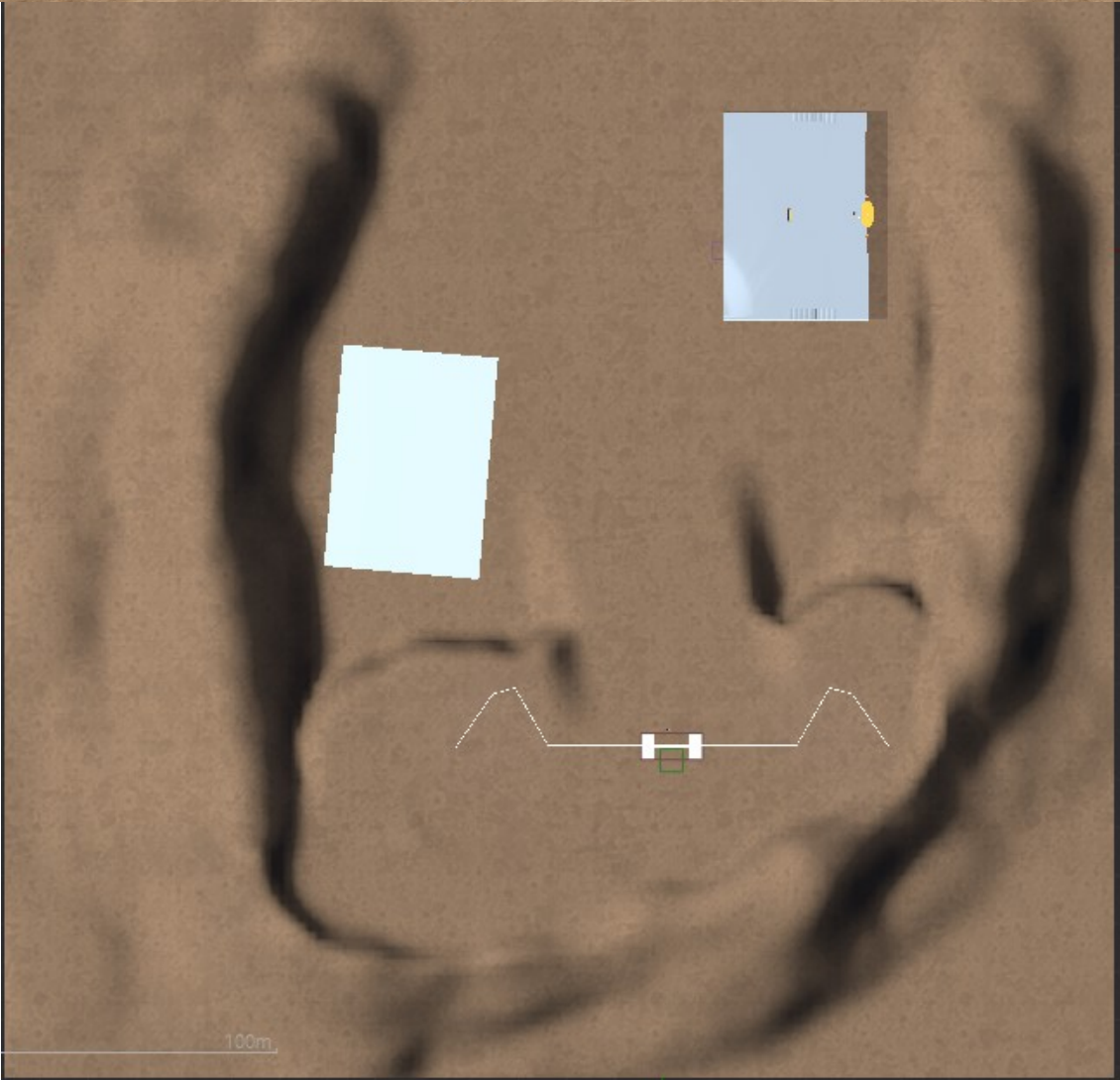
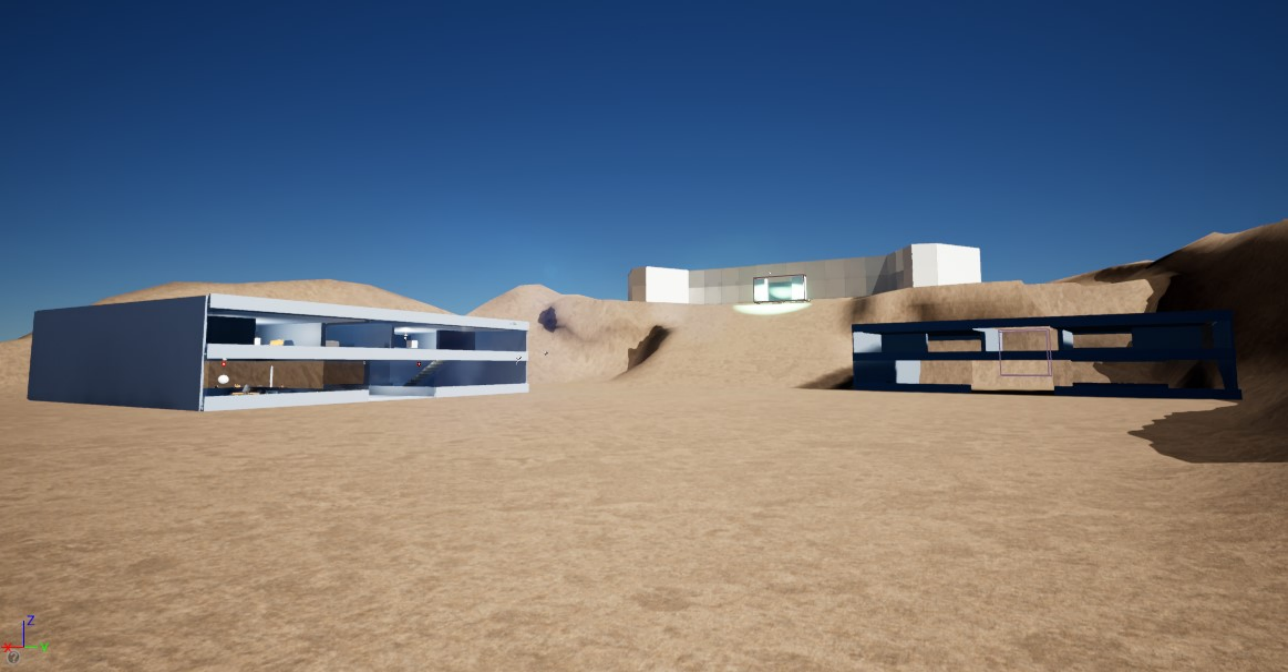


I started with the goal being visible at the start, in a elevated position with light to indicate it as the final goal of the game.

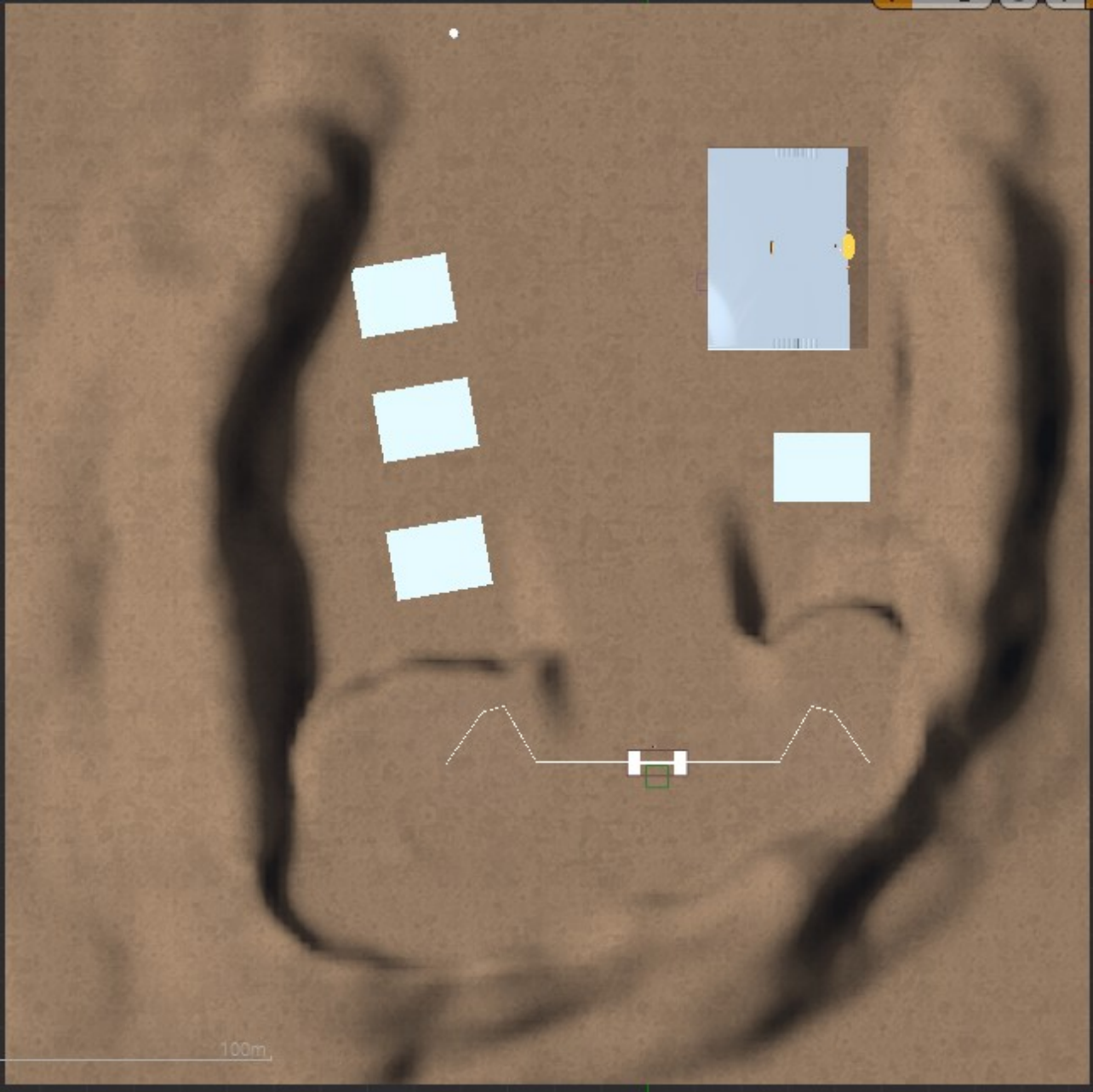
The Hub is almost 1:1 as how I designed it on paper. It flows quite smoothly and it's easily understandable. I am quite proud of it.



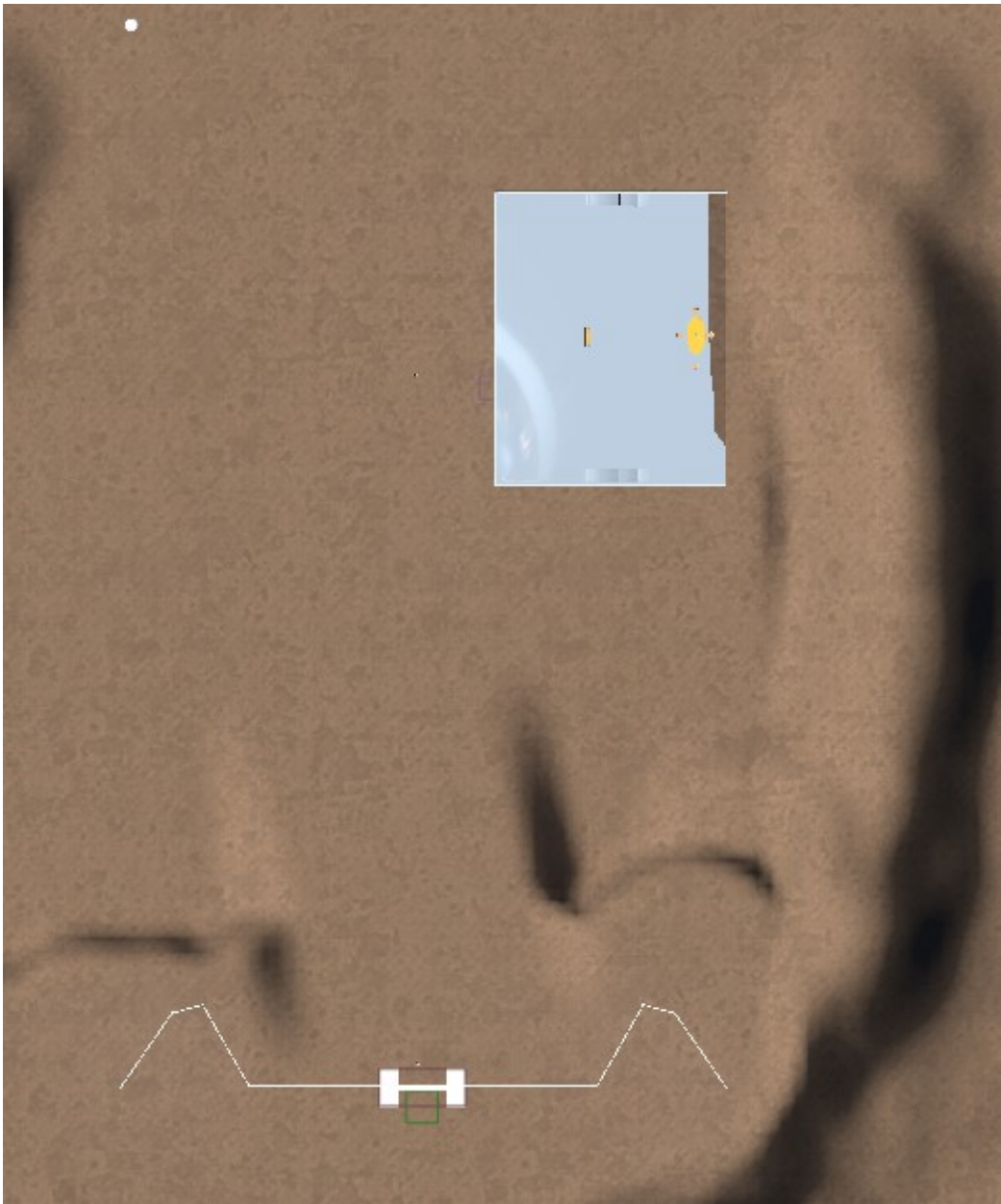
Here I was trying to work 8 interactable objects, but the pacing was too slow, and I didn't feel the flow was good



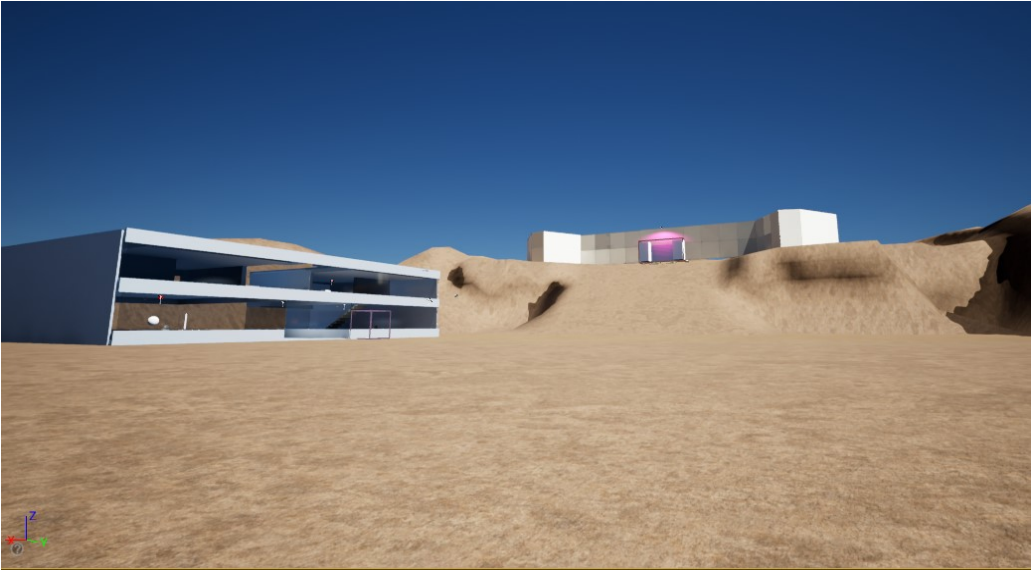
I tried to add little buildings that contained snippets of story, but at the end was too dispersive and felt like padding so I removed them

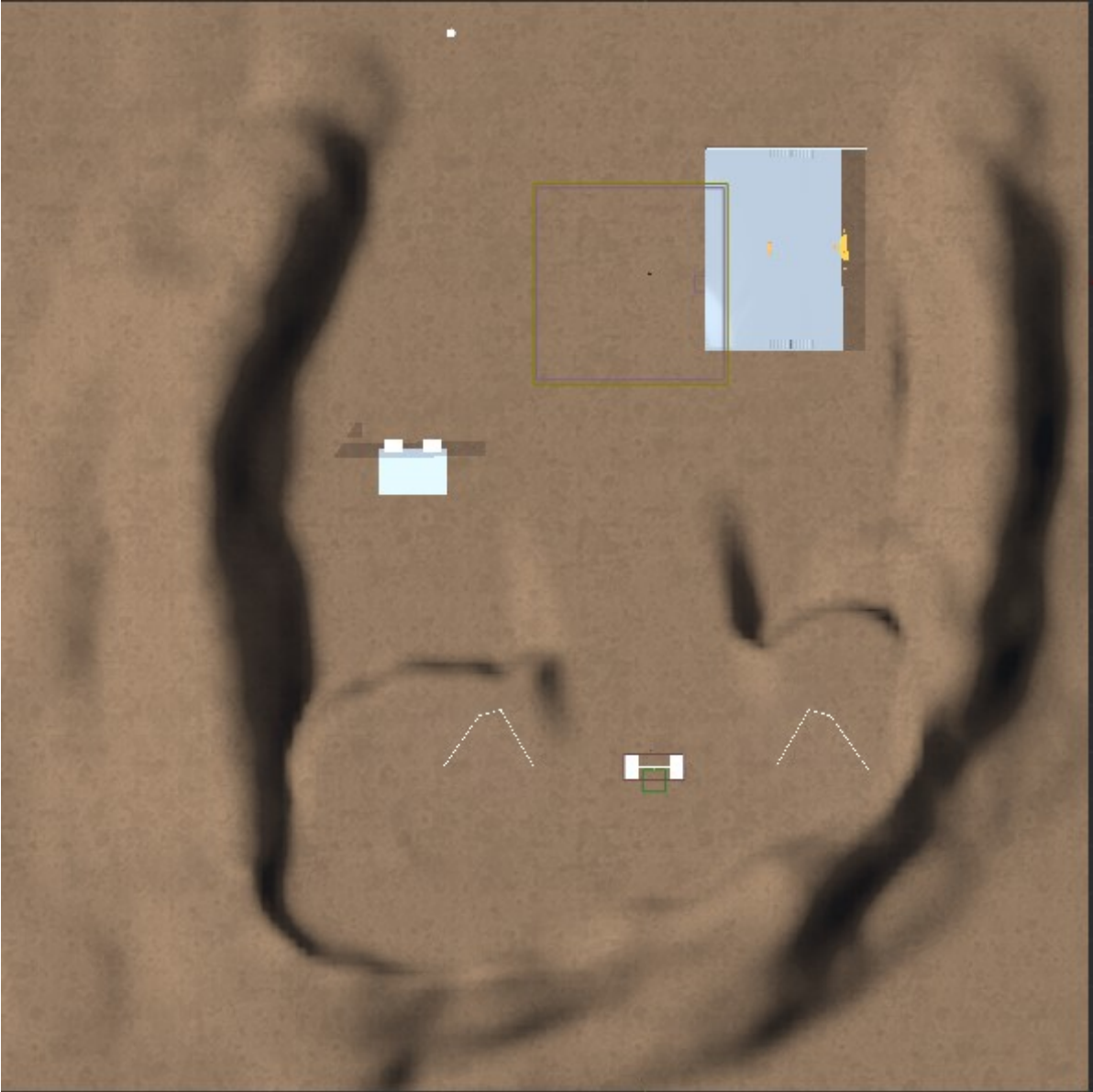


In this design, the map felt a little too barren, so I decided to add a couple of block opposite to the hub



This is the final design of the map. I am not fully satisfied, but I think the result is ok





Analysis

Preface: in the learning contract, I stated that this part would be “Analysis of how each game narrate the story and how they convey it”. To do so, I have to give a little more information about the games to approach them on a wider view, to contextualize and better understand those games.

Dear Esther



In 2008 “Dear Esther” came out as a mod for half-life 2. It was released as a standalone game in 2012 (using the Source engine). In 2017 the landmark edition came out, changing the game engine from Source to Unity.

The main concept of Dear Esther was to push the boundaries of narrative in the game space. The story is purposefully vague and at times, contradictory and have a certain degree of ambiguity. Is the shipwreck supposed to signify the state of the player character after the rather violent passing of his wife or just a shipwreck in the isle? Does it signify the various tries of family and friends to connect with the protagonist, swept away from his rage and pain? It’s difficult to say with Dear Esther

I would argue that from an environment standpoint, it’s the best of the three. The desolate isle can have breath-taking views and places, yet the traversal is not as cathartic as one would expect.

The main way that the game communicate with the player is thru voice over dialogue. It also uses very few items that are not interactable and environmental storytelling

Great soundscape and soundtrack. Audio helps immensely with the atmosphere, reinforcing the feeling that the visual gives.

The game permeates the player with a sense of dread and desperation from dialogue, while the environment makes the player feel lonely, almost distant to the reality of the isle.

The pace is dictated by the game rather than the player. What I mean with this is the fact that the player doesn’t have agency on what happened in the game, it can only move forward and use those few inputs to slightly change his experience from another player. The movement speed and lack of jump also convey the sense of loneliness and dread.

Gone Home



Gone home was released in 2013

Gone home only gives the player snippets of story. There is no great book of narrative.

Main delivery of story content is over voice-over, notes and environmental story telling.

Small details from random object that one could find in a house. The moving receipt is a great way to tell about the family moving, with the old address and newer address being quite near, it tells a lot.

Great environment art and atmosphere. All throughout there is a sense of familiarity through everyday object that results in an easy spotting thanks to objects that signify the moment and "culture" of the time. (this is extremely hard to pull off, but it is achieved in the game)

There are three main story unravelling in the house, there is the flirtuous relationship of the mother with a co-worker, the trauma and the failure of the father in his work life and the story of the coming of age of the sister. All of these stories are told thru various pieces and the environment.

Gone Home is about an unfamiliar place becoming familiar. It uses horror tropes to achieve a sense of familiarity over time.

Player dictate the pace, there is no incentive to explore if not for the player's content. To further drive this point, the game has a specific achievement about finishing the game in less than 10 minutes.

What Remains of Edith Finch



What remains of Edith Finch is the last game I played. It is also the last game of the three to come out. It came out in 2017. The game explores the concept of death, life and coping.

Environment is king. It changes from story to story if there's a time jump from gameplay segment to another as a normal house would. It reflects perfectly the period in which the segments are placed in time, and how people affect the environment they live in.

Speaking of the environment, the house is adorned as a large mausoleum, narrating the story of the death of each member, leaving its life hidden and forgotten. This is one of the main themes of the game, the obsession with death and family curse, letting it take control of the family's matriarch life. Each room is a different mortuary room. Each room or in some cases, part of the room, mirror the characters that they belonged to. For example, Sam is a hunter and ex-marine, and his part of the room is organized and littered with trophies. The amount of details put into every single room is astonishing, giving the player a not so vague sense of knowledge and understanding about the person that used to occupy the room. This feeling of knowledge is further enhanced through some gameplay segment. Each "subgame" is reflective of the character once more. Via mechanical, for the mole man (repetitive action, same day each day until death) or via theme kid (space, plane, died from falling into the fjord).

The underlying story of the family curse is brought back multiple times, but more than a real curse, it seems that the family has bad luck and their approach to life (which can be described as carelessness or danger to whoever is near) is an inevitable starting point to the death of family members. A prime example is the narrator of the game, who is pregnant but still tightrope out on a windowsill to get access to another room. It is not the curse that is killing the family, but the approach they have to life and the folklore about the curse, that makes them seek danger since they know that time is running out. It is a vicious circle that keeps going, generated by a grieving wife to explain the death of her husband.

There are three ways the game narrates the events and progresses the story:

- Voice-over or dialogue.
- Notes or written pieces.

- Environmental storytelling. This through little details that added to the abovementioned ways, it can help to understand what really happened. For example, the way Molly died is never exactly stated, but from hints in the written piece and the gameplay segment plus the environment in the room, one can suggest that since she was hungry and locked in the room, she ate some poisonous berries or the toothpaste. So from written to gameplay to environment to piece together the way it really happened, since the way the death are commemorate in the game can make thing haze to really understand how things went really down.

Narrative

introduction

Genre: Narrative driven

Platform: PC

Audience: 18-45

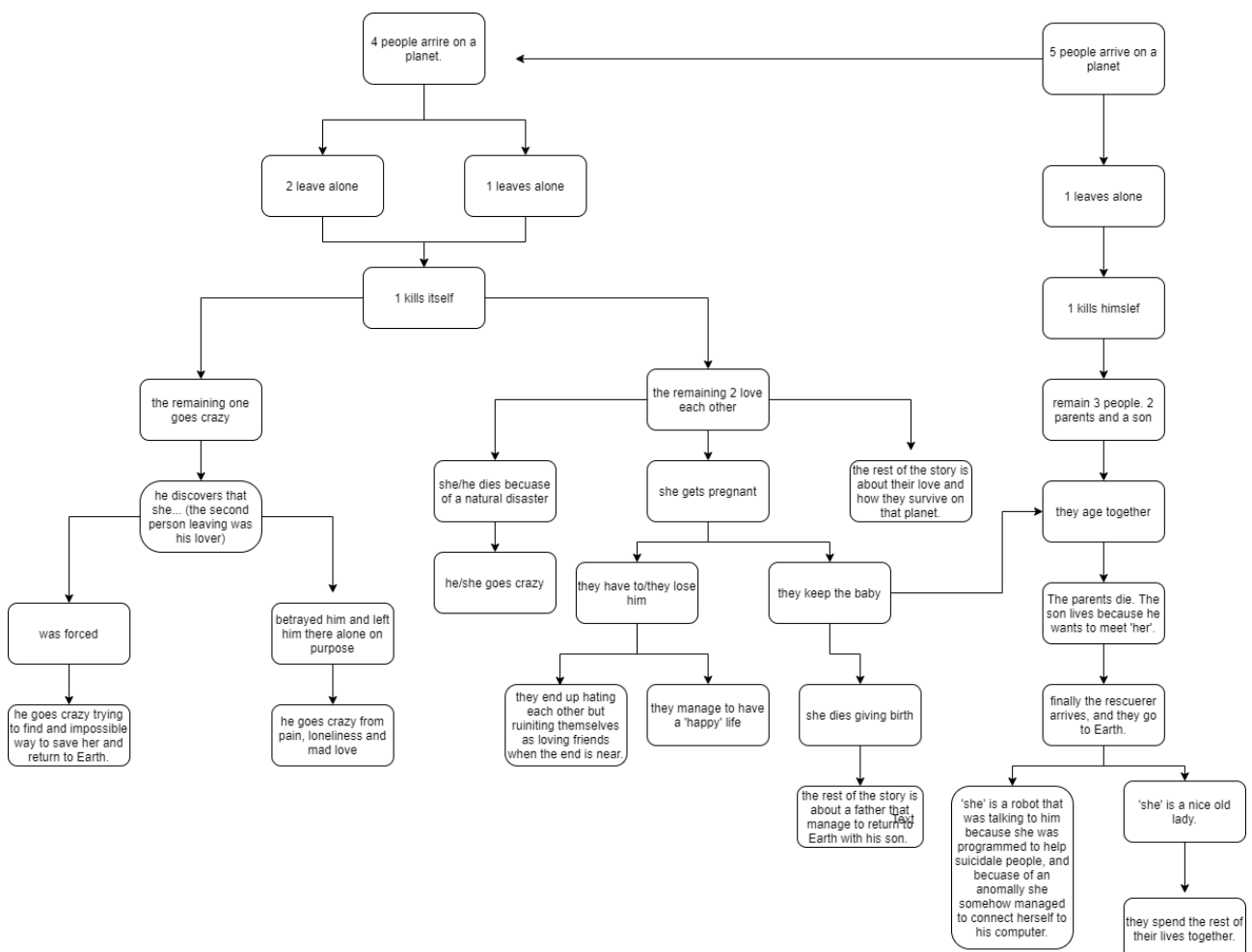
One-liner description: a story about 5 people on a mission, it will include love, anger, desperation and pain.

One-liner comparison: Gone home and the Martian

Story: this is a story of 5 people on a mission on a remote planet. One of them will betray the others, one will fall. Do you want to find out what will happen to the other three?

Gameplay: Recover text and log file to understand what happened.

Narrative:



A group of astronauts made of 4 adults and a child is send out for a pretty easy mission: land on a new planet, build the first settlement and try to grow a garden. Then take some samples and return to earth with their studies.

The planet was studied before by distance, but not accurately. Their government assured the group that it was safe though.

Two members of the group are a married couple and they managed to bring their child with them, since he was enlisted as a future astronaut.

But after some months of staying, Riggs (a member of the group) discovers that they calculated the supplies badly, (or they were sabotaged?) and that the planet undergoes a natural disaster every 30 years.

The next one would be in a couple for days.

The new supply pack sent by the base, was supposed to arrive in a couple of weeks, but even so Riggs calculated that they wouldn't make it.

Seeing that they didn't have enough supplies for all of them to undertake the journey of return, Riggs decides to stay quiet about the issues to the rest of the members to save himself. He had to return to his family. When the day arrives, he tries to take the kid with him, but he didn't get to.

Riggs departs leaving the rest of the group stranded on the unknown planet.

The chaos and desperation fall over those remaining.

Those remaining are: Veronica and Francis (the married couple), Archie (another member of the group) and Troy (the son of Veronica and Francis as well as the youngest member of the troop).

They try to understand what happened and discover the data on the computer of Riggs.

Veronica and Francis try to remain calm and to prepare for the natural disaster.

They tried to send messages of distress, but they find out that Riggs has destroyed the piece indispensable to connect their computers to the base, in order to avoid them from ratting him out.

Archie won't make it. In the next couple of days, he goes crazy and during the night Veronica hears a weird sound.

She runs to find Archie dying. She cries and then Francis arrives.

They try but can't save him. Francis tries to hide the view of the body from Troy.

The 6th day the natural disaster begins.

They wake up to find half of the base destroyed.

As well as the garden.

They try to take stock of the situation and to repair what they can.

Francis doesn't say to anyone that he is hurt.

They manage to repair most of the structure, and they build a garden inside so that it is more stable and protected from future damage.

They study the ecosystem, discovering that the natural disaster occurs every 30 years.

Meanwhile Francis is working on the piece necessary to communicate with the base. But he's feeling worse.

After some months, Francis is working on the garden when he falls. His fall resounds for all the structure.

Veronica, which was returning from an expedition with good news, runs to him.

She takes Troy and she explains to him that she has found the box with the supplies that the base sent them some months ago (it was swept away from the natural disaster).

She says to him that he must take care of Francis, until she returns with the most indispensable part of the box: the first aid kit.

She leaves reluctantly.

Troy for the first time is left to confront himself with the possibility that one of his parents could actually one day disappear or that something could happen and that he would be left alone.

Veronica manages to return and starts to take care of Francis. She notices that Troy is different, but she doesn't have the time for the moment to take care of that.

The same night, she talks to Francis about what happened, about Troy and the situation. She tells him she found the box. He tells her that he is working on the thingy and that he is making progress.

He didn't want to tell her sooner because he didn't want to disappoint her in case it didn't work.

A year later.

They manage to fix the thingy. They send a message.

They receive a message when the thought that all hope was lost.

But it wasn't a happy message.

The rescue team will come in 35 years.

At this follows a deep period of depression and fights. At the end, Veronica and Francis decide to do everything they can to have a life as happy as it gets when you are isolated on a sterile planet.

They try to make it work for their son as well. Even if the worst in this situation was really him.

They waited.

At the end Francis and Veronica manage to do something special for the 18th birthday of Troy: fix a computer just for him with his private connection to the server.

So now he can have a closed little window from which he can watch the Earth.

On the server he gets to meet someone.

35 years are over. Veronica is 61 and Francis is 72. Troy is 45 years old.

Francis is not feeling good, and either is Veronica. They survived another natural disaster, but that left them with fewer space, and machines. And aging well on a deserted planet without the possibility of a proper nutrition is hard. They don't even have a doctor. Earth have sent them another box with stock, but it's still little help.

Francis feels the death near, and he thinks he's sick. Veronica is scared to death. She doesn't feel in strength, but she tries not to show it. They have tried to hang in there, because the idea of returning home with their son and spend the last years they have left on their planet with him having a normal life would be worth anything.

But the arrival of another message from the base breaks every hope.

They will be late.

They don't know exactly how much, but at least another 20 years.

Veronica is astonished and motionless.

Francis after a pause of incredulity, starts to yell and cry and breaks the monitor. He is near to faint and Troy tries to help him on his feet.

Troy doesn't even have a reaction. He is mute for a long time.

That night Veronica and Francis talk about death and Troy.

Troy hears them.

In the next couple of days Veronica will try to talk to Troy about the future.

She doesn't want to live without Francis. She is also without strength. But she is divided because she doesn't want to leave Troy alone.

Francis doesn't want to die alone like that and to be forgotten. He is scared for Veronica and Troy.

Troy thinks a horrible but also understandable thought. Just kill himself with his parents.

But he doesn't tell it to his parents. He knows how much this will kill their feelings.

Another couple of years pass. Francis is tired to fight against himself to keep leaving. There is no hope anyway. Veronica sees his pain and can't take anymore his suffering.

She tells him to let it go. Troy enters the room and say what he has to (reassurance and his wellbeing).

Veronica and Francis dye together.

Troy is left alone.

He becomes a total eremite. The only thing that keeps him going is the special person that he has found around his 18th year of life.

The astronaut which mission was to rescue the three of them is arrived.

(At this point the player is supposed to understand that he is the rescuer).

Narrative implementation:

The player will go around the structure, without any further info. He is left in the dark. At the end of the game he will discover that he is the astronaut supposed to rescue the three of the main characters.

The narrative will be implemented through messages, diaries, chats, and at the touch of specific objects the player will hear or see written on the walls the discussions that had as a subject that specific object.

Because of the covid19 situation, this method had to be changed (the recording studio was unavailable).

Having some technical problems, I also had to change some bits of the story, to adapt it better to the game I ended up with.

I tried to proofread at the best of my capabilities, but my English is not perfect by any mean.

Character Design templates.

Francis

Name: Francis Rossi

Gender: Male

Age: N/A

Height/Build: N/A

Race/Ethnicity: N/A

Completion/Skin Colour: N/A

Hair/Hairstyle: N/A

Eye colour: N/A

Real-Life or Fictional Inspiration: N/A

Appearance: N/A

Personality: Faithful. He's easy going and friendly. He's open and he tends to trust other people. He's smart and loves his job. The best part of it is that he works with his wife, and they don't have to separate from their son.

Governing trait: great empathy

Conflicting Trait: he gets thoughtful and silent when he has a problem or a dilemma

Secondary Trait: loyal, careful

Breaking Point: he would probably kill Riggs if he ever gets the chance to see him again

Extroverted/Introverted: extroverted

Strongest Dream: go back in time and never accept the mission.

Strongest Fear: seeing his wife and son die without the possibility of having a life

What makes them laugh: everything

What makes them cry: His actual situation

Dark secret: N/A

Religious/ Spiritual belief: He believes that there's something there, because the universe it's too marvellous to just be a scientific coincidence.

Attitude towards government: He thinks that it could be better

Attitude towards Law: They could be better as well, but he respects them. Without them men will be beasts

Attitude towards Cultural Norms: he hates them but doesn't realize he lives by them

Belongs to Subculture(s): N/A

Education: N/A

Economic Status: he was wealthy on Earth

Current Job/Career: He was an Astronaut

Love life: He has wanted others in his life and had some ex's but at the end he married.

Family: He's married to Veronica

Behaviour towards strangers: He's trusty and easy going

Favourite food and drink: lasagne and beer

Favourite clothing: comfy clothes

Bio: N/A

Story/plot involvement: he is one of the secondary characters of the story and the father of the primary one.

Character development: He is trusty and loves to go to expeditions. But this all changes the moment he is betrayed by his friend and gets stuck on a planet with no hope to get back and provide any future to his family

Character growth: he will die holding the hand of his dying wife.

Relationship with other characters:

Veronica: she is his wife, and closest friend. They love each other dearly, and their common purpose is to protect and raise their child. When they get stuck on the planet, they will have hard time sometimes, and they will fight, but they will stay with one another and get through that together.

Troy: Before the incident he was joyful and cheerful with his son, he is excited to get to do anything with him, and he's grateful for his intelligence and curiosity. He loved to talk to him and teach him everything he knew. After the incident, he will try his best to fake and behave like everything is ok, and to be positive. But it won't be always easy, and after the child becomes almost a man, he feels like he can finally lose the act.

Archie: he was one of his friends, not the closest one, but he knew him from the academy. He tries to help him to get through the hard time, but at the same moment after his suicide, he can understand why he did it, even if he was angry at his act, because of how much this will affect him and his already fragile and scared family.

Riggs: this was a close friend. Before the incident he thought that he could have trusted him and there was nothing he wouldn't have done for him. After the incident, he's angry and he hates him, even though his wife tries to mitigate him.

Veronica

Name: Veronica Rossi

Gender: Female

Age: N/A

Height/Build: N/A

Race/Ethnicity: N/A

Completion/Skin Colour: N/A

Hair/Hairstyle: N/A

Eye colour: N/A

Real-Life or Fictional Inspiration: N/A

Appearance (how personality is expressed through it): N/A

Personality: she is gentle as well as reserved.

Governing trait: nurturing

Conflicting Trait: she doesn't trust humans. She sees them as the only living things able to be actually cruel. Can be aggressive and loses calm easily.

Secondary Trait: she has a big sense of empathy

Breaking Point: she loses it sometimes when they get stuck. But she always tries to fake that everything is good, and she always try to let it go on missions, when she's alone, rather than worry the others with her feelings. She tries to be the rock. But sometimes she is only able to calm herself down when distracted, or when her husband starts to lose it as well, or when her son is nearby.

Extroverted/Introverted: introverted

Strongest Dream: go back to her life with her family.

Strongest Fear: to fail

What makes them laugh: cute baby animals

What makes them cry: to see pain in the people she loves and in animals.

Dark secret: N/A

Religious/ Spiritual belief: she thinks as well that something is there, but obviously she is scared at the impossibility to be sure

Attitude towards government: distrust

Attitude towards Law: indispensable, but it's not working out great

Attitude towards Cultural Norms: She's not great at respecting them and she doesn't care

Belongs to Subculture(s): N/A

Education: N/A

Economic Status: she was wealthy on Earth

Current Job/Career: she was an Astronaut (specialised in zoology)

Love life: her husband and her son

Family: she's married to Francis

Behaviour towards strangers: Educated and gentle, but on the edge

Favourite food and drink: terrible sweet tooth both for dishes and drinks

Favourite clothing: comfy clothes at home, but loves simple elegance

Bio: N/A

Story/plot involvement: she is one of the secondary characters of the story and the mother of the primary one.

Character development: She loved her job. But after the incident everything seems the same to her and she loses the wonder of the unknown.

Character growth: she will die holding the hand of her dying husband.

Relationship with other characters:

Francis: he is the love of her life, and her husband. She can't imagine her life without him. She tries to be his rock and never torment him with her problems, but he is the only one that can always tell that something's not right, and when he does it's impossible not to open to him

Troy: Before the incident, she was responsible and nurturing to him. There always was a special connection between her son and her husband, and her favourite activity was to watch them together, and at the end to reach them, because they were just perfect together. After the incident she becomes scared and depressed, even if she tried to do her best to hide it. But it still shows in her. She tries not to but sometimes she's just too protective.

Archie: it was one of the best people of the team to her. There were many similarities in their way of thinking and it was one of the two people on the mission that she really trusted. She took him under her wing, as if he was her child. It broke her the fact that she couldn't help him. His final act scared her to death. It left her thinking about the future and mental health of the rest of her family. And it hurt her.

Riggs: she knew him, but he never was her favourite person.

Riggs

Name: Riggs

Gender: male

Age: N/A

Height/Build: N/A

Race/Ethnicity: N/A

Completion/Skin Colour: N/A

Hair/Hairstyle: N/A

Eye colour: N/A

Real-Life or Fictional Inspiration: N/A

Appearance (how personality is expressed through it): N/A

Personality: jolly

Governing trait: easy-going, he loves the attention

Conflicting Trait: he doesn't really respect other people and their lives

Secondary Trait: his calculating and always observant

Breaking Point: when he realizes that they do not have enough stock, and that a natural disaster is coming. He betrays everyone with no problem. Except the kid. He wanted to save him.

Extroverted/Introverted: extroverted

Strongest Dream: become the most famous expeditioner

Strongest Fear: to never see his family again. To lose his wife to her madness

What makes them laugh: people falling

What makes them cry: almost nothing except his wife during her attacks

Dark secret: N/A

Religious/ Spiritual belief: N/I

Attitude towards government: trustful

Attitude towards Law: they don't really work. If you're good, you can get past them

Attitude towards Cultural Norms: meh. He respects them. If others don't it's not his problem

Belongs to Subculture(s): N/A

Education: N/A

Economic Status: he was wealthy on Earth

Current Job/Career: he was an Astronaut

Love life: he likes women, but he loves his wife since he met her

Family: he is married and has two daughters. His wife is unstable and for that reason he has to leave all of them with a caregiver and his mother

Behaviour towards strangers: cheerful

Favourite food and drink: N/I

Favourite clothing: N/I

Bio: N/A

Story/plot involvement: he is one of the side characters of the story. He lives the other members of the crew; he tries to leave with the kid on the spaceship, but he doesn't get to.

Character development: he becomes even ice colder than before, when he leaves the other there. But the memory of the kid haunts him.

Character growth: he does not. But he has a good reason for acting like that. He must return to his family. (of which nobody else knew about, not even Francis)

Relationship with other characters:

Francis: a good friend. He almost has an honest relationship with him.

Troy: he loves kids. Having one on the mission makes him feel better, because he misses his druthers very much

Archie: nice guy, but not really important. He tries to chat with him and not to let him feel out of the team

Veronica: she may be on to something on him, and she doesn't completely trust him.

Archie

Name: Archie

Gender: male

Age: N/A

Height/Build: N/A

Race/Ethnicity: N/A

Completion/Skin Colour: N/A

Hair/Hairstyle: N/A

Eye colour: N/A

Real-Life or Fictional Inspiration: N/A

Appearance (how personality is expressed through it): N/A

Personality: nice guy, gentle and friendly

Governing trait: he's understandable

Conflicting Trait: he hates himself

Secondary Trait: he may be a little fragile

Breaking Point: after the incident, he falls to pieces, and the fear takes him under

Extroverted/Introverted: introverted

Strongest Dream: just to be happy

Strongest Fear: never find the happiness, spend his life forever alone isolated on a faraway planet

What makes them laugh: Puppies

What makes them cry: His future

Dark secret: He hates himself, and thinks he's not enough

Religious/ Spiritual belief: N/I

Attitude towards government: respectful and fearful

Attitude towards Law: respectful and fearful

Attitude towards Cultural Norms: Must be followed, at least by him

Belongs to Subculture(s): N/A

Education: N/A

Economic Status: he was wealthy on Earth

Current Job/Career: he was an Astronaut

Love life: never had one

Family: he has a mother, a perfect brother and a father that was never satisfied by him. His mother was always cold towards him and distant. His brother was nice to him, but only when they were alone. The most important person in his life was his dog and his grandmother

Behaviour towards strangers: gentle and reserved

Favourite food and drink: N/I

Favourite clothing: N/I

Bio: N/A

Story/plot involvement: A side character, that will almost immediately die to make the other characters and the player feel the impossibility of their situation

Character development: he was a nice and gentle guy, a little awkward. After the incident he goes mad, the fear and the impossibility of the situation makes him feel like everything is stopped forever except his life that runs and is about to end without a happy ending.

Character growth: he dies.

Relationship with other characters:

Frances: One of the nice teammates he ends up with on the mission

Troy: he tries to have a good relationship with him, even though he is not great with children. He makes him feel sad, because he has everything he would like to have: a perfectly synchronized family. Maybe he didn't have one because he was the second child that being born ruins the perfect family composed by his parents and his brother?

Riggs: he doesn't really like this one. He tries to stand out of his way and have little to do with him

Veronica: she is one of his favourites. She is always nice with him, and tries to shield him from Riggs whenever she can. She helps him and takes care of him when needed. She makes him feel safe and grateful like the mother he would like to have

Troy

Name: Troy

Gender: male

Age: N/A

Height/Build: N/A

Race/Ethnicity: N/A

Completion/Skin Colour: N/A

Hair/Hairstyle: N/A

Eye colour: N/A

Real-Life or Fictional Inspiration: N/A

Appearance (how personality is expressed through it): N/A

Personality: he is very complex... his personality will have a huge change over the whole story. Ever-changing

Governing trait: nice overall. He is kind.

Conflicting Trait: he is depressed, sad and hopeless. He is not extremely patient. When he can't have something he desperately want after a reasonable time, he just gives up and convince himself that he doesn't want it anymore or that he doesn't deserve it.

Secondary Trait: he is smart, but his situation makes him angry at everything sometimes. At the end he accepts his fate because he gives up.

Breaking Point: he was a happy boy before the incident. After everything changed. For a while everything was fine, his parents were hopeful. But at some point, the theatre had to fall to unravel the reality. There was no hope. After that he tried to be a good son, but he had some moments when he thought he would go crazy. Growing on that planet wasn't the difficult part. He forgot soon enough how things were on planet Earth, mainly because he never was one of those kids that spent the afternoon playing outside with the other kids. But the problem was when he noticed that his parents were getting older, and then sooner or later he will find himself alone there. Forgotten by everyone. Never knowing or even get the possibility to have a normal life. With all the things that come with it: love, pain, a wife, kids. Friends.

Extroverted/Introverted: He was an extroverted kid. He was opened and felt safe at being it. But after spending half of his life with his parents, and half alone he became an eremite

Strongest Dream: have a normal life

Strongest Fear: dye alone.

What makes them laugh: mostly his parents' bickering

What makes them cry: his life. The sadness in his parents' eyes when they watch him or talk about him when they think he can't hear them

Dark secret: thinking sometimes he is dead inside. Something he never told his parents because he couldn't worry them with it. It was never their fault.

Religious/ Spiritual belief: N/I

Attitude towards government: not important. He never got to know it or to be under its laws

Attitude towards Law: disappointed. He knows them, and their parents tried to teach him everything they knew. But when he was a child, they told him the laws were important because they protect you. Something that wasn't really true.

Attitude towards Cultural Norms: not important. He never got to know them or live by them

Belongs to Subculture(s): N/A

Education: N/A

Economic Status: he was wealthy on Earth

Current Job/Career: he was meant to be a future Astronaut

Love life: 'Her'

Family: his parents were the only family unit he ever got to know

Behaviour towards strangers: eh...

Favourite food and drink: N/I

Favourite clothing: N/I

Bio: N/A

Story/plot involvement: he is the main character. Not because of importance, but mostly because he is the most complex character seeing that he is also the most developed one. (He is the only one that survives)

Character development: he was a perfect kid, until the incident. After he is mostly taken by depression (of which he was unconscious about) and hopelessness. He tires his best for his parents since they are the only other two persons there. And he mostly takes it out outside or when he's alone... he gets to open himself to her though. He will always be honest to her.

Character growth: during the game we will see almost all the stages of his life, so the growth is kind of absolute.

Relationship with other characters:

Frances: his father. He has always had a special bond with him. Especially on Earth. He will always find the time to teach him and explain him stuff and to spend time with him. He loves him dearly.

Archie: this one was a kind and a nice guy. He felt a little awkward in his presence, but at some point he learnt to like him. He made him feel safe with his way to be and his calmness. At the end he gave all of his collections of books. After his death he would feel empty and weird thinking about him. But after growing and especially after the death of his parents he could understand his decision.

Riggs: he was a funny guy. He liked him, because he was always there to try to make him laugh and to play with him sometimes.

Veronica: his mother. She was always nurturing and loving towards him. He loves her, and his favourite activity on Earth was to spend time with both of them. They always spent time together differently from the other families he managed to get to know or observe. They would spend time together playing or working on projects or talking. As well as studying, exercising and reading books for then comment about them. He was most developed then the other kids at his age, and way more mature.

[Narrative pieces](#)

3) touching the equipment in the command room-

Veronica- Oh my God, what happened? What is going on?

Archie- what the hell...

Sounds of keyboard and bip of the computer

Frances- there's something wrong.

Veronica- what do you mean? What's wrong?

Frances- there's something wrong with the data...

Archie-so what? That's not important right now...

Frances-Except it is. This data is fake, there is a problem with the numbers of the provision

Veronica- and? A box is about to arrive, and we can still survive here with the products of the...

Frances- wait. Sorry, but there's... what's that?

Keyboard sounds

Frances- Holy shit...

Touching another instrument-

Archie- what are we going to do? WHAT ARE WE GOING TO DO?! We will die. There is no other option.

Veronica-stay calm, everything is fine...

Archie- you can't really say that, in a couple of days this place will be pure destruction

Veronica- we need to stay calm; we need to think...

Archie- THERE'S NOTHING TO DO! NOTHING! Riggs has betrayed us! We can't even send a message of help. He has completely destroyed the...

Veronica- Stop yelling! Troy is in the other room....

Archie-what sense does it make to keep the truth from him?

Frances- Archie... go out and take a walk to refresh yourself

sounds of steps

Pause... Veronica and Frances hug. A sigh.

Veronica- what are we...

Frances- shhhhhh... we will find a solution. Everything will be fine. We will take it a day at a time.

touching a door (Archie's room)

Huge sound

Pause

Sounds of someone running

The door opens

Veronica- Oh god. Oh god, no. no, no, no, no, no. NO! What have you done?! Why?! Oh god.

Choking sounds.

Veronica- no,nononono, come on. Come on! FRANCES. Come, fast! Shhhhhh everything will be ok. It's ok, it's ok. Everything is fine...

Sounds of someone getting closer

Frances- what happened? Shit! What happened?

Veronica- I don't... I found him like this

(she is crying)

Troy- Mom?

Frances- Troy, go away, go outside

Troy- but...

Francesco- GO!

Pause

Frances- Just go Out!

Veronica- oh god, why? Why?

Frances- (whispering) it's too late...

Veronica- no...

Frances- there's nothing we can do...

Veronica-no...

Pause

Frances- let him go. Come on. It's fine. Just let him go. Come here

Veronica cries.

Touching the bed or the...

Veronica- why did it do it?

Frances- you really can't tell why?

Veronica- no... yes, but...

Frances-it's ok, don't think about it...

Veronica- but....

Frances- it's not your fault. It was his decision. He couldn't face it.

Veronica- and how are we going to face it? What are we going to do?

Frances-I...

Veronica- what with Troy? What are we going to do with him? I'm so scared...

Frances-shhhhhh, shhhhhhhh.

Pause

Frances- come on, honey, we need to prepare. We will grief after the danger is over.

NATURAL DISASTER- While in corridor. Everything shakes, the player can't move until it stops.

Touching...

Frances- well... at least we're still all alive...

Silence.

Frances- oh come on people, it's not so bad...

Troy- Dad, almost half of our sediment is gone...

Frances- yeahhh... but

Veronica- we still haven't checked the garden.

Touching....

Diary of Francis Rossi:

It's getting hard. The garden was destroyed. We are working on building one inside the structure. At least some plants were saveable.

I'm trying to adjust the communication piece.

Maybe we will be able to ask for help.

Without that I don't see any hope of surviving.

I really don't know what to do. I'm trying to stay positive, because despairing doesn't help anybody.

But it's so hard.

I'm feeling worse. So much worse.

My injury from the natural disaster isn't healing like I was hoping it to.

Even worse, I have discovered that the natural disaster is recurring. It happens every 30 years.

What are we gonna do?

I still have to find a way to tell it to Veronica...

Maybe she was right... what sense does it make to keep going?

7) touching the plants in the garden...

Veronica- hey! Where are? I have great news!

Bad sound

Someone runs

Troy- mom! We're in the garden!

More steps

Veronica-oh god! What happened?

Troy-I don't know, I was just coming in when he fell

Veronica- Francis? Francis?! Can you hear me? Help me turning him on his back

Troy- mom...

Veronica- it's fine, run to the bathroom and bring some ice packs

Touching another plant

Veronica- ok, Troy. You have to be really careful and listen to me ok?

Troy-ok

Veronica- you have to be brave. Everything is going to be fine. I have to go with the cargo to bring the box back. You take care of your father....

Troy- Is it really necessary? What if something happens...

Veronica- I'll be quick. Something will happen if I don't go, we don't have enough medical material to take care of him. It'll be alright.

Touching the bed

V- hey, how are you feeling?

F-hey... good

Smack

F-ouch! Why did you do that for?!

V-why didn't you tell me?!

F-what?

V-that you were hurt

...

F-I'm sorry. I didn't want to stress or worry you and... I thought it would heal

V-yeah right

F- I...

V-that's not important now, there's something going on with Troy

F-is he...

V-he's fine, but he's... he's maturing. He is starting to see the situation differently. To fully understand ...

F-sigh

Pause

V-I found the box. It went missing during the storm as I was thinking

F-that's great!

V-yeah, it is... almost everything was fine.

F-why almost?

V- the cooling fan was broken, some items got lost.

F-another sigh

Pause

F- so anyways, I was going to tell you once finished, but I'm working on the... and it's not going too bad, I think that in a matter of two months it could be usable

V- really? That's great!

F- yeah, this if we can find something useful in the box to fix the antenna.

V- well, that couldn't actually be impossible. The box is here...

F- alright, where?

V-as I was saying... it's here, and it's safe, and it's not going anywhere, so you'll have some time with it when you will look better. Ok?

F-ok.

Touching the circuit

F-let's hope this works...

A series of bips

F-aaaaaaaand, we're operative!

V-omg. Omg, I was so scared that it wouldn't work! Ok, first thing first, we need to send a message....

F-doing it right now, honey

V-how much do you think the answer is going to take?

F- well... it could be months really...

V-yeah

F-but it'll work. It works.

V- yeah

Three months after

V-hey! They answered us! They have created a contact!

F-that's great, let me see

V-oh god, I'm so stressed that I can't understand what I'm reading

F-it's fine, it's fine...

Pause

V-what?

F-well....

V-What? Just tell me

F-I don't... sigh... they... I don't know how to tell you...

V-Just say it!

F-the next available sheep is going to take 35 years, to get here.

V-what?!

F-I'm...

V-no, it's not possible, it can't be true. Have you tried to.... Have you explained the situation we are in?

F-yeah...

V-Have you remembered them that Troy is here with us?

F-yeah but...

V-that's not possible. It's not....

Starts to cry

He sits

F-hey... hey, come here, look at me. Troy. He will have a normal life. Not an entire life like he would have deserved to, and we will not have that with him for long maybe. But it's something. It's better than nothing. He will go back home.

V- and who is going to...

F-they will take care of him. They will. And he will be ready. We're teaching him everything we can.

V-ok. Yeah, right. Ok. Ok, then let's make this time we have here with him the best we can.

F-yeah.

Touching a broken component

Smash!

F- Veronica...

V-No!! I can't take it anymore! I can't! I'm going crazy! I wanna die! I don't want to be here...

F-Ver..

Smash

V-stay away from me!

F-Veronica, please...

V-how can you take it? How?! Beign here, and waiting.... Knowing that everything has been taken form us...

F-wait...

V-no! everything! Our life! We... our life! Do you understand this? Our only existence, and we're going to spend the majority of it like this! Troy won't have a future, we will... we are... We are broken! We can't... we can't...

F-shhhh... I know. I know, but

V-But what? We still love each other? Yeah, maybe. How can we know for sure? It's only the three of us here! The rest of our individual life is fucked, and there's nothing here to distract us for making us remember and miss each other in order to appreciate us! Who knows what will have happened if we would have stayed...

F-we will still be together

V-I...

F-it's fine, come here

V-No! it's not! Why can't you understand that? Why do you look so stoic?!

F-then what the fuck should I do?! Cry and scream? That won't help. It is as it is! Ok? You think that I'm happy about this? That I wanted this? Fuck no! I didn't know that this was going to happen! I blame myself! I hate me because I accepted this mission and brought you here! If only I... or if at least you didn't come

with me, then you will be home, with Troy. And you would have had a normal life! A happy one! Not here, in the middle of nowhere, with.... I would just have killed myself. I would kill myself now, if it only helped...

Starts to cry

Pause

V-no... no, nono, don't talk like that. Don't. It's... I love you. I love you so much. I don't regret it. I would have followed you to the moon and back...

He laughs between the tears...

F-yeah and so you did, and now look at us...

V-yeah, we're still together. I prefer to be here with you, rather than be on earth...

F-it wasn't like that just twenty minutes ago...

V-because sometimes I get nostalgia, and I would just like to... have a dinner with you, or go to the park, or to the movies.... I miss our home, our friends, our families...

F-sigh

V-but, look at me... my main worry is Troy...

F-yeah and...

V-shhhh. It's only Troy. For the rest I'm so happy to be here with you. I'm going crazy because there's nothing here. But I'm going to spend my life with the most important person to me. And furthermore.... We are together almost every second, with no distractions...how many people are that lucky?!

F-I love you too, but you should have had a norm....

V-shhhh. No. I'm where I was supposed to be.

Diary of Troy.

They fought again. They think that I can't hear them. Or that I am away on the surface

But I'm not. At least not always.

They are trying their best to give me everything they can and as a normal life as possible here to me.

But... I feel like we are just waiting and wasting our lives, just waiting and waiting... to get old enough and be saved and return to earth...

At this point is it even worth it?

I know I can't tell them that, I must be positive and at least try to fake my happiness or at least tranquility. They are doing their best for me. They are trying to give me everything. I can't see them disappointed or sad. That sadness they are trying to hide every time they look at me is... is already unbearable. My heart would break if I show the whole expression.

It's fine.

It's fine. We are all living just for each other.

Touching a computer

V and F-happy birthday to Troyyyyyy, happy birthday to you!!!!!!

V-yaaaaaay, now blow the candles!

T-done!

F-what have you wished for?

V-nah ha! Nope. He can't tell you and you can't ask him. Otherwise it won't come true.

f-oh come on...

V-nope! Now... do you want to open a present?

T-is there one?

V-ha-ha. Yeah there is, and it's a pretty special one.

Something is put down on the table

V-aren't you happy?

T-no, yeah, sure! One...ah... a computer. The one that was.... Ehm, thank you.

V-hahahaha

F-yeah, we know it's not great and that you saw it like a thousand of times. The surprise it's inside.

...

V-he still didn't understand

F-this computer has an almost immediate relationship with the Earth...

T-oh, then it's working... great,,,,

F-no. it's not like the one in the control room. This one as a private connection to everything you want to search for and the terrestrial internet just for you. Almost like a normal computer on earth.

T-om... really? You're serious? Like I can use whatever?

F-yeah

t-How.... how did you manage it?

V-don't worry about it. Come on, go to the... and turn it on. We will be there in a couple of minutes to help you.

T-omg, thank you! Thank you so much!

V-are you happy?

T-very! Yeas. Really. Thank you both.

Sounds of steps

F-it was worth it.

V-yeah... all those months spent fighting with the captain. For a while after your implosion, I thought that he was going to just close the meeting and never ever respond to us again. Not him and not the base. Instead, he not only wouldn't have called back the rescue expedition, but also directly blew this planet with us still on!

F-hahaha. oh, come on, so dramatic

V-seriously? Am I the only one that remembers how you called him?

F-it was the least he could do establish that connection really. He should have done it years ago for us all.

V-ahhaha

pause

kisses

V-come one. Let's teach Troy the wonders of the internet...

F-yeah, hoping that we still remember how ourselves.

Touching a computer

All of the email and conversations Troy had with Daisy.

They are getting older.

That's the natural order of things. We are getting older as well.

Yeah, I know, it's just...

Scary?

Yeah

It'll be fine.

I don't know. I heard them talking about aging here. Apparently, there's something weird here in the air, that makes perishing faster and worse than normally on earth.

You are scared that you will end up being alone there?

Wouldn't you?

Of course. Yeah of course. You are incredibly brave. I don't think I would be able to bear the thought of it in your situation.

Who says I am? XD

Are you ok?

Are you mad at me for something?

Troy, you're making me worrying sick

Please, at last answer me to proof me that you're fine or at least alive.

Come on

Are you alive?

Troy?

Troy?

Troy.

Yeah, I'm here.

Oh fuck you! Are you alright?

Yeah, sorry, there was... another natural disaster. We thought it would take another week, but it arrived earlier.

Oh god. Are you all right? Did something happen?

Yeah. We lost another couple of... (machinery)

Will you be able to cope?

Yeah, no biggie. Another box will arrive in a couple of months. We won't die.

Don't even joke about it.

Sorry. We'll be fine, don't worry.

Mail di mezzo:

Touching...

Cry of pain

V-hey, are you alright?

F-yeah, just let me...

V-wait let me help you.

Verses of fatigue

F-...Veronica...

V-oh no, I know that tone

F-I...

V-nope. Don't even try it...

F-please. It's important, please listen to me. I know it's not easy and that you don't want to hear it, but...

V-ahhh... we'll be fine. Alright? We will be ok.

F-but in case I don't make it, I want to tell you...

V-no. not yet. Just resist another while. We are close. They are coming to get us soon. We will be ok. we will be fine once on earth and we will talk about this. But not now. More in the future. We are so close. We can make it. We can resist. Ok?

Pause

V-please...is it so unbearable?

She is almost crying

F-no. of course not. I can wait.

Touching the same computer, they used at the beginning?

Bip

V-oh a new message.

F-what is it saying?

V-hahaha, at least give me the time to read it first hm?

Pause...

F- oh no... what is it?

F-is it bad? Veronica? Are you alright? Veronica?

T-they won't come

F-what?

T-they are late. They will be here in another 20 years.

Touching boh

F-we have to talk about this...

Pause

F-sooner than later

Pause

F-sigh

V-I don't know what to say. Really. I'm speechless. This isn't how it was supposed to be.

Pause

V-everything is ruined. There wasn't not even one thing we have wanted. And now we are deprived of end as well.

F-I'm sorry

V-no, it's so not your fault. And you already know this, I don't regret anything. Not even a minute. But I'm disappointed for the end.

Pause

F-Veronica...

V-yeah, I know honey. I know. You have been brave. And you have waited a lot. My heart is breaking at seeing you suffer. And if you tell me that you feel the end near, then I'm ready.

F-Troy...

V-yeah... Troy. Oh god...

F-we may need to... maybe it'd be better...

V-I don't want to live without you

F-I know. I know, me neither. I love you so much. So so much but...

V-yeah I know. I know, troy. God, I'm so tired. So so exhausted.

Diary of Frances.

Diary of Veronica.

Conversation between Troy and Veronica

Touching...

Agonizing breath...

V-honey.

F-hm?

V-hi. How are you feeling?

F-... yeah. Good.

V-oh honey.

She starts crying.

F-shhh,sh,sh. I'm ok.

V-I know, you always are.

F-you look so gorgeous.

V-hah. Not even the half as gorgeous as you.

F-hah ha.

Pause. Other agonizing breaths.

V-honey. Love. It's ok. It's so fine. I love you so damn much, you can't imagine. So so much. I never regretted not even a minute of my life spent with you. And I wish I had so much time with you. I don't want to lose you and I don't want to leave me. Our plans weren't like this. But I can't watch you suffer anymore.

So. If you need...(crying) to let it go... it's ok. Let it go. I will be with you.

F-I...

T-wait

V-Troy...

T-No, I wanted to say that's fine. You two go together. And I will be fine. I swear.

And so Veronica and Francis died together holding hands. Towards the end, the face of Francesco finally relaxed. He wasn't suffering no more. And they both smiled. It was so sincere that even after the smile remained.

Seeing them finally so peaceful after so many years, made him understand more than ever that he made the right decision. And that even if his near future was scary, at least his parents were finally happy and calm.

Letter to: Daisy

... and so I am alone now.

They were so happy. To be honest I am scared. I spend my days being apathic, but sometimes at night I'm scared that I will never know what they knew, and that I will die alone.

And all of this will be forgotten. Distant from everything. Our tombs won't be even visited by people passing by to get to their familiars.

I k that you will want to keep me positive and make me feel better.

But I hope you'll understand how it feel impossible to do. Especially now that I don't have to fake my happiness all the time.

Sometimes I think I don't have feeling.

That I can't feel anything.

I promised you and them, that I will keep living, and try at the best of my possibility to keep going until they don't arrive.

But it'll be difficult, unbearable.

I only hope that if I don't make it, you will forgive me.

And they too.

Thank you for being there for me, all this time.

Letter to: Troy

I can't pretend from you that you keep living for me.

I know that in doing so I am asking you to go through a torture.

I can't even imagine what it's like, and how you are feeling.

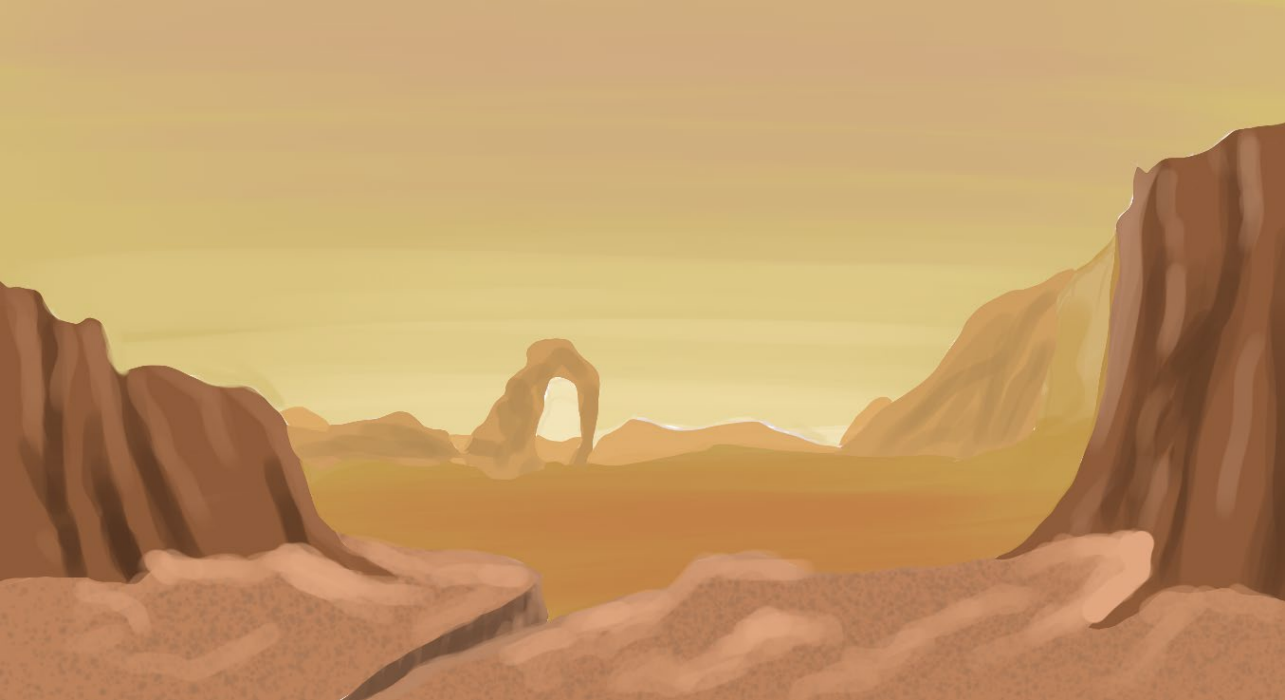
And I know that you don't have many incentives in keeping going. But I hope with all my heart that you will continue. I know some people would say that I'm selfish, but I won't know what to do without you.

The final images shown in the game are the end I envisioned for the game, where Troy get back to earth and finally meet with Daisy. They spend their life together.

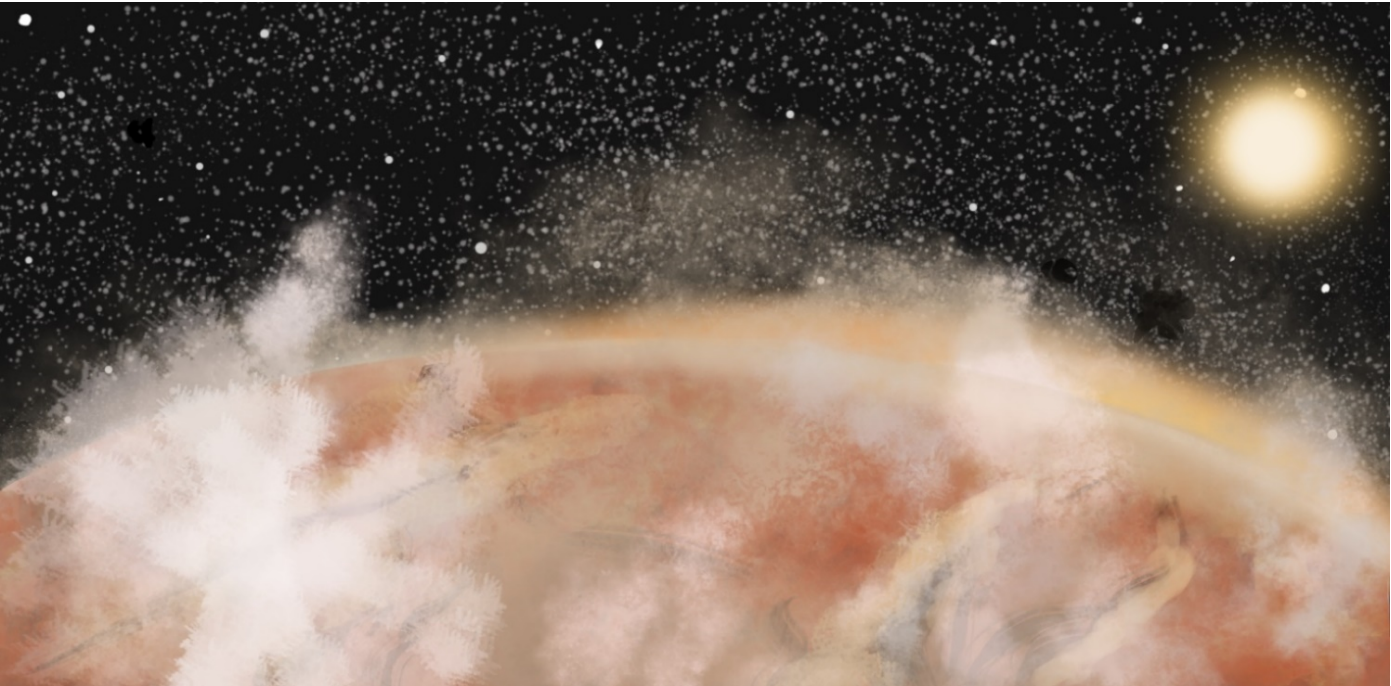
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Other production assets

Main menu drawing



Controls menu drawing

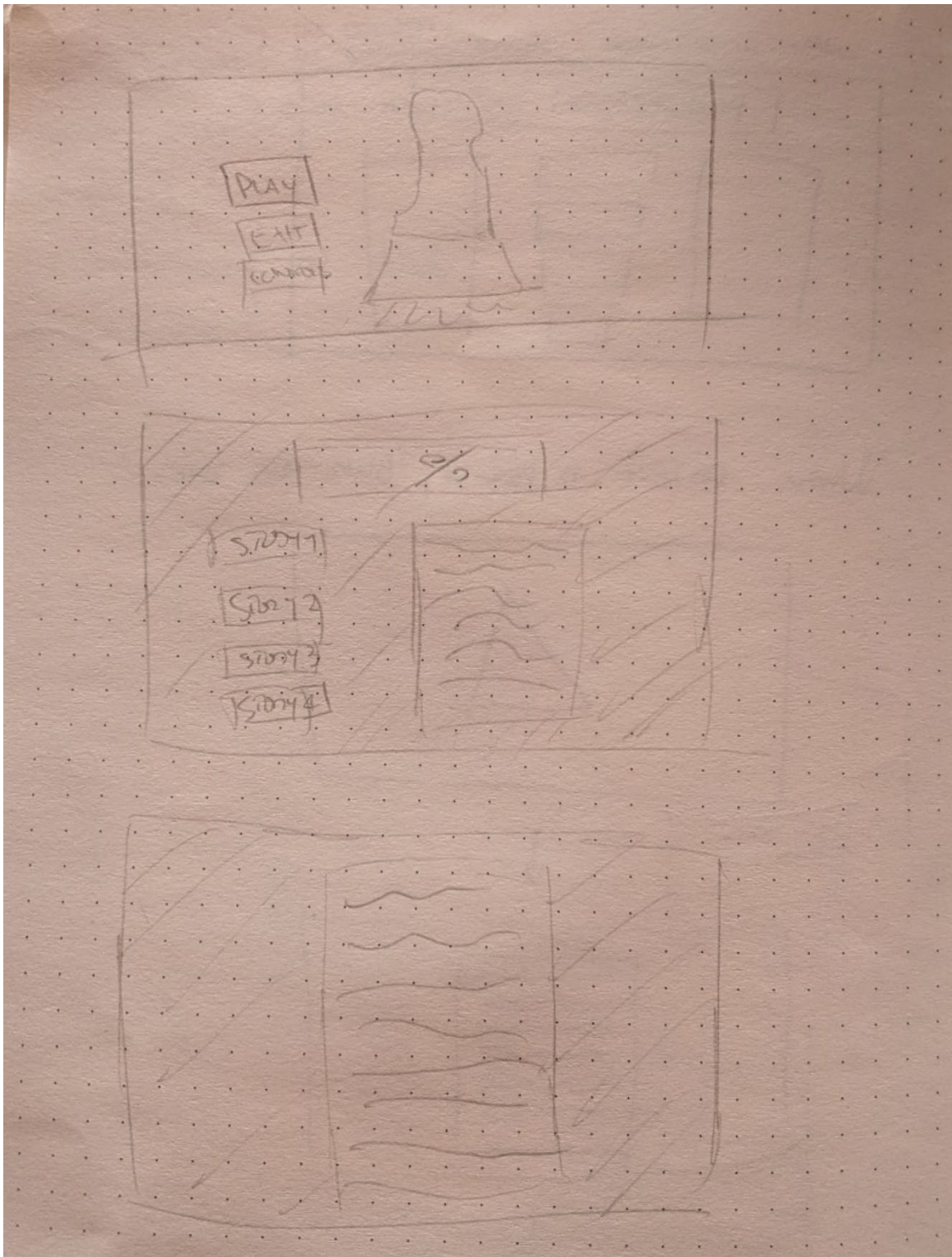


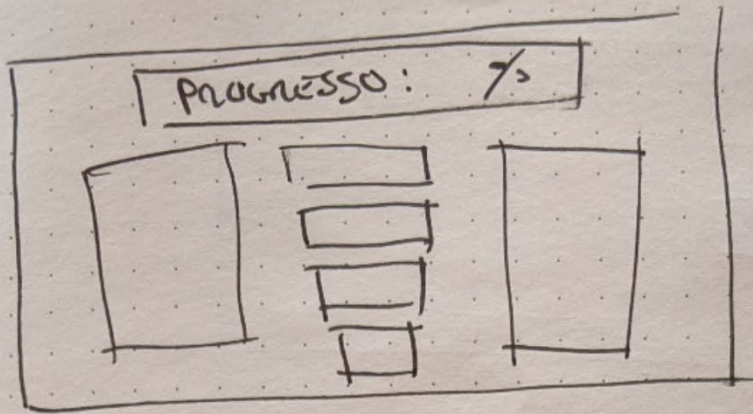
Ending game drawings



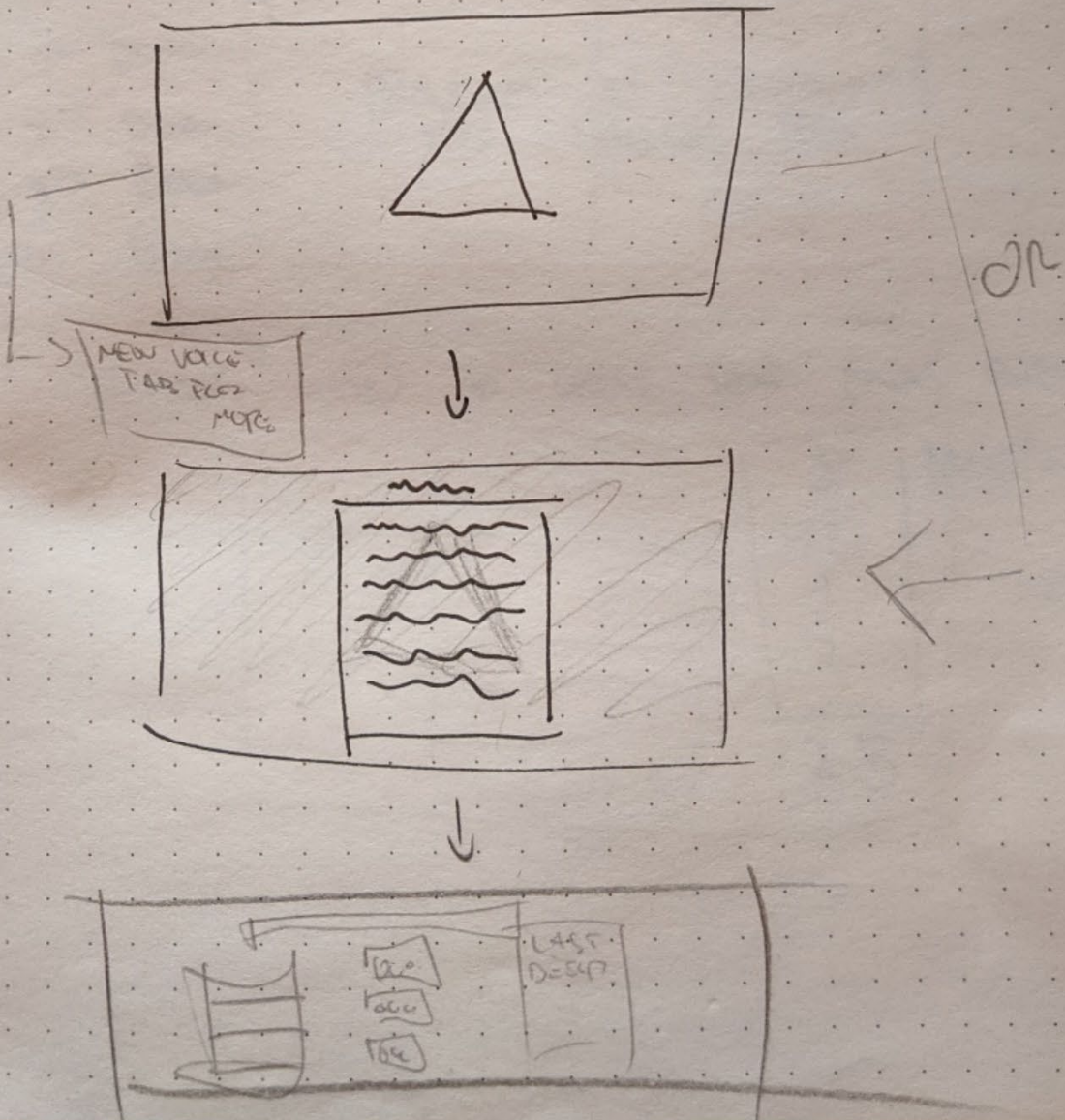


Miscellaneous



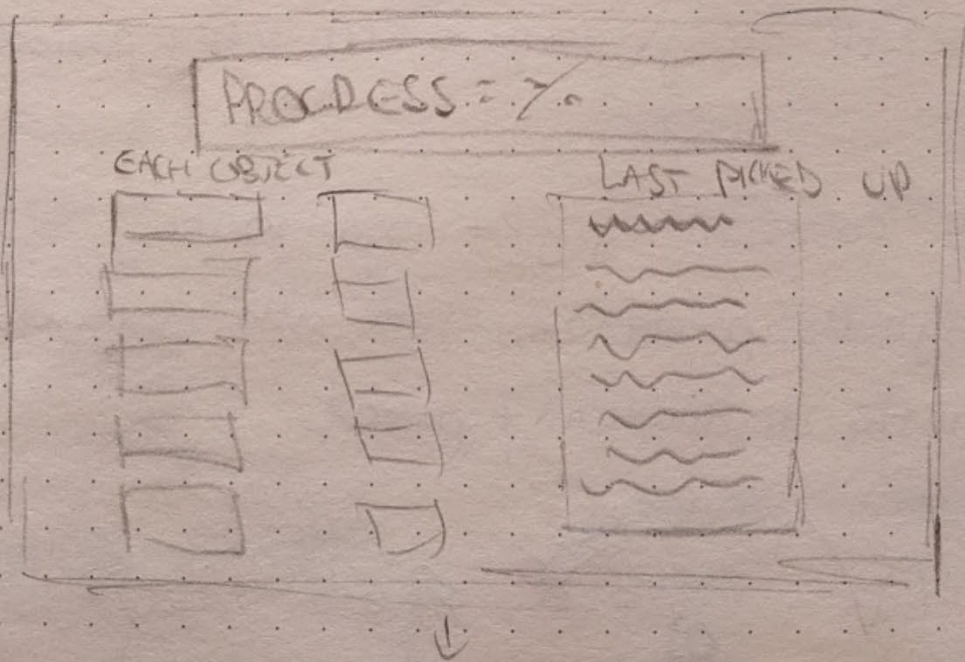


- When object is pick-up, blur and ext.



- DIALOGHI ? IN OGGETTI ?
IN COLLISION BOXES + VISIBILITY IN UIK
HOW TO ENABLE THEM?
- OGGETTI ? QUICK MOVES OR PRE-FAV ?
- HUD ?
- SUBMENU IN HUD ?
- CODEX ?

- MENU PAGE + PICK-UP → REMOVED FROM



Links

Build link <https://drive.google.com/drive/folders/1nplz0ne4svtKZ9TwBJ8iU5Wo9wvi06BF?usp=sharing>

Playthrough link <https://youtu.be/YiZ17t6QWTE>

Video showcasing progress via various video (not in chronological order): https://youtu.be/h800_ARGVxM

Google photos album with blueprints commented in high resolution:

<https://photos.app.goo.gl/uT1e67j9LS5AdvN27>

Post production

Reflection

I wish I had more time to perfectionate various aspects of this prototype, but due to COVID-19 and restrictions in using computers from the university, I am quite satisfied with the overall level of the project. It was a pretty formative experience, giving me the freedom to chose what to learn really encouraged me to explore areas that were left out from the previous years in university. I also learned that if I schedule my workload in advanced, I tend to follow it with little to no problem, if there is no pandemic to disrupt services.

Future directions

I would like to bring further this prototype, I really like the narrative that I come up with, and I think that bringing forward this project during the summer can be both a great learning experience and a beginning for a CV that demonstrates my knowledge. It might be necessary to bring in some help from other disciplines; this is also a good learning experience since working with other people on same project is always interesting and mentally stimulating.