

The Spirit of Serenity

Ana Love

You've just died...



Sonora Art Village by Davit and Mary Jilawyan

...and find
yourself in a
beautiful,
peaceful
village

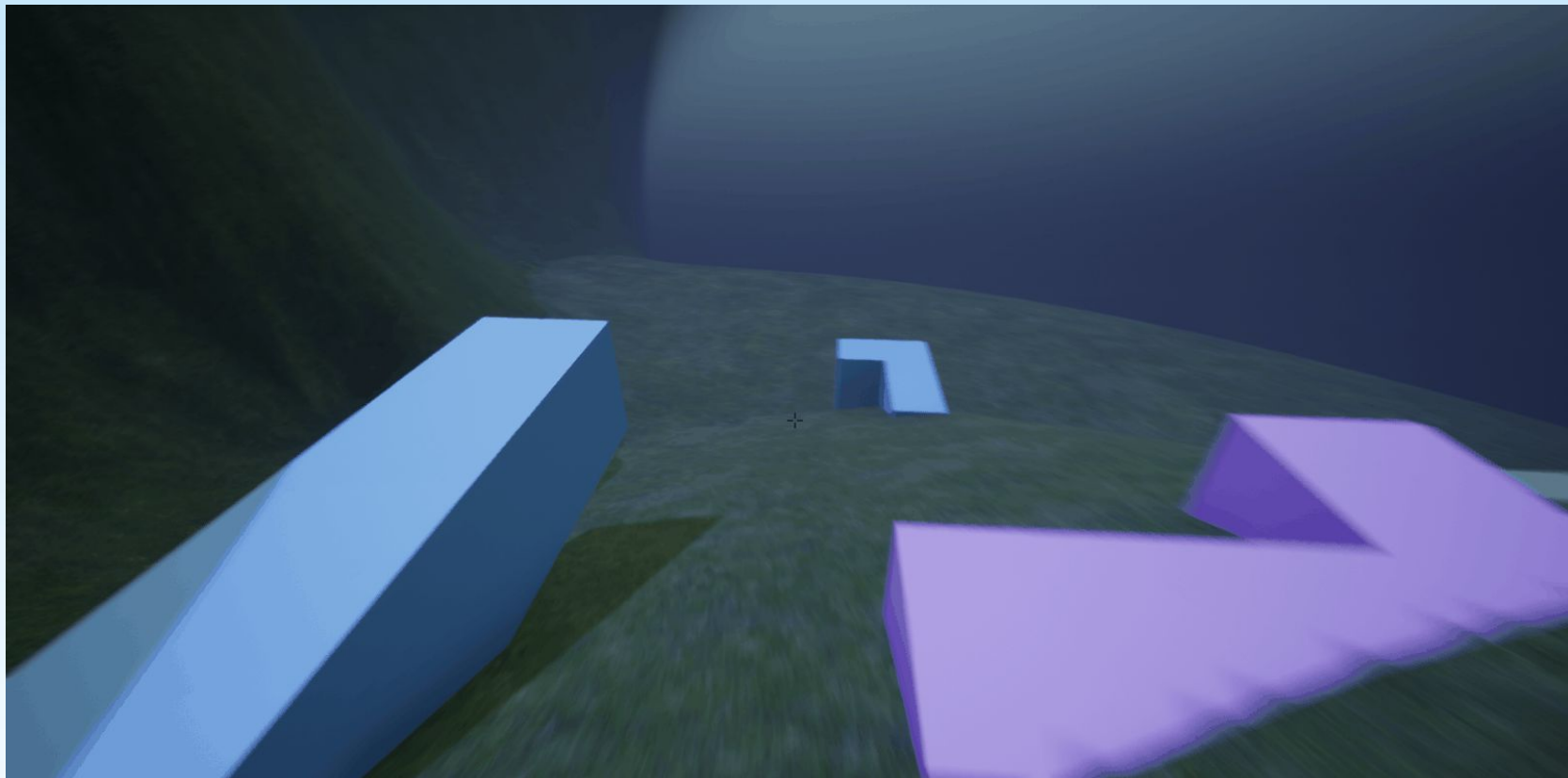


From the void
you hear voices
calling you

Explore the Surface



Explore the Abyss



Collect



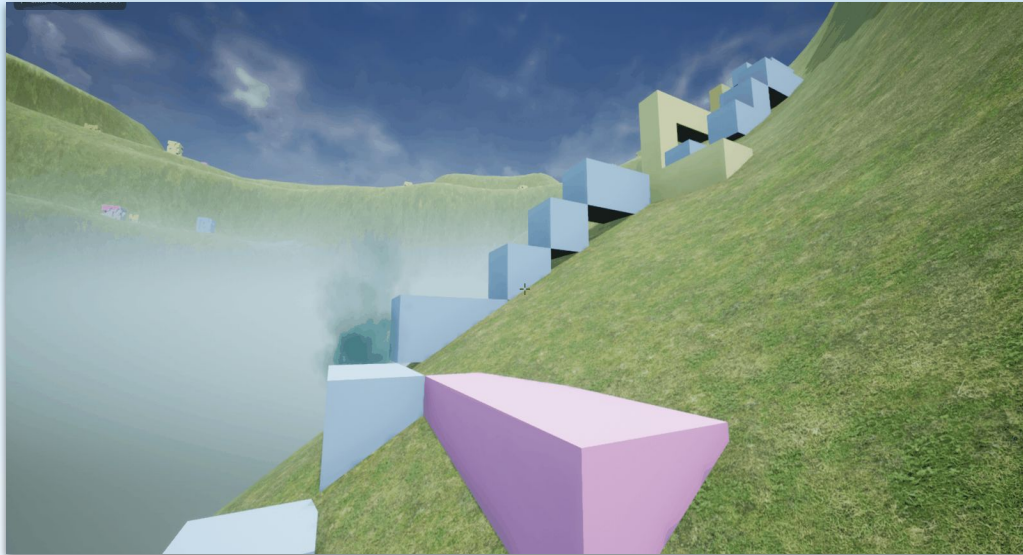
Build



The Lost Souls

Spirits of the abyss need help navigating their way to Serenity

Each soul has a unique movement patterns and limitations

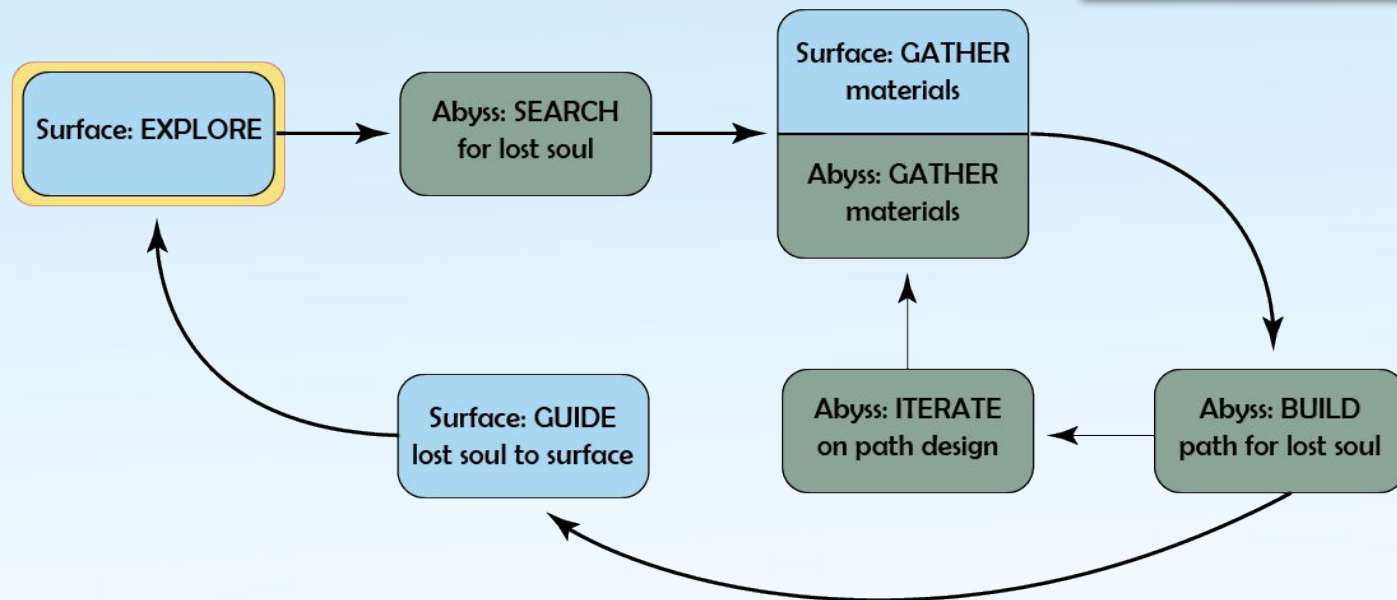


This Lost Soul follows path of blue cubes built by player

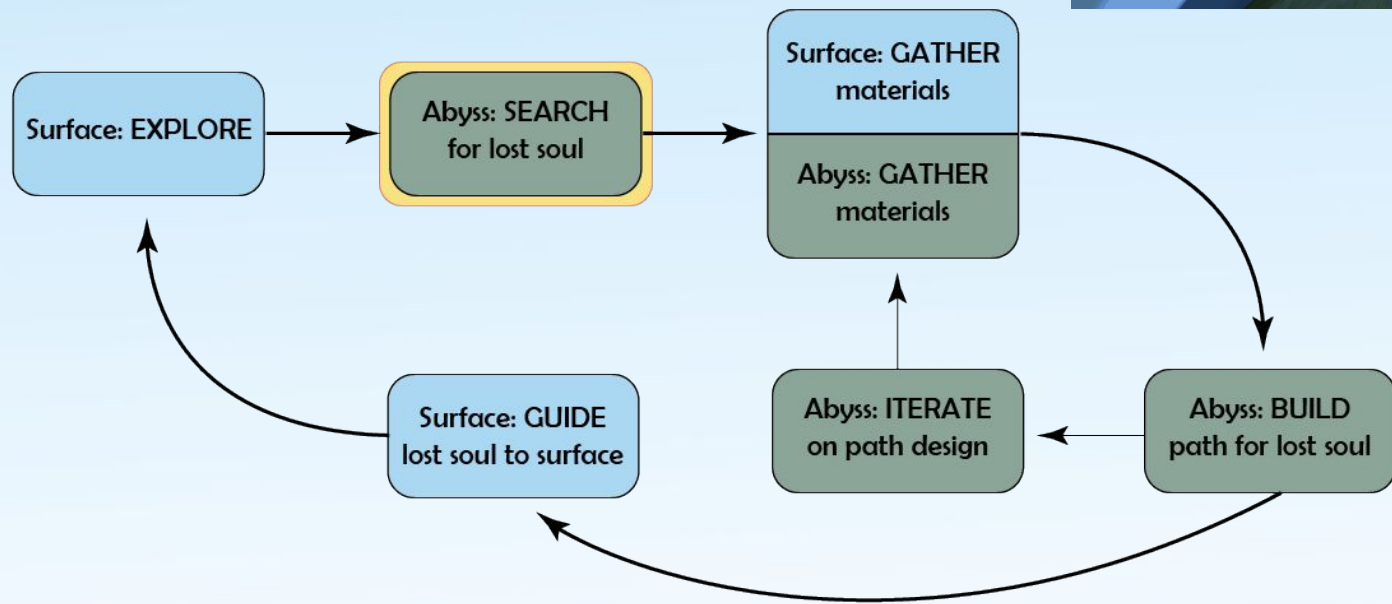
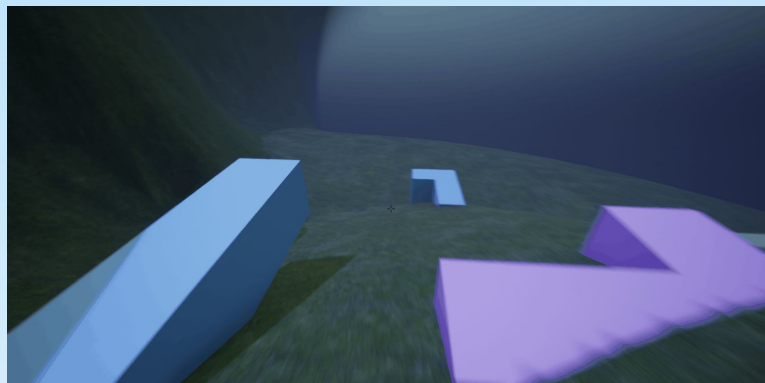


Lost Soul designs by Vikki Brown

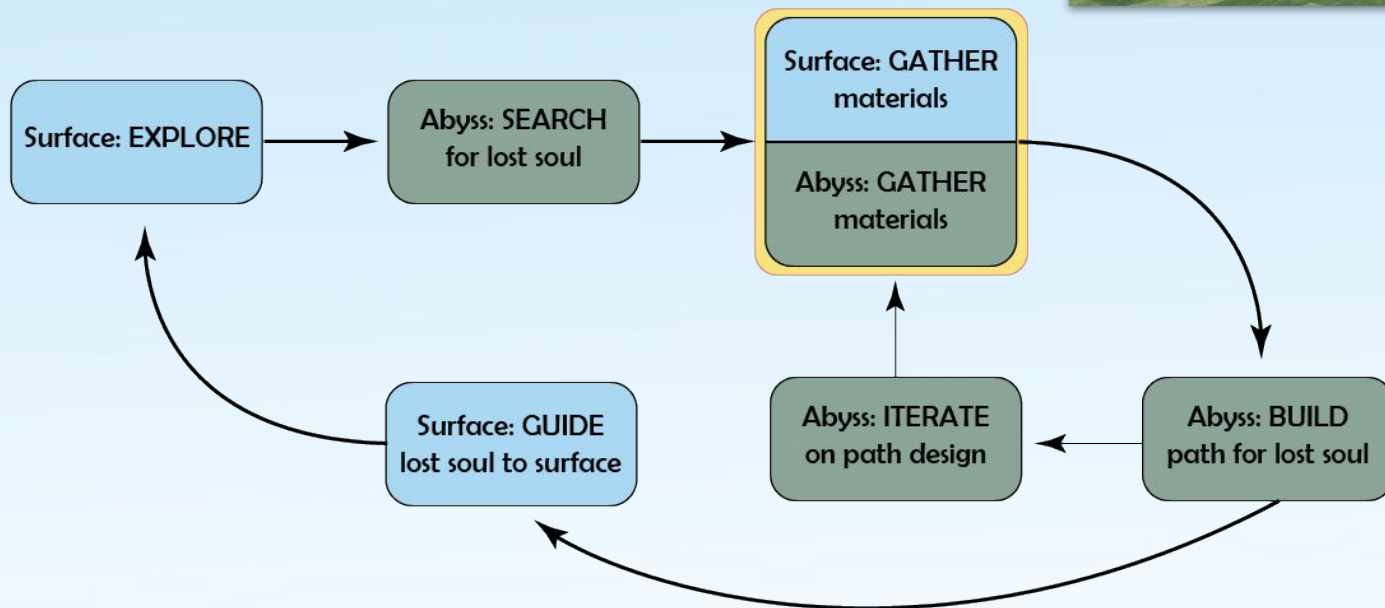
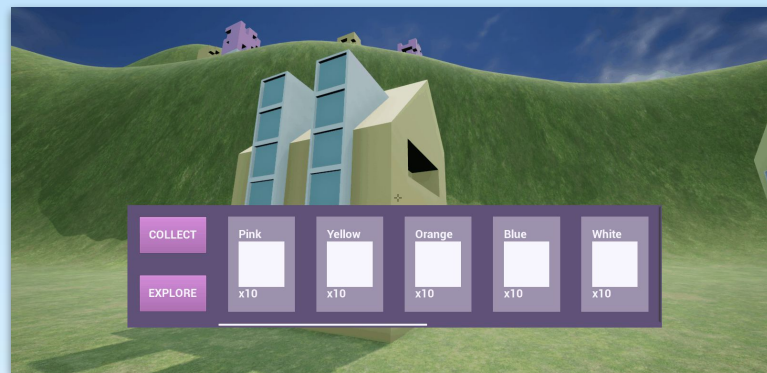
Core Gameplay Loop



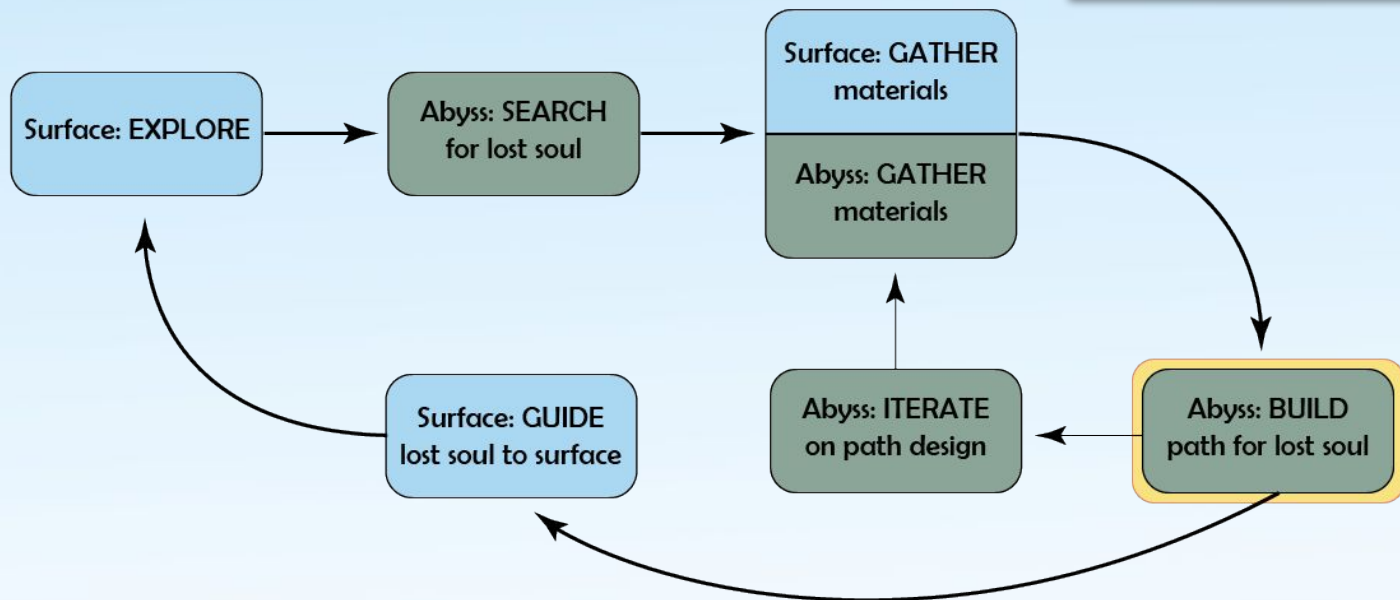
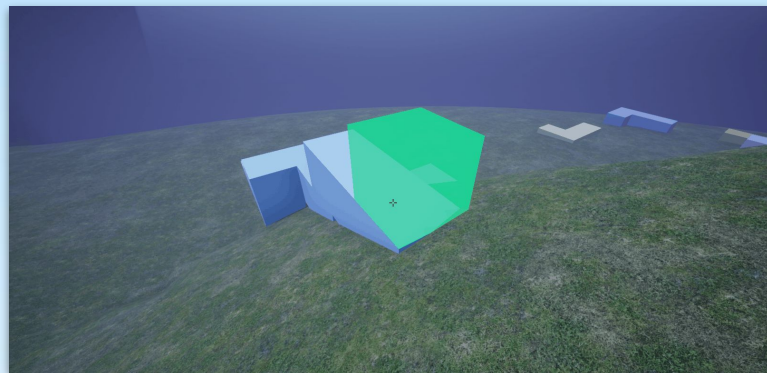
Core Gameplay Loop



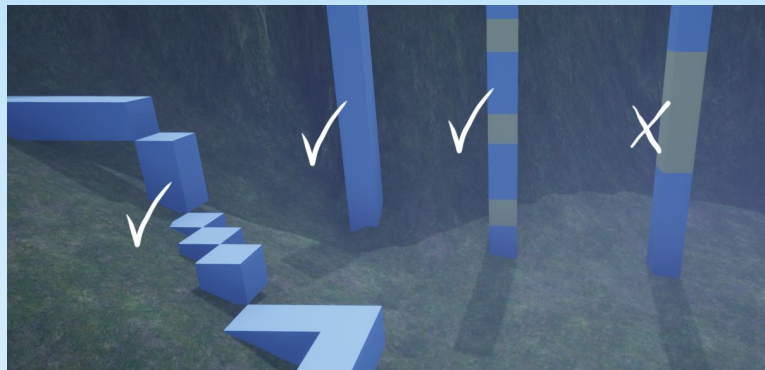
Core Gameplay Loop



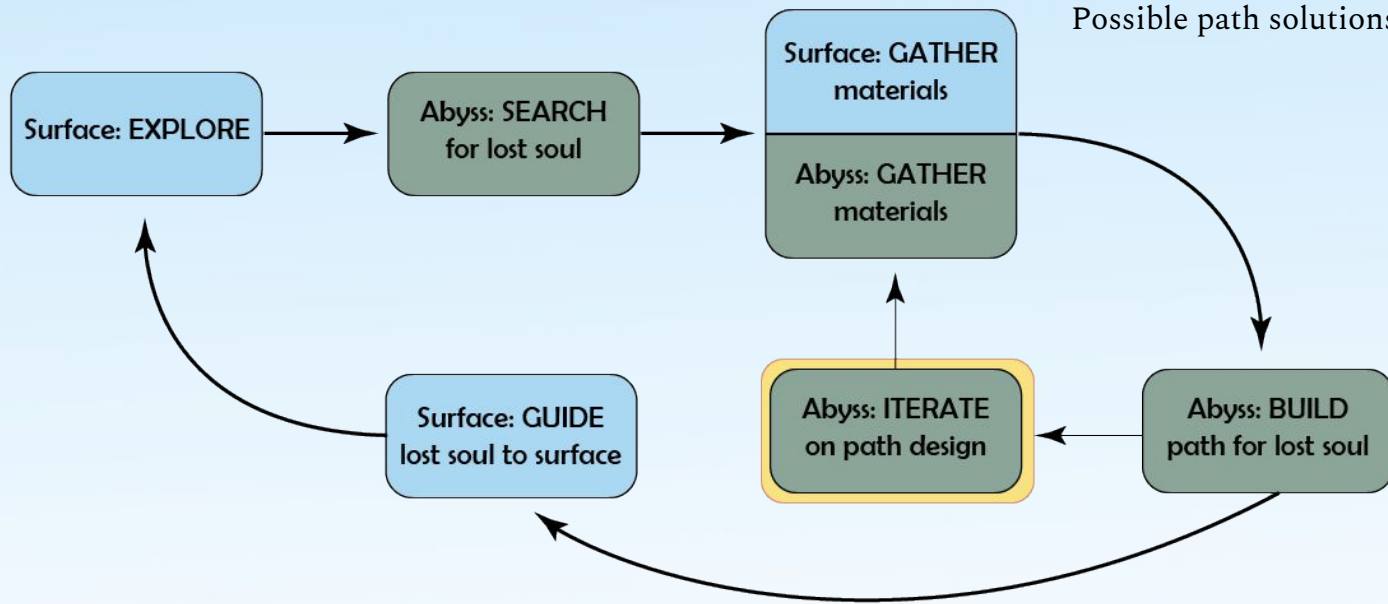
Core Gameplay Loop



Core Gameplay Loop



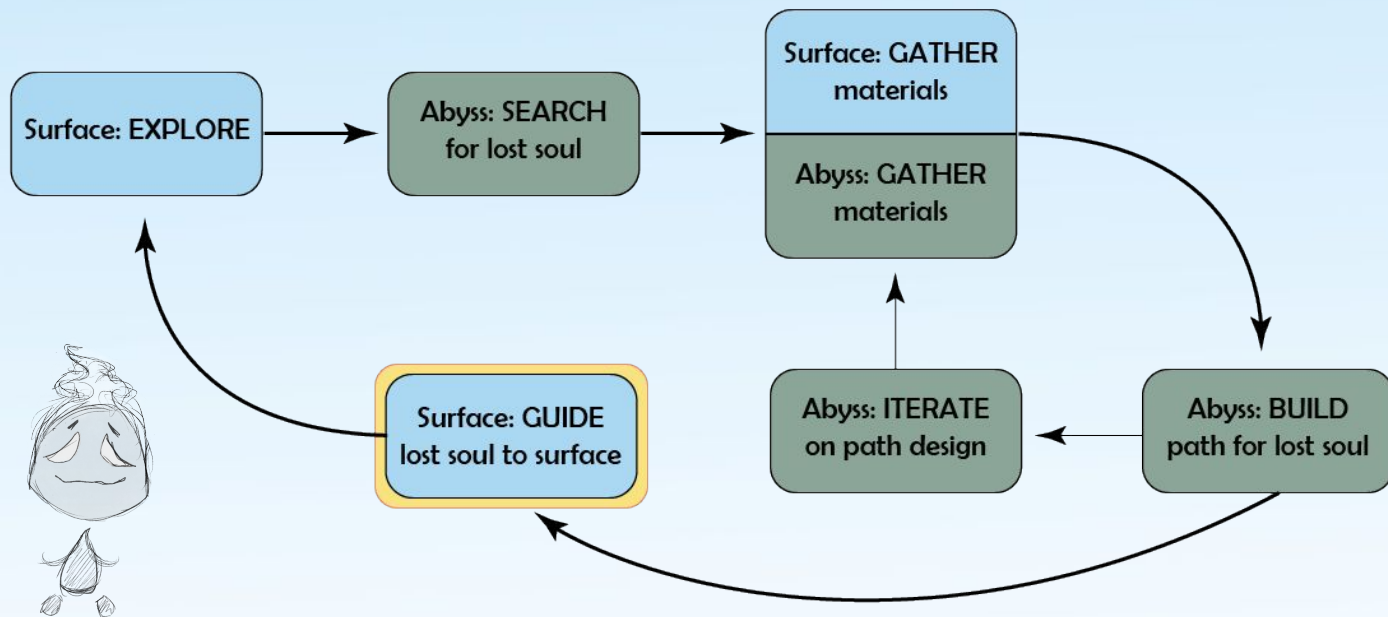
Possible path solutions for Kai



Core Gameplay Loop



Character sketches by Vikki Brown

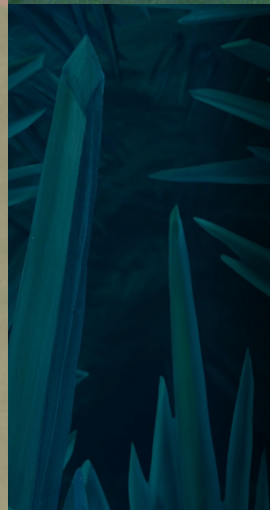
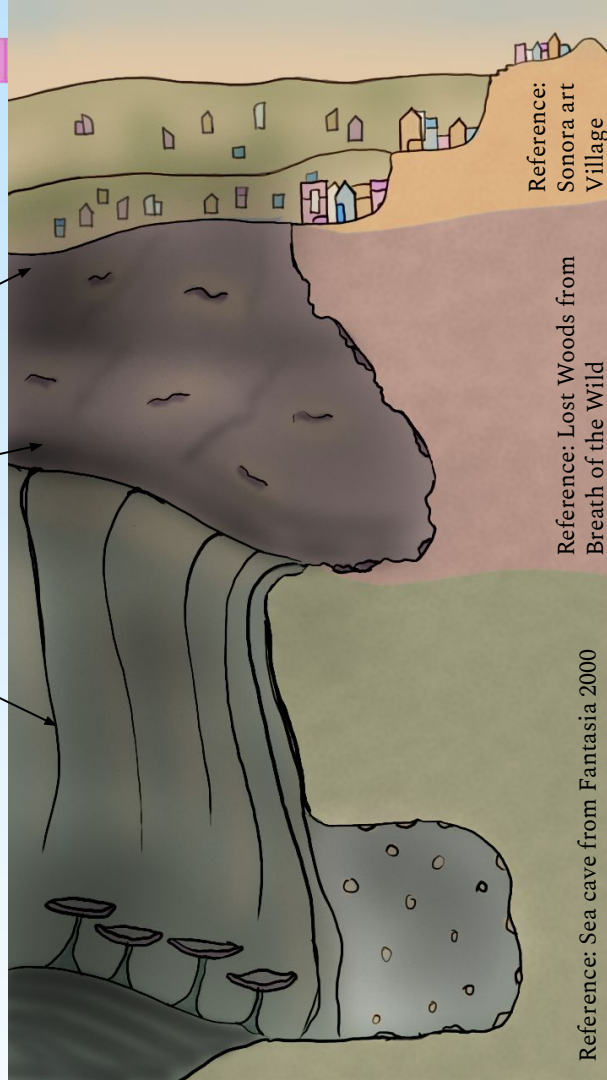


Limited Blocks in Serenity



Key Goals

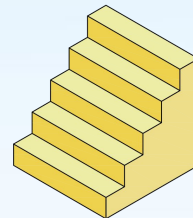
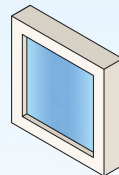
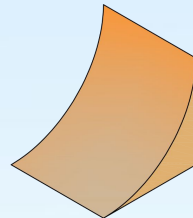
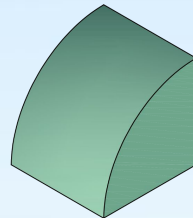
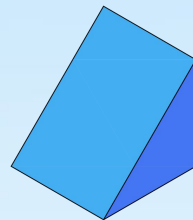
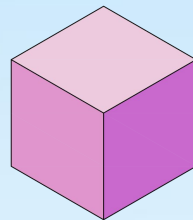
1. 3 Ai characters
2. Fully designed surface world
3. Two layers of the abyss
4. Building and collection system
5. Tutorial
6. 4 key story beats



Pre-Production

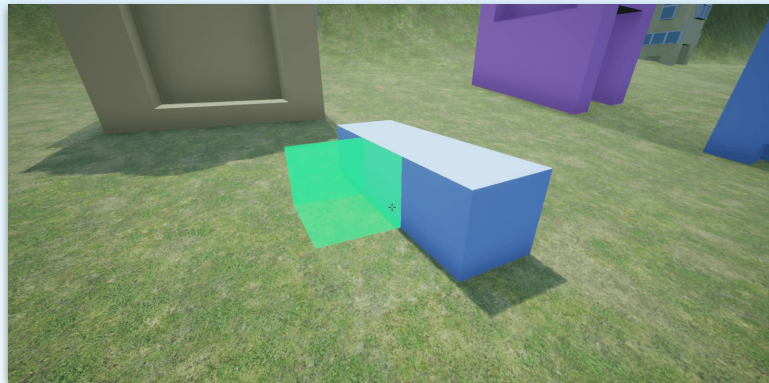
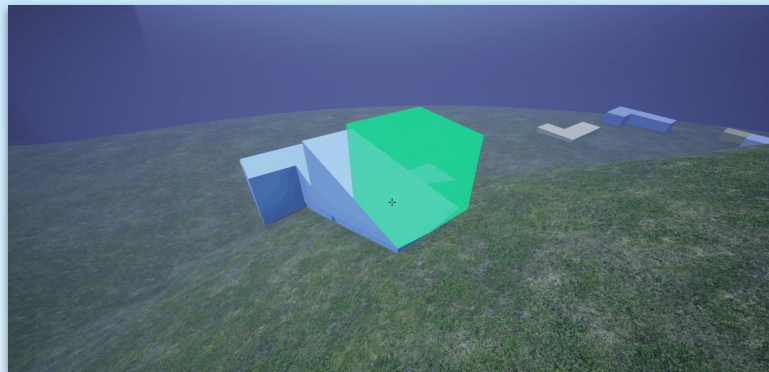
Vertical Slice Deliverables

1. At least 1 lost soul character
2. 25% of the village design
3. 1 layer of the abyss
4. Build and collect system
 - a. 6 building block shapes
 - b. 6 colors



Stretch Goals

1. 2 additional Ai characters
2. 1 additional abyss layer
3. More building functions
4. More distinct abyss layers
5. Additional story elements



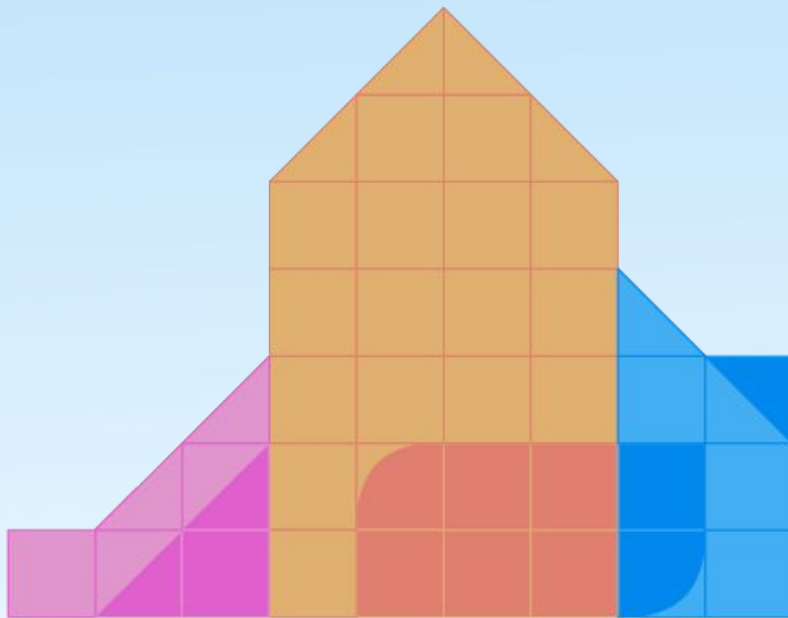
Team Roles

1. Producer
2. Creative Director (me)
3. 3D Art Director (with interest in technical art)
4. Technical Director
5. Additional Programmer (with interest in AI)

Additional Needs

- Narrative Designer
- Level Designer
- Additional programming tasks
- Sound Designer
- UI Designer

Questions?



The Spirit of Serenity

Who will you find in the abyss?

ana-love.com

Twitter: @anarae_love

Guiding Principles

1. Provide tasks with multiple solutions; allow for varying play styles
2. Create tension between staying at peace and helping others; either way the player is making a sacrifice
3. Exploring and creative expression in the village of Serenity is as fun as solving puzzles

Systems

Energy System

A game system to represent the tension of balancing your need with the needs of others

- Player has energy meter that gradually depletes when in the abyss and is refilled on the surface
- Lost souls also have this meter which is why it is so important for the player to help them

Resource Management System

Player needs to be aware of impact on village of Serenity when gathering materials

- Village needs to still be a place of beauty and peace when the lost souls arrive, otherwise it can't help them
- Player can strategically reuse block from paths previously built
- The fewer blocks still in the village the longer it takes for energy to be refilled

Character Controller

Basic

- Should feel very free
- Potential to float/fly
- When building and collecting, can only do so within a certain radius
- Potential to tie in with energy system (similar to stamina)

Will need to be explored and experimented with in pre-production

Unlockable

When the player brings a Lost Soul to the surface, possible abilities to unlock include:

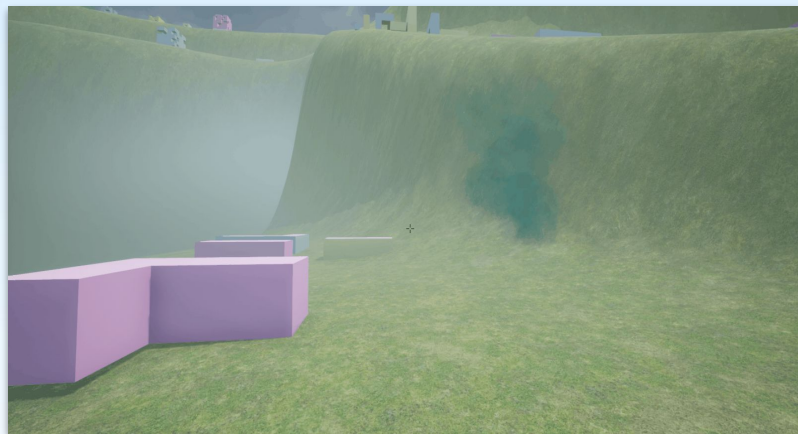
- Larger build and collect radius
- Pre set building chunks for faster building (ex. Place a line of 10 blocks with one click)

Lost Soul AI Ideas

Each spirit would have 2-5 attributes (ex. follows color, follows shape, curious about, frightened of, ect). Some attributes would have dominance over others

- Follows path of a certain color
- Follows path of certain pattern of colors
- Can't step up and needs path to be flat or ramped
- Always jumping; can jump a height of 3 blocks but needs an area or 2x2 blocks to land on to avoid falling
- Walks in a straight line until it hits a wall and then rotates 90 degrees (has a tendency to fall off ledges)

- Easily distracted by a certain kind of flower found in the abyss
- Easily frightened by a certain kind of flower and will run away from it

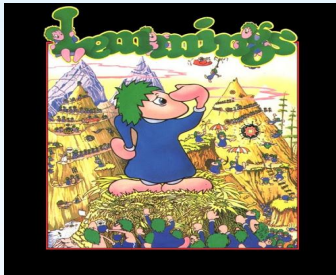
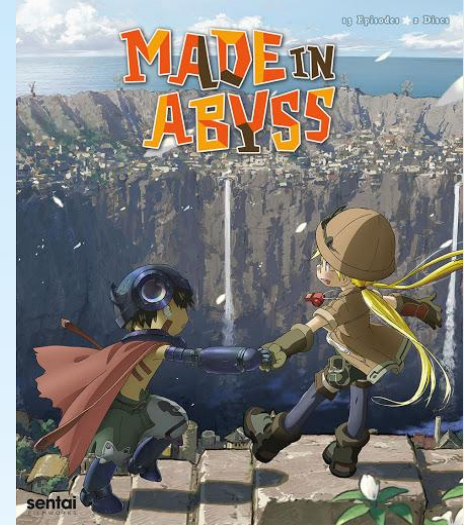


Wandering soul is drawn to blue cubes

Lore and Narrative Ideas

- Every soul that comes to this afterlife comes up through the abyss and has different movement abilities; the player character happens to have more powerful movement
- Limited Dialogue with Lost Soul characters; focus is more on observing them
- There are other “Serenities”, this just happens to be the one you are exploring. It is potentially even your own personal Serenity.

Key Influences



Tools



MAYA®



SUBSTANCE
PAINTER



UNREAL
ENGINE



Jira

PERFORCE

Scalability

During pre-production we be focusing on the design of 1 Lost Soul character and 1 layer of the abyss

- Can adjust total number of Lost Soul characters to be made in production based on this first one
- Can adjust total number of layers in the abyss to be made in production based on this first one
- After the initial release of the game in March, we can work on additional characters and layers of the abyss to be released in a patch

Each layer should take 5-10 minutes to walk around

Each soul should take 10-15 minutes to guide

Ideas/Questions to Explore in Pre-Production

- How complex should the AI design be?
- Generating a large population of Lost Souls to help fill out world
- Narrative possibilities
- How would an explicit energy system work?
- How do we make the resource management system clear?
- How does the design of layers of the abyss affect path building
- How expansive should the village of Serenity be? What is the resource limit of building blocks?
- Can taking a certain of blocks from a structure in Serenity cause the rest of it to collapse and fall into the abyss?