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- Tokyo University of Technology, School of Media Science



- LUCA School



- University of Ostrava

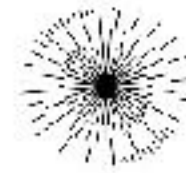


- School of Art at Northern Illinois University



- Harz University of Applied Sciences





University of Ostrava, Czech Republic





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GAME LAB

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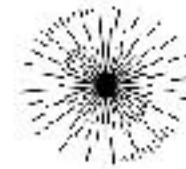
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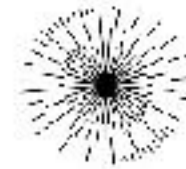
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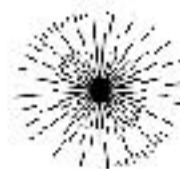
Spiritual Laboratory

Human soul as a field for experiments, research and transformation. Shamanistic, alchemical or other universe as a way inside and as a platform for a game.



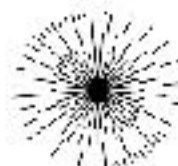
Pitch Document

1. Story and topic, proposals, discussions
2. Sketches, design, platform, music
3. Distribution of tasks, realization of the project
4. Production and post production



References:



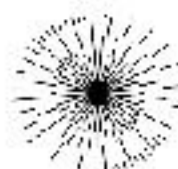


PETCH

We somehow misplaced our soul. So we venture inside ourselves to find it. In our way we encounter our different fears and phobias that try to disturb our trek. But also we encounter our hopes and dreams that will help us with venturing forward, giving us special new powers. It turns out that our souls is in pieces so we need to mend it whole.

Game is a side-scroller platformer with stylised 3D graphics.





Spiritual Laboratory - ENG

The action may take place in earthly space, but in a different dimension of existence.

Hero - A man who at some point in his life began to look for new sensations. He became interested in lucid dreaming and started practicing it. In the state of lucid sleep, the player can create whatever he wants, spend soul points, analyze acquired materials, choose and improve newly invented attributes - e.g. an energy quilt that isolates the player from biting attacks, a lamp's switch to disperse the darkness; an emergency return button that takes the hero to the previously marked place. During lucid sleep, the player may modify his spiritual appearance.

Once, when the hero had a certain skill level, he entered a state called Oobe instead of a lucid dream. He went out of the body with his consciousness, but without dying (in fact, only his energetic clone to which the consciousness had transferred came out). He liked the state he was in. His subsequent workouts focused on repeating this state in a fully controlled and conscious manner. Once in this state, he encountered a coconut on this side. This character was his guide. The guide will lead the player through the rest of the game. The guide will answer his questions, explain new things to him, talk about the places where creatures will find himself, talk about how what works, etc.

The first skill that the hero learns from the guide is the ability to read information, thanks to which he can see the statistics of other creatures or information about an object or place.

Everything works smoothly at first. The player learns new skills, gets to know

Spiritual laboratory concept

Concept of 7 chakras as 7 liberal laboratories that need to be explored, understood and fixed. This is the basic idea, the protagonist is consciousness that is searching through its ethereal body for an answer and in the process is fixing himself. It should be about learning and trying to understand the existence of us - people.

The result is 7 levels - 7 laboratories (each for one chakra) with its own theme, colour, ruling element, unique enemies, puzzles and a boss. Each laboratory should visually correspond with their chakra symbolism and its placement in the body (so the layout, equipment and specialisation).

For example:

1st root chakra

colour: red

element: earth

location: tail bone

number of lotus leaves: 4 (the symbolism of the number of lotus leaves is the quantity of energetic canals)

chakra level

theme: solid ground, life on earth, will to live, strength, safety, trust

consequences of disbalance of the root chakra:

- materialistic
- sensory pleasures
- desire to own everything
- excess of everything
- self-love
- attachment to certain concepts
- irritation, anger, lack of trust

consequences of insufficient function:

- lack of physical and mental strength
- uncertainty
- instability
- sense of not belonging, absence

How to release the chakra using actions:



Thinking about the scope of time that we might have to finish our project I thought that we could make a simple walking simulator that is full of meaning, sort of a dream surrealistic painting that you can walk through and explore.

I think an interesting game that we could take something from, may be *LSD Dream Emulator*, an unsettling Japanese videogame where the player explore dream, almost nightmare environments.



Splishal Laboratory
3:58 PM, Feb 22, 2018, 10:20 AM



World

- The world is a quiet environment with no variety of people

Sample art (not written by me)



Dark Cave



Snowy
continent



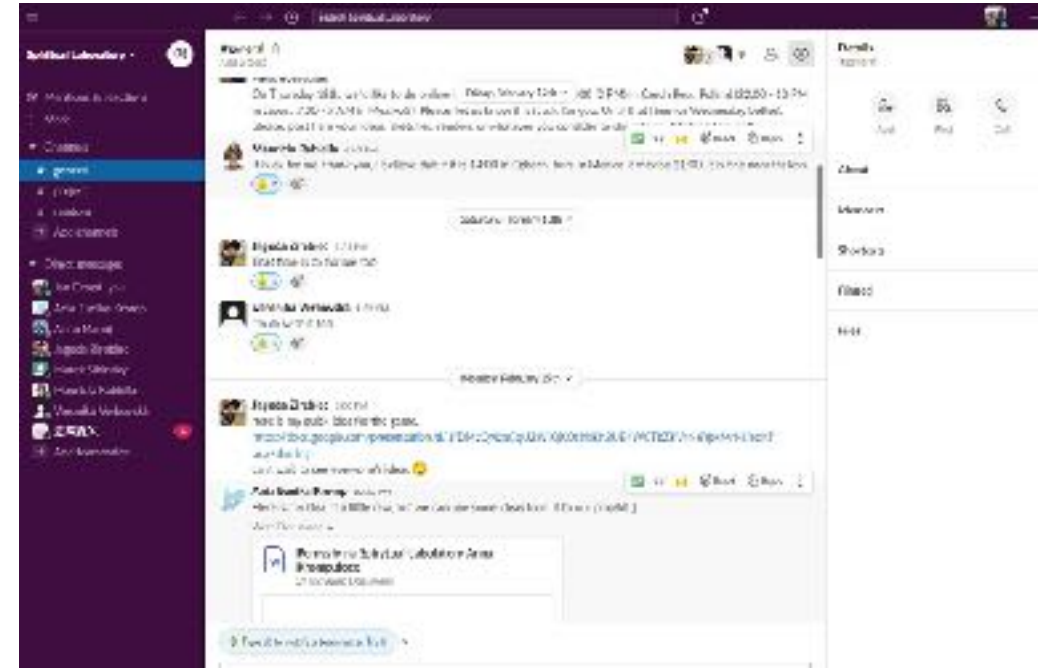
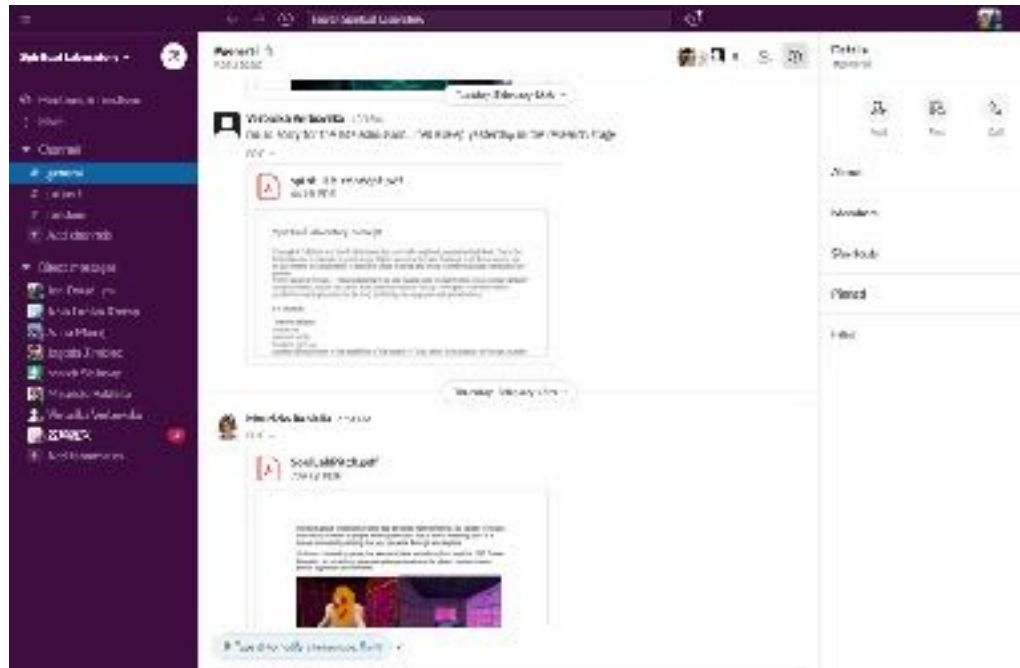
Wildernes
s



Green
continent



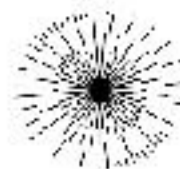
COMMUNICATION



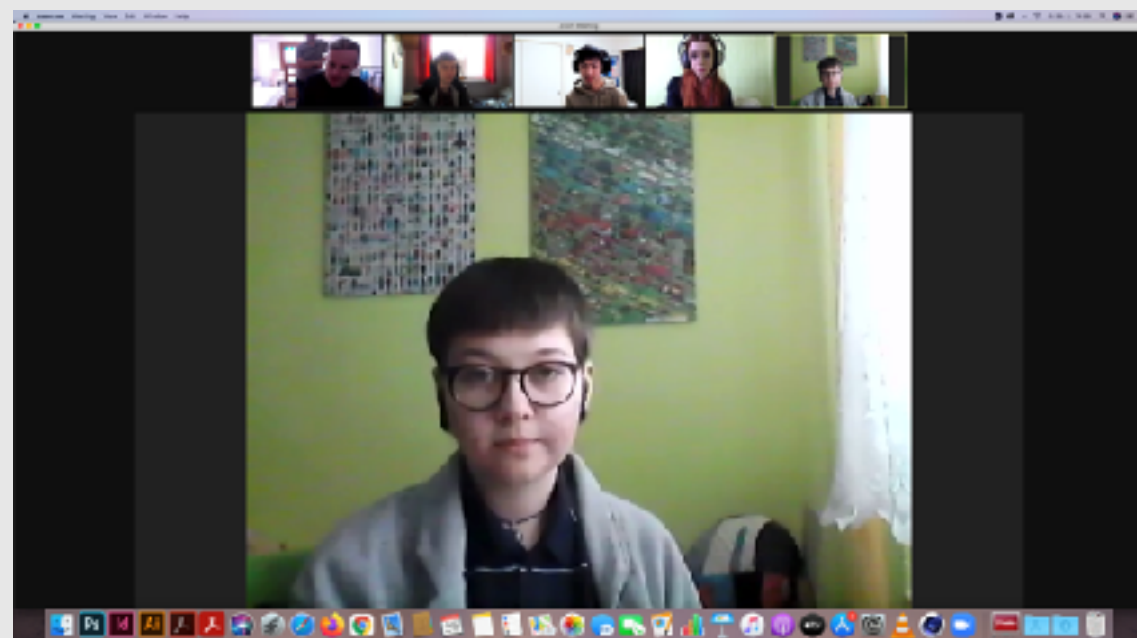


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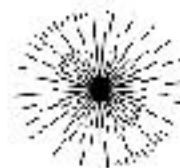
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Thank you for watching. Good luck!