UNIVERSITY OF SILESIA IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

PARTNERS

- Benemérita Universidad Autónoma de Puebla

BUAP

- Tokyo University of Technology, School of Media Science

東京工科大学 TOKYO UNIVERSITY OF TECHNOLOGY

- LUCA School

LUCA SCHOOL OF ARTS

- University of Ostrava

UNIVERSITY OF OSTRAVA

- School of Art at Northern Illinois University

NIU Northern Illinois University

- Harz University of Applied Sciences

Hochschule Harz

www.gamelab.us.edu.pl

UNIVERSITY OF SILESIA IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

Northern Illinois University, USA

UNIVERSITY OF SILESIA IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

Aleksandra Giza
Amanda VanValkenburg

STUDENTS TEAM

Pascal Janssen, Germany, pascaljanssen96@gmail.com
Ina Murphy, USA, Z1834634@students.niu.edu
Agata Samborska, Poland, 44agata.samborska@gmail.com

UNIVERSITY OF SILESIA IN KATOWICE

POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

Ciphers and Language in Game Design

A Unity based narrative game focusing on ciphers and de-coding language utilizing 2D and 3D game design elements.

UNIVERSITY OF SILESIA IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

Initial Premise

The goal of our project is to translate the idea of communicating
through ciphers and codes into a video game
that makes an attempt to decipher an unknown language.

Puzzle Ideas.docx - Google Docs

docs.google.com/document/d/1XSMfQiRYYYMDWbqgkg-OLO3tKl0731O-/edit

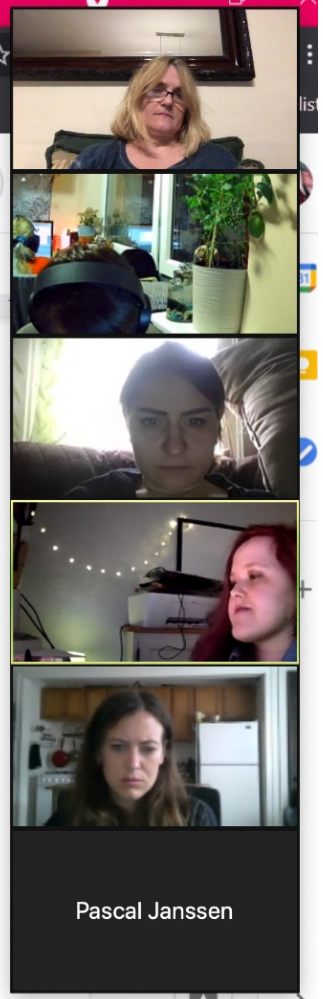
Apps | ZClassroom Lesson... | Emulator Games -... | Cap and Gown - NI... | Undergraduate Co... | Neopets - The Gen... | Neopets - Faerielan...

Puzzle Ideas .DOCX

File Edit View Insert Format Tools Help Last edit was 58 minutes ago

100% | Image options | Replace image

- How it Would Look
- Codes Used:
- Matching
- How it Would Play
- How it Would Look
- Codes Used:
- Pictogram
- How it Would Play
- How it Would Look
- Meaning:
- Codes Used:



Puzzle Design

Students were challenged to come up with game play and puzzle design utilizing themes from the premise as well as the cyphers developed for the game.

Initially six different ideas were presented and discussed, and two were initially implemented.

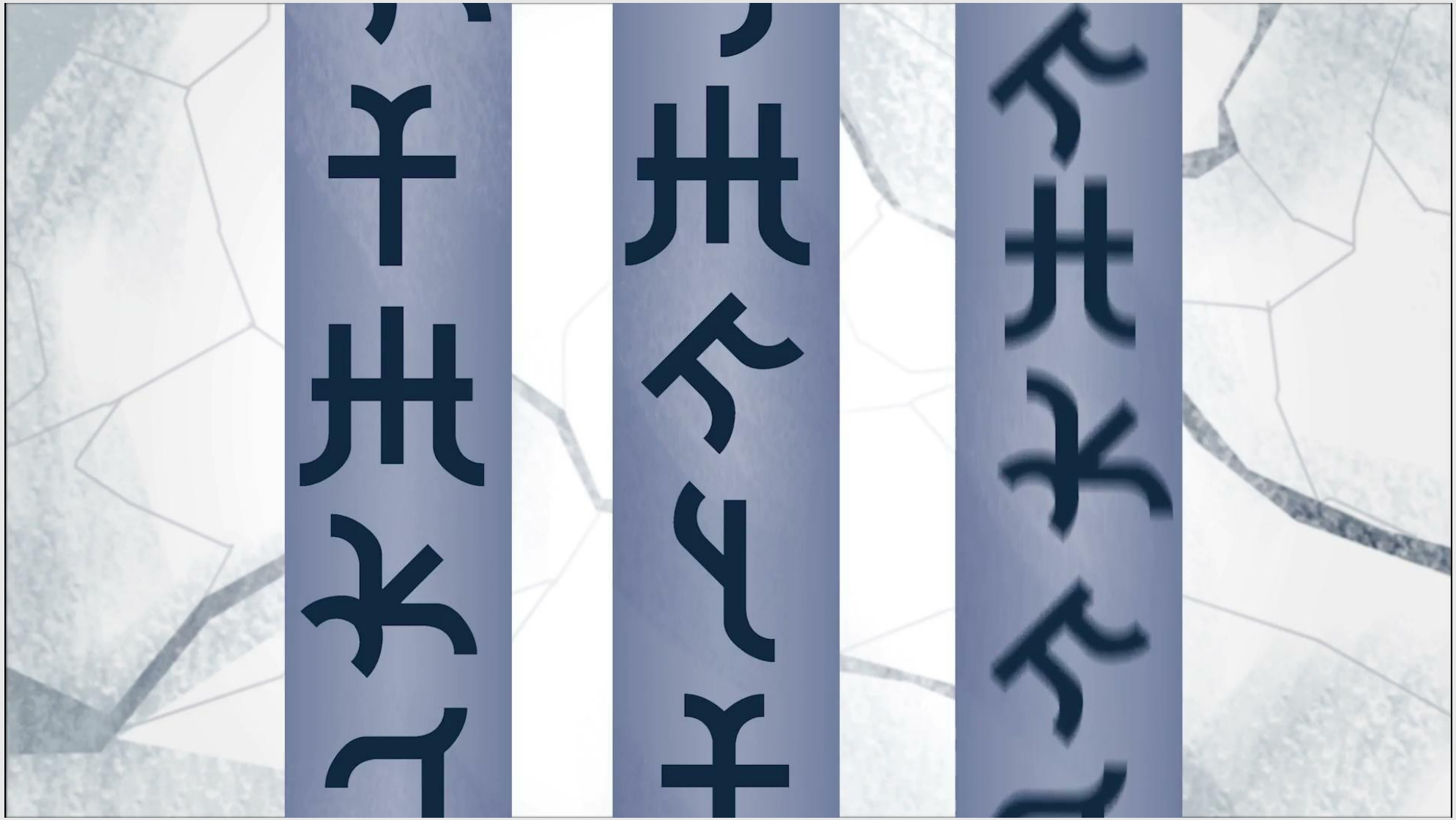
Simon Says

The player would need to select the codes in a predetermined order that flashed in some meaningful form related to the level and or story portrayed.
This can be either in an overlay system or in-level reactions. It can be on a timer to add stakes in order for the player to unlock their way into the next level, or next part of the level. They can use other codes in their journal in order to assist in recalling where a specific code may be hiding.

UNIVERSITY OF SILESIA
IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB



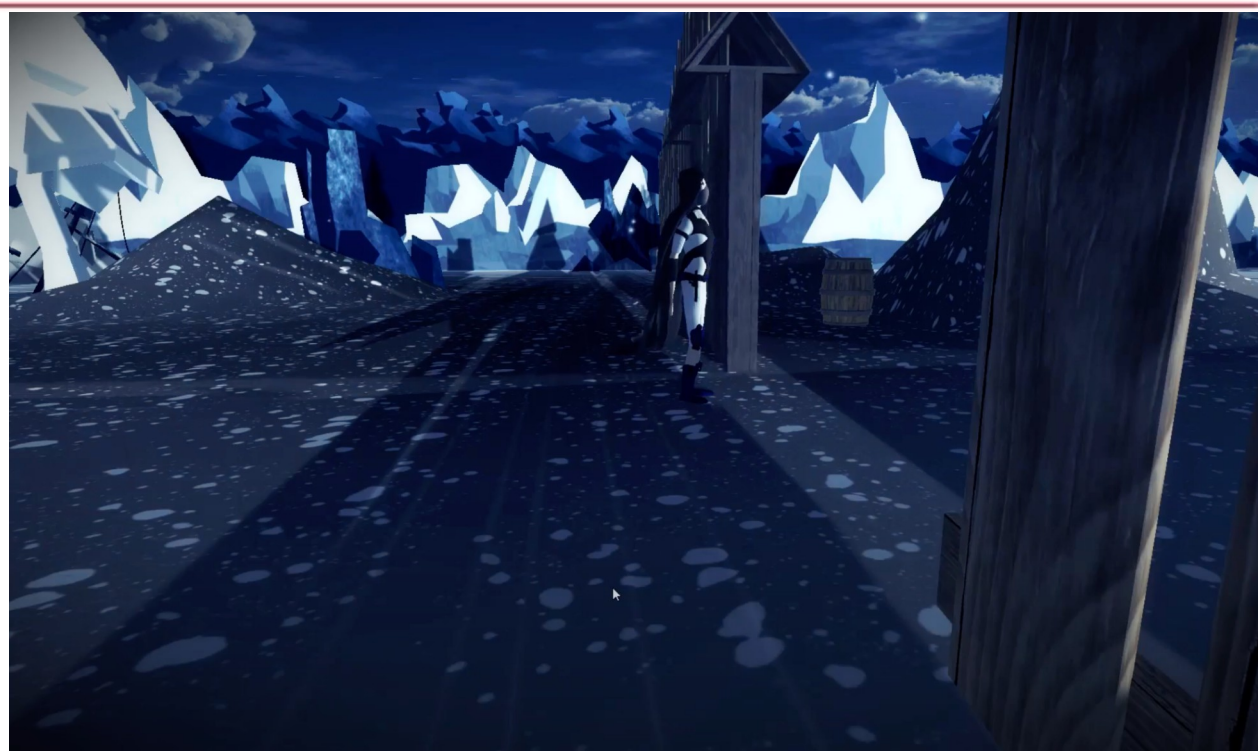
Pictogram

A pictogram is a picture that has some kind of overarching meaning.
If the level goals are to collect the codes, then they could be pieced together in a larger-scale image to form a story. Our goal is to focus on effective language in some form in order to communicate a story to the players.
This pictogram could set partly in the journal for players to analyze before getting to something bigger at the end.
Each level could add something bigger and newer in terms of visuals in order to create a map of the world. There would be a sense of accomplishment and fulfillment as the player meet the end scene.

UNIVERSITY OF SILESIA
IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

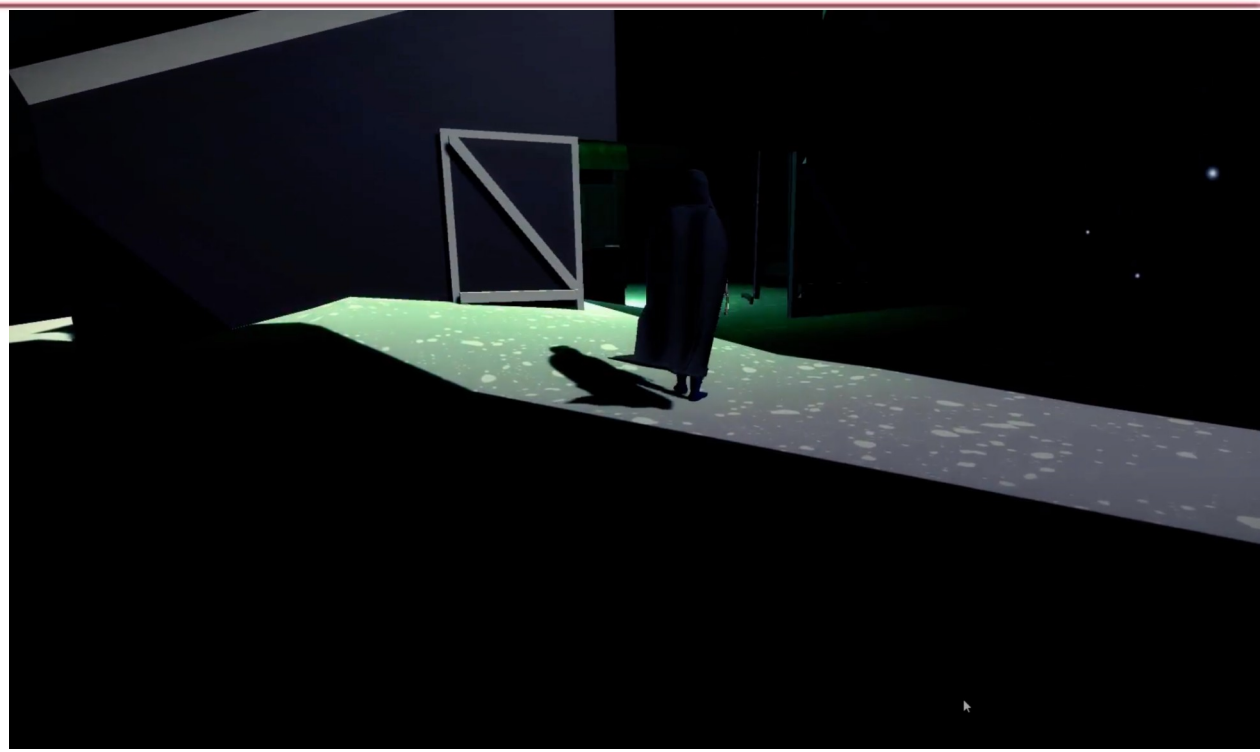
GAME LAB



UNIVERSITY OF SILESIA
IN KATOWICE

POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE

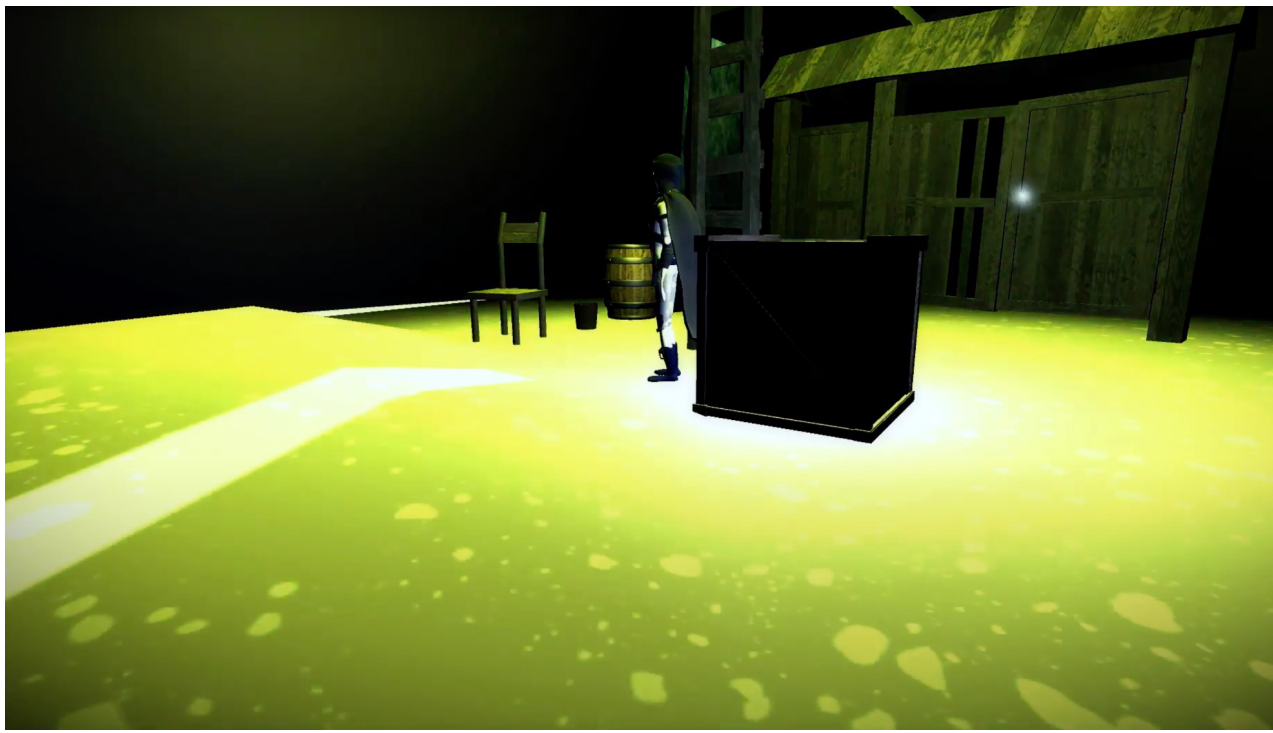
GAME LAB



UNIVERSITY OF SILESIA
IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB



UNIVERSITY OF SILESIA
IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

UNIVERSITY OF SILESIA
IN KATOWICE

POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE

GAME LAB

Thank you.