

PARTNERS

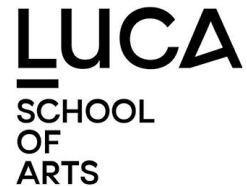
- Benemérita Universidad Autónoma de Puebla



- 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

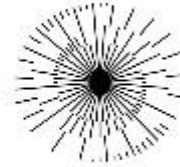




UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

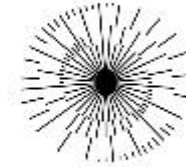
University of Ostrava Czech Republic



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GAME LAB

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Mgr. Jan Drozd

STUDENTS TEAM

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Anna Manaj – Poland

Anna Kromp – Poland

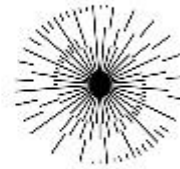
Veronika Verbovská – Czech R.

Hiroya Kasamatsu – Japan

Mauricio Rabiella – Mexico

Spiritual Laboratory

The idea of laboratory as a transformation insight a man, struggle between good and evil as a platform for a game.



Pitch Document

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

Story

Hero (player) is a guardian of the World of ideas (hidden world, which is just a mental background for the main environment of the game). He comes into the inner space of a man, which is quite devastated and occupied by various creatures they represent good and evil forces in human psyche. The inner space is based on the idea of seven chakras – seven levels, each made from different material (minerals) with different colour, properties...

Hero is a ghostlike being, he has not much powers or skills itself, but he is able to take form of any being and use it's skills for the fight against the bad ones. He's collecting souls, or „pieces of consciousness“ during his way through the each level. He can use these as a weapon or energy source. Each level has a portal which is blocked by the evil boss and should be unblocked to get to another level. All the collected souls are released at the end of a level. The purpose of a game is to collect as much pieces of consciousness as possible, defeat the enemies and free the human soul by unblocking of all chakras.



Environment

Chakras as environment


Chakra Symbol	Chakra Name	Chakra Element
	1. Root Chakra	Earth
	2. Sacral Chakra	Water
	3. Solar Plexus Chakra	Fire
	4. Heart Chakra	Air
	5. Throat Chakra	Ether / Space
	6. Third Eye Chakra	Light
	7. Crown Chakra	Thought

summary

1. red - earth - wild west desert
2. orange - water - indian temple
3. yellow - fire - sunrise in clouds
4. green - air - windy mountain
5. blue - space - starry sky
6. indigo - light - lighting
7. violet/white - thought - lake

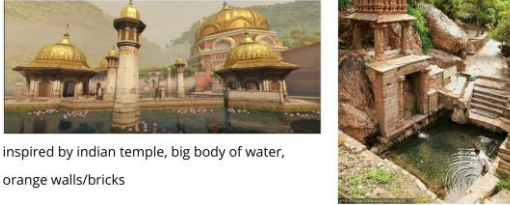
Basic concept – references and properties of each level - chakra

1. Root Chakra
Muladhara Pelvicum Red SAM Earth




earthy
dry, lots of sand
inspired by american desert

2. Sacral Chakra
Svadhishthana Sacrum Orange VAM Water



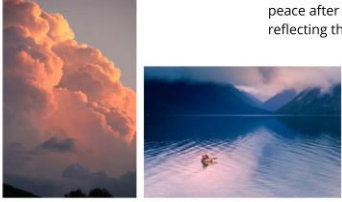
inspired by indian temple, big body of water,
orange walls/bricks

3. Solar Plexus Chakra
Manipura Solar Plexus Yellow SAM Fire




fire = sun, lots of yellow
light, a warm feeling of
sunrise,
level in clouds?

7. Crown Chakra
Sahasrara Top of Head Violet OM Thought




peace after the storm, calm lake
reflecting the light in the surface

4. Heart Chakra
Anahata Chest Green VAM Air




windy mountain trail,
trees bending from the strong wind,

5. Throat Chakra
Vishuddhi Throat Light Blue SAM Ether / Space



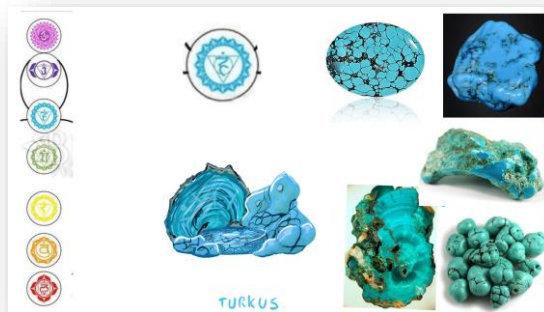
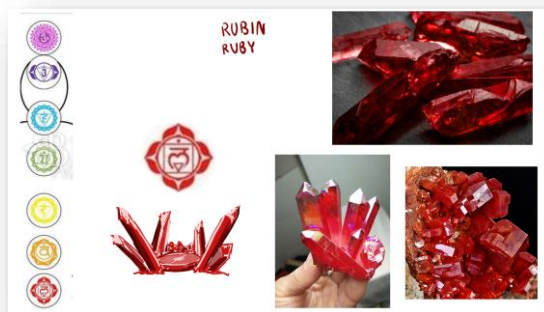
starry night sky, milky way visible

6. Third Eye Chakra
Ajna Forehead Indigo OM Light



thunderbolts, storm, night

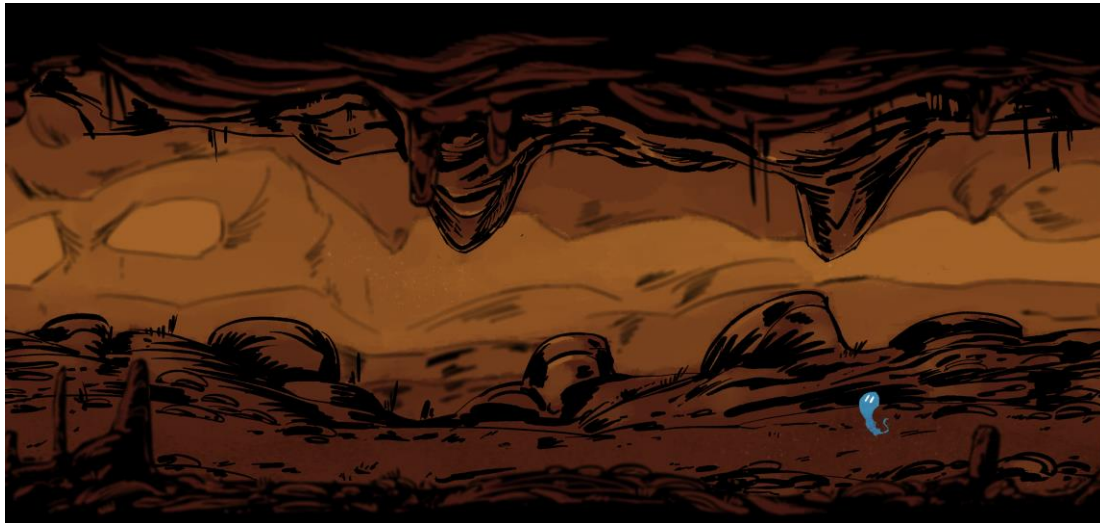
Application of the idea to the environment made from minerals



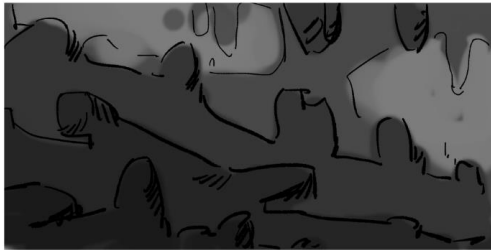
Sketches of environment of the first level



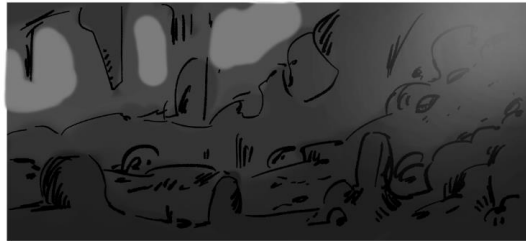
Sketches of environment of the first level



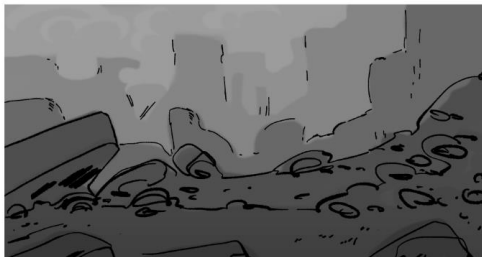
Sketches of environment of the first level



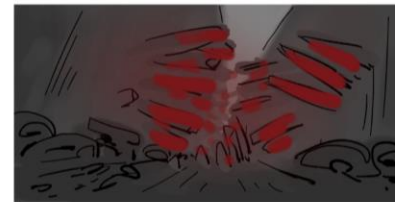
starting cave, dark,
underground



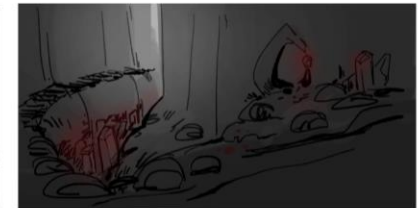
next we find more and more of the
crystals, character wants to find more
of them. Clues of the Crystal Cave come
up



first meeting the crystals,
new powers?



road to crystal cave,
blocked entring and next
path

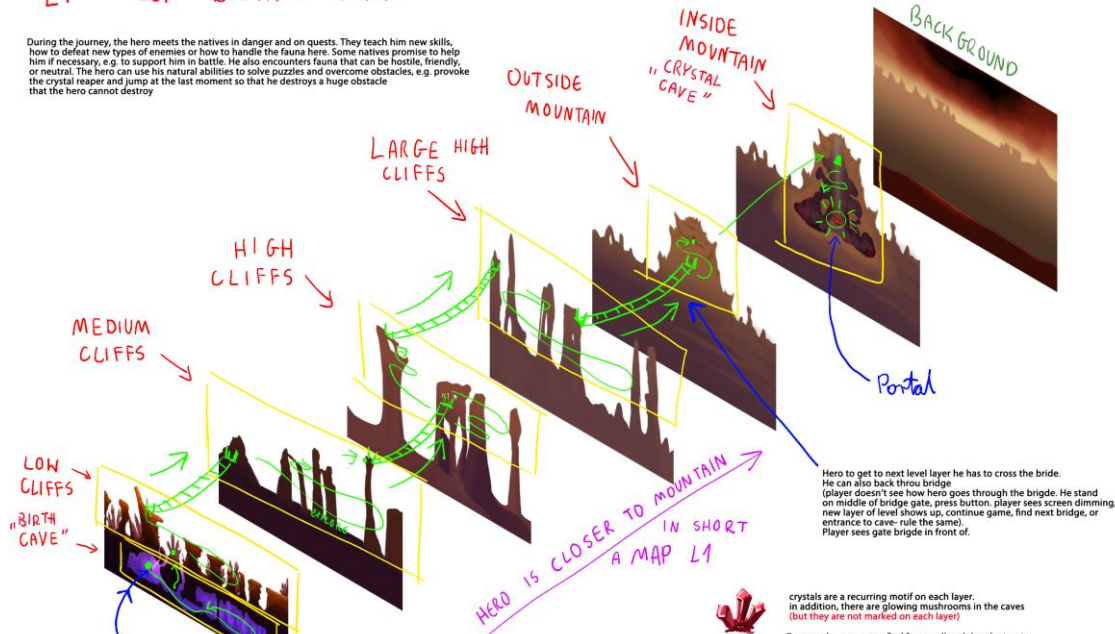


End level, Teleport high
above the ground

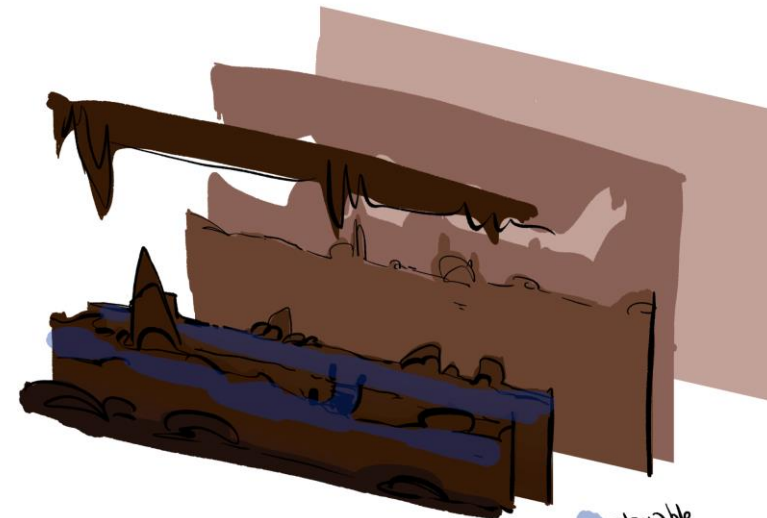
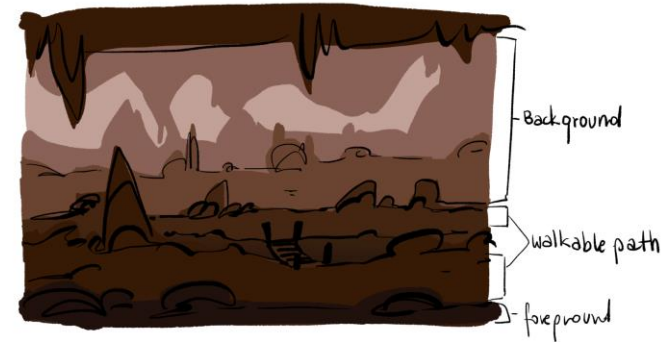
Concepts of a structure of background - environment

L1 LOW DETAILS MAP

During the journey, the hero meets the natives in danger and on quests. They teach him new skills, how to defeat new types of enemies or how to handle the fauna here. Some natives promise to help him if necessary, e.g. to support him in battle. He also encounters fauna that can be hostile, friendly, or neutral. The hero can use his natural abilities to solve puzzles and overcome obstacles, e.g. provoke the crystal reaper and jump at the last moment so that he destroys a huge obstacle that the hero cannot destroy.



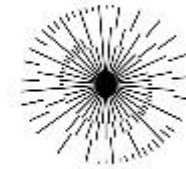
the mysterious flower opens.
A hero emerges from within.
-that's how hero is born/ shows up on level
in this cave he meets a shine mushroom lady. She teaches him basic skills (jump, climb, grab objects, smash some obstacles, etc). hero asks her many questions about the purpose of his life, etc., and she replied that maybe someone from the world above would know the answer. Hero is interested in light that shines from above. His main goal right now is to get out from cave- explore world above and find answer.
He came out of the cave. He was delighted with the beautiful views and began to explore the surroundings. When he walked away from the entrance to the grotto, he heard a cry for help. He saw the native surrounded by enemies. The native advised him to do with them the same as he does with the obstacles-first fight tutorial. After fight they talk about this world, darkness, corrupted creatures who attack him.
Hero asks him many questions about the purpose of his life, etc., and he replied that he doesn't know but maybe he can find the answer when he goes through the portal which is inside the Crystal mountain - heart of this world.
next hero's goal is find the portal.



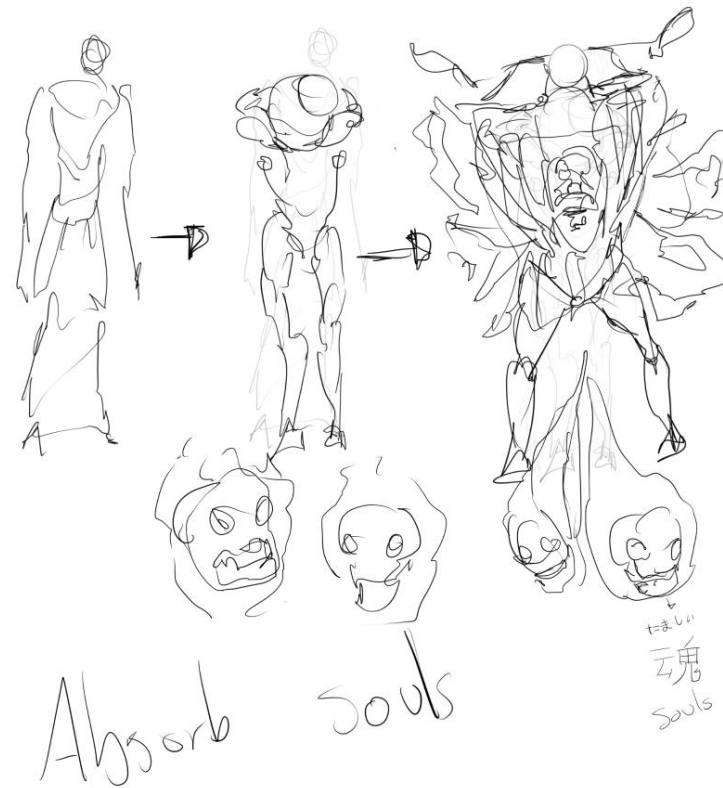
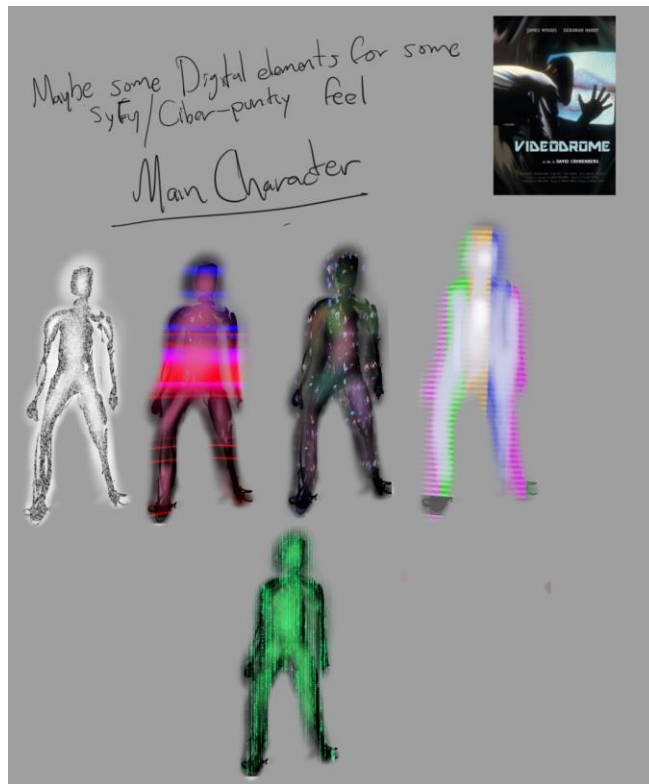
playable
space

Concepts of a structure of background - environment





Sketches of the main character



Sketches of the main character



Sketches of the main character



Sketches of the main character

The Guardian

The main character is a guardian in the world of ideas.

His job is to clear out shadows that invade his world.

As he is just the guardian he doesn't really know who he really is.

His journey is to save the world and find out what "he" really is.



Plato might actually be **really** mad at me in hell.

Just some ideas they need some more thought.



Is simple and without parts.
is immortal while the body is mortal, at the end of life the soul is set free from the body

Plato also identified three different aspects of the soul;

Reason – searches for truth & rules the soul

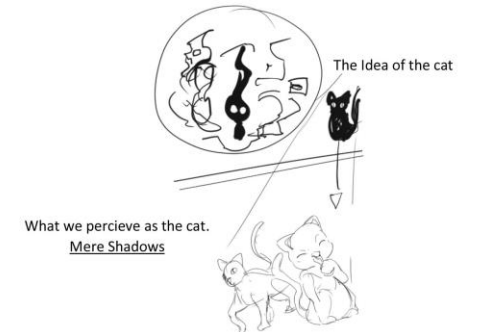
Spirit – includes aspects which can be trained & controlled such as emotion, aggression

Desire – linked to the idea of seeking pleasure for oneself, including desire for what is necessary (food) & what isn't (luxury)

Is indivisible.

Belongs to the world of Ideas

The World of Ideas



Medium for the main character (abandoned idea)



Main character actions



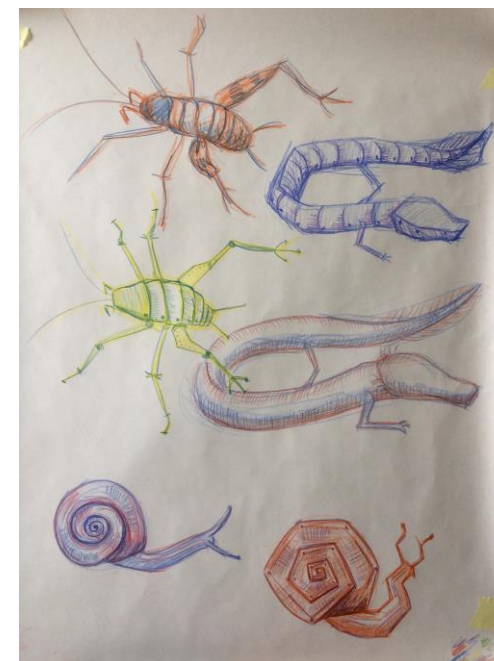
そっご
速攻



Sketches of friendly and evil creatures



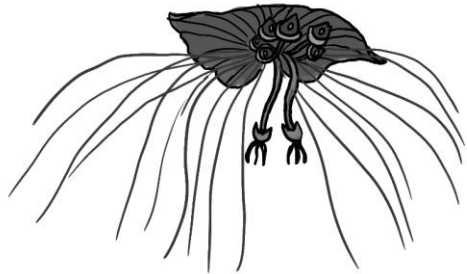
Sketches of friendly and evil creatures



Sketches of friendly and evil creatures



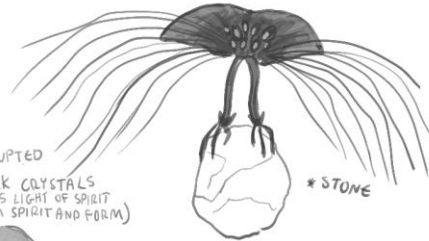
KIDNAPPER — FLYING ENEMY
IT KIDNAPS „PEOPLE” ← HERO HAS TO SAVE THEM BY BEING KIDNAPED
IT CAN ALSO GRAB HEAVY OBJECTS AND DROP ON HERO



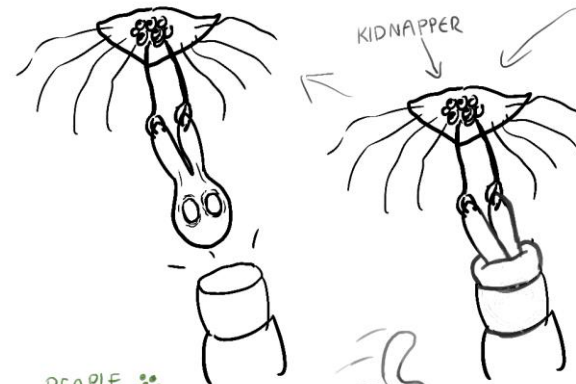
*NORMAL STONE
HURTS ONLY
FORM



CORRUPTED
*DARK CRYSTALS
SUCKS LIGHT OF SPIRIT
(HARM SPIRIT AND FORM)



*STONE



KIDNAPPER

PEOPLE

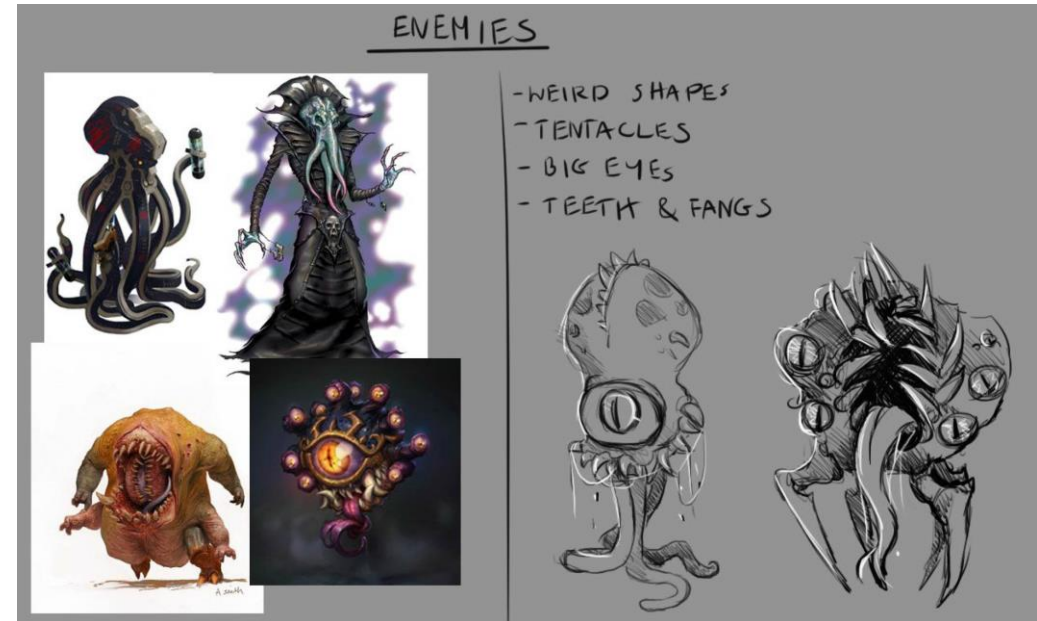


They love doing
that
This is its
way to live so



joyfull little creature
ITS CAN JUMP VERY HIGH
(if it want to) AND MAKE
TRIPLE JUMP

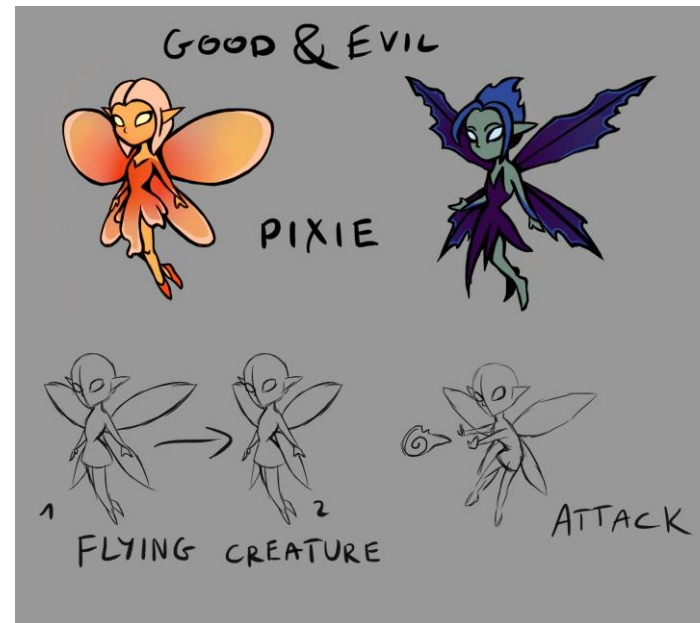
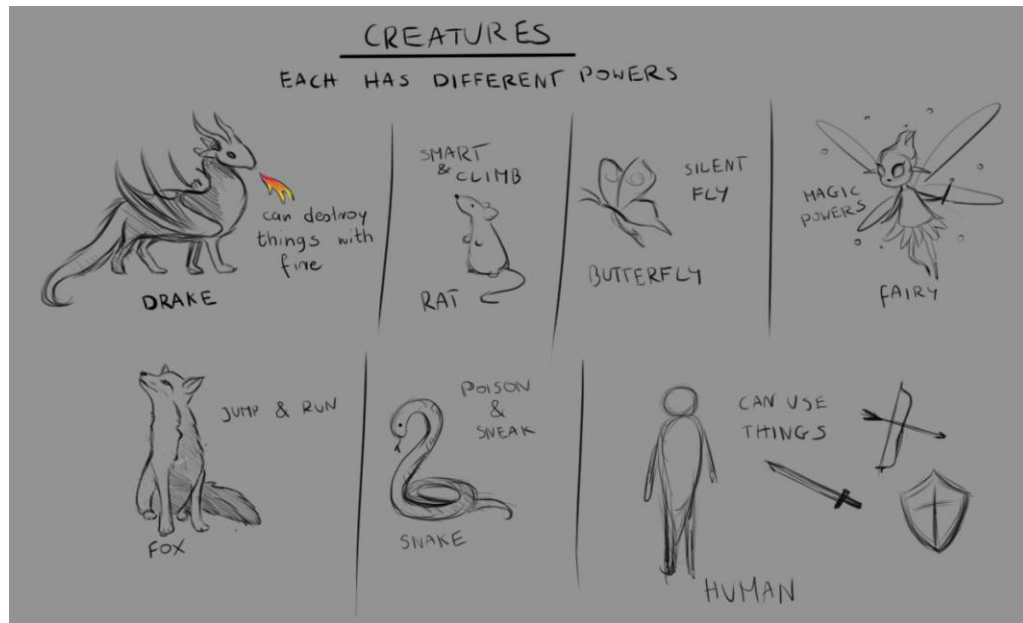
Sketches of friendly and evil creatures



Sketches of friendly and evil creatures








Sketches of friendly and evil creatures

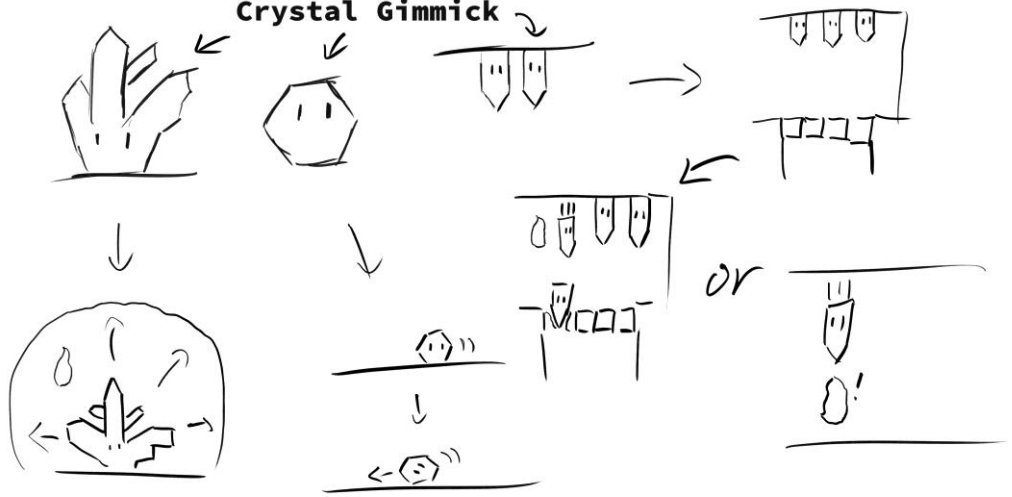


Sketches of friendly and evil creatures

敵 Enemy

<p>slime</p>  <p>スライム</p> <p>↓</p> <p>最弱の敵</p> <p>触れている間攻撃を行なう。物々集まれば多くなるほど強力</p>	<p>bad spirit</p>  <p>悪霊</p> <p>↓</p> <p>精神攻撃</p> <p>物理的防御を通過する攻撃</p>	<p>skeleton</p>  <p>スケルトン</p> <p>↓</p> <p>物理攻撃</p> <p>剣・弓・斧など物理的な攻撃</p>	<p>chimera (biological)</p>  <p>キメラ</p> <p>↓</p> <p>デバフ攻撃</p> <p>通常の攻撃に加えて攻撃する相手を状態異常にする。</p>	<p>devil king humanoid</p>  <p>魔王</p> <p>↓</p> <p>ステージのボス</p> <p>魔王の特徴にあわせて攻撃を行なう。(ex. 炎・風・光・暗、etc)</p>
<p>The Weakest Enemy</p> <p>Attacks as long as it is touched. The more slimes are gathered, the more powerful it becomes.</p>	<p>psychically attack</p> <p>Attacks that penetrate physical defenses</p>	<p>physical attack</p> <p>Swords, bows, fists, etc.</p>	<p>Debuff attack</p> <p>Attacks that cause abnormal conditions (A plus factor for normal attacks)</p>	<p>Stage Boss</p> <p>Fire, wind, light, dark, etc.</p>

Crystal Gimmick

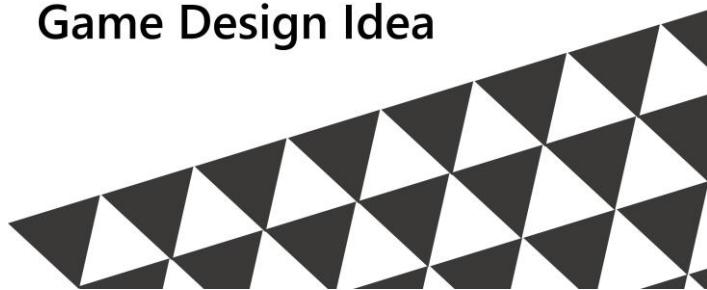


recovery or Damage Area Moving rock or crystal Falling rocks or crystals

Here are some ideas for enemies and gimmicks. We can discuss and decide whether to make them enemies or allies, and what the effects should be. You can also cut these down if you want.

Gamedesign idea

Game Design Idea



Idea1 Attack(攻撃)

SP Attack

Direct attack on the soul
魂に直接攻撃



You don't have to have a physical body to attack.
肉体を持ってなくても攻撃可能

BP Attack

Various attacks with the body
体を使った様々な攻撃



bow



Taijutsu



sword



magic

more...

Idea1 system (仕組み)

BP→BodyPower(肉体の体力)

Points consumed for direct attacks on the flesh.
肉体へ直接攻撃するときのポイント

SP→SoulPoint (スキルポイント)

Points to use when making a direct attack on the soul.
魂への直接攻撃ときに使用するポイント

HP→Soul Physical fitness (魂の体力)

The stamina of the soul. When this runs out, the soul diffuses and the game is over.
魂自体の体力。これがなくなると魂が拡散しゲームオーバーとなる

Idea2 Soul Absorption (魂の吸収)

SP recovery (SPの回復)

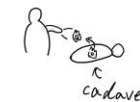
Collect souls floating in the air
大気中に浮かんでいる魂を収集



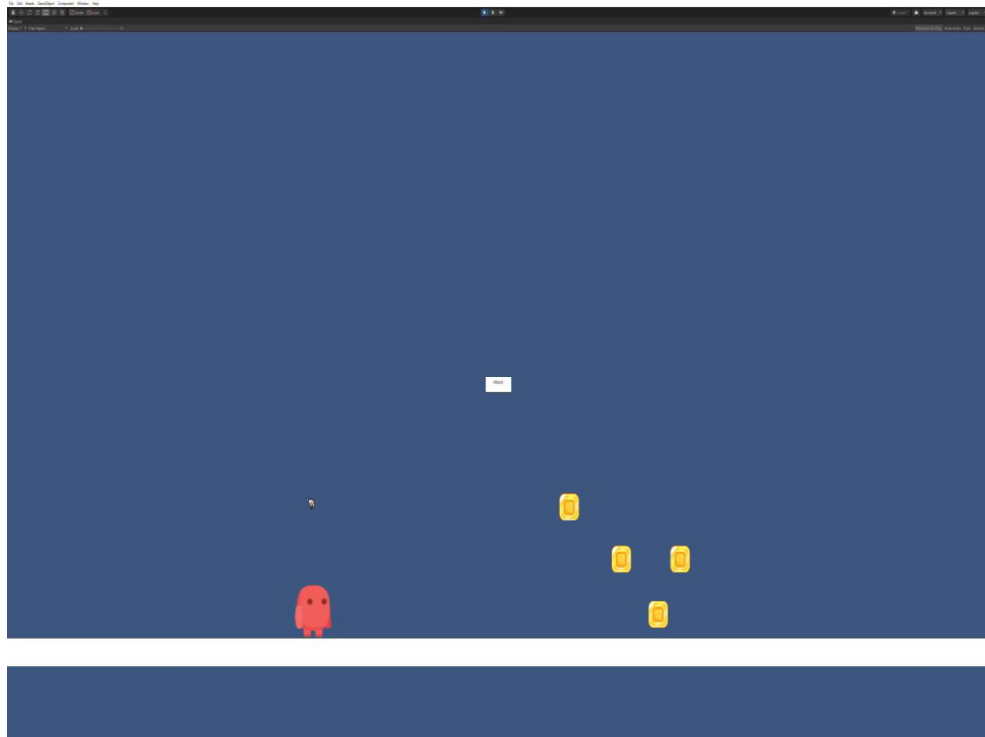
Amount of energy

small < big

Absorbing the souls of the dead
死者の魂を吸収

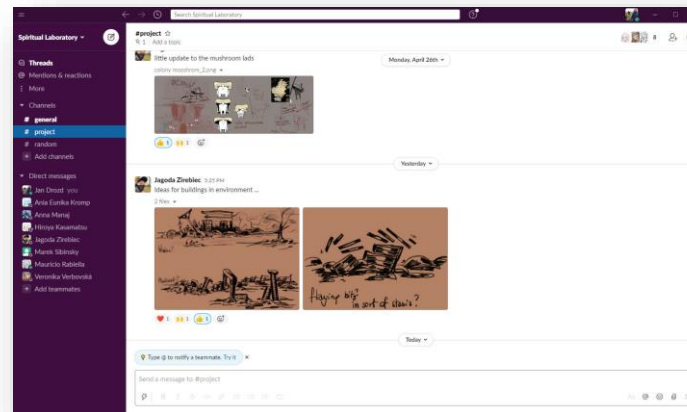
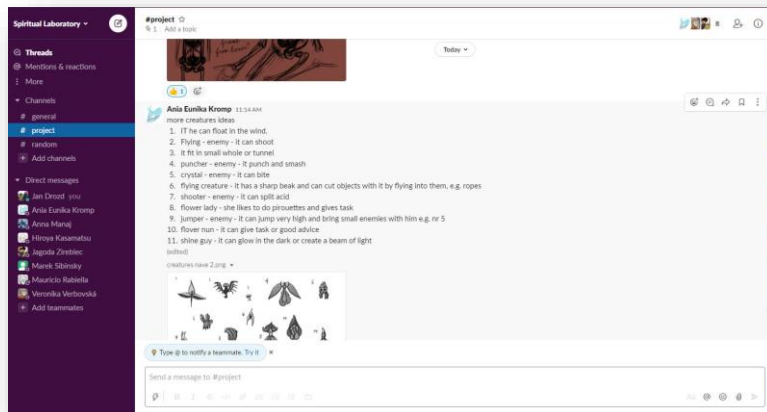


Test of the programming



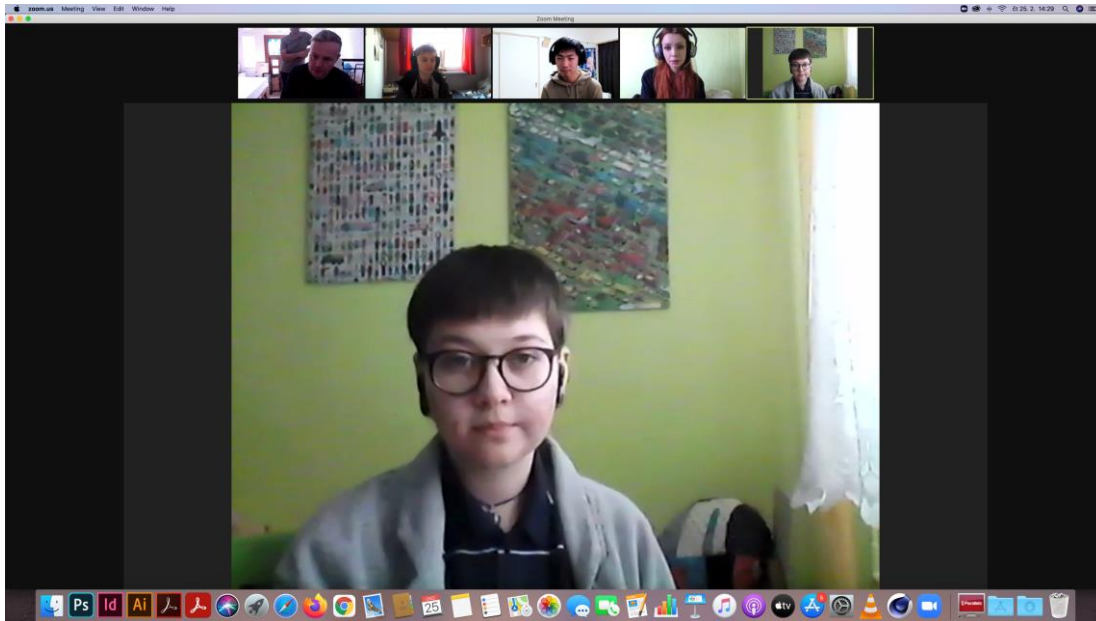
COMMUNICATION

Slack – management, discussions and chat



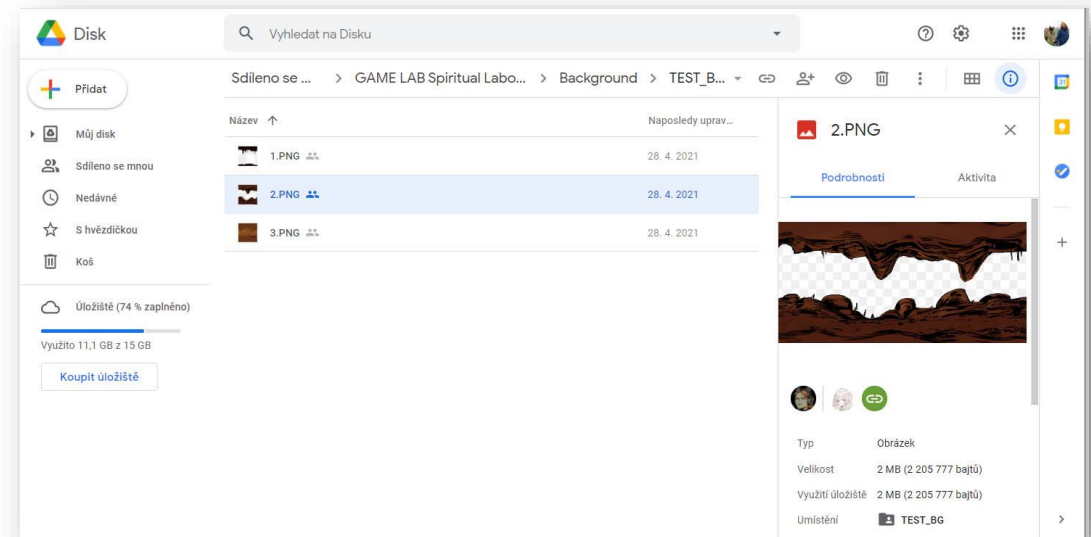
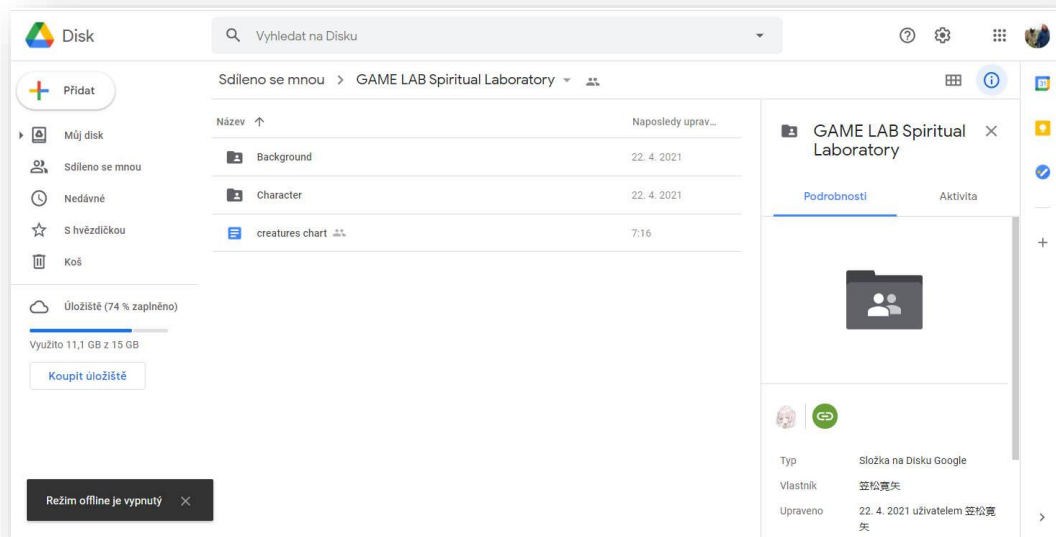
COMMUNICATION

Zoom – weekly meetings



COMMUNICATION

Google disc - sharing files and documents



Thanks for your attention!