

Carly Yee

Game Design Studio

Submission 1

S2002596

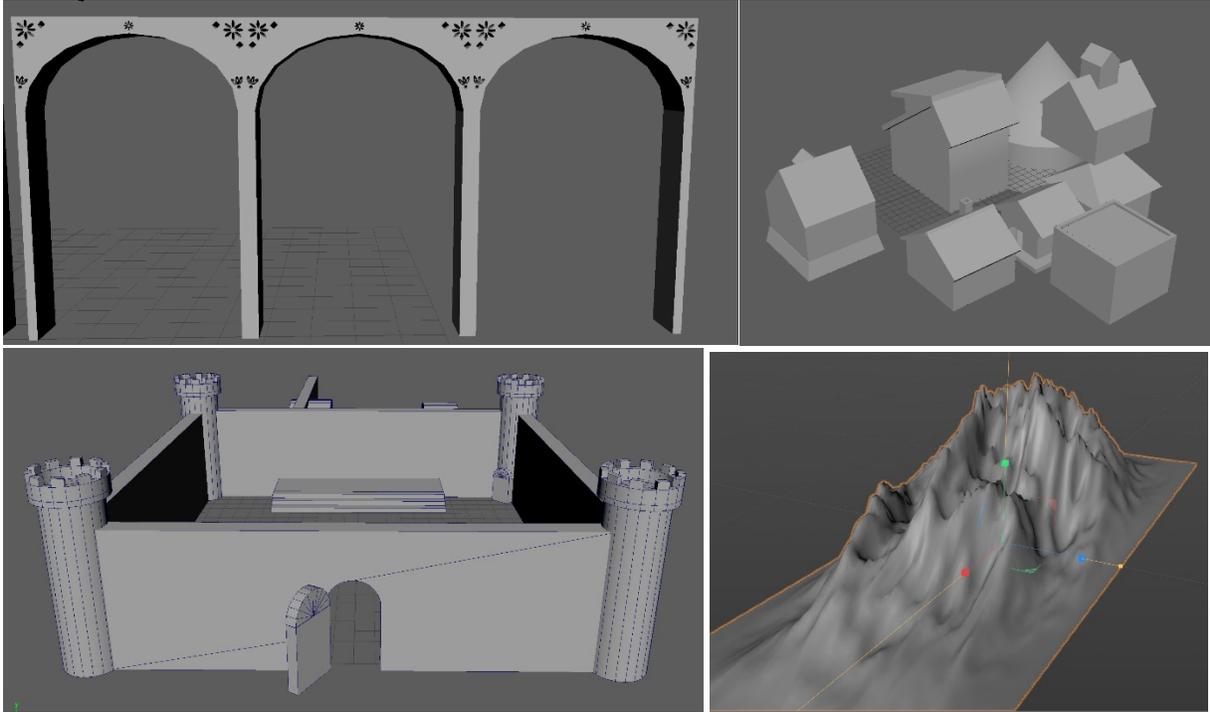
Kanéko's Adventure

My game is inspired by Fedran's book Flight of Scions. I use the base storyline of an upper-class girl named Kanéko looking for adventure having never left her father's land and dreaming of an adventure of her own. When she finally gets the chance Maris and Ruben tag along on her journey, she runs into a Wanted poster of herself with a large reward, which then turns her adventure into finding safety.

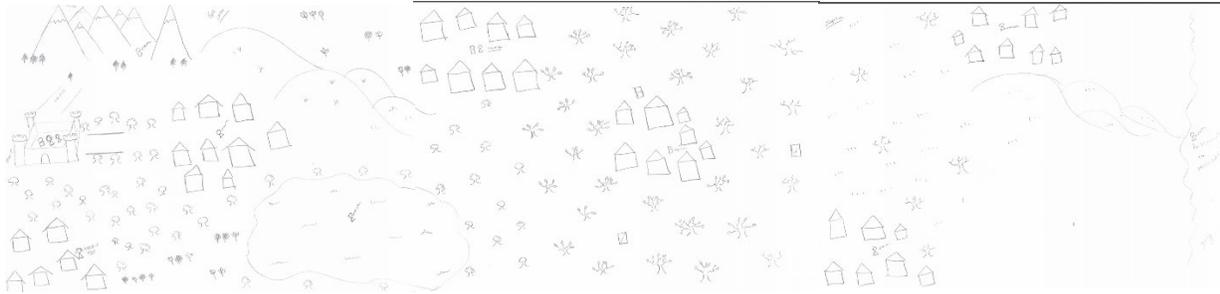
My game is a variation of Kanéko's adventure. She begins her journey in her father's castle where Kaneko's adventure to find herself and prove that she is not the damsel in distress everyone thinks she is prompts her to take off on her own. All she has ever known is her father's land, which is part of the magical world based in nature, so she wants to explore and find out more about the new land of technology that is taking over. When Kanéko runs into villages and the villagers, they will reveal more of the narrative to the player to push the storyline further and change the mood of the journey. Along the way she learns more about herself, gains strength that she didn't realize she had and the taste for more adventure. Then she happens upon kidnapping Wanted Posters for herself in other lands. These are turning points as to whether Kaneko continues on her trip or turns back to the safety of her father's kingdom.

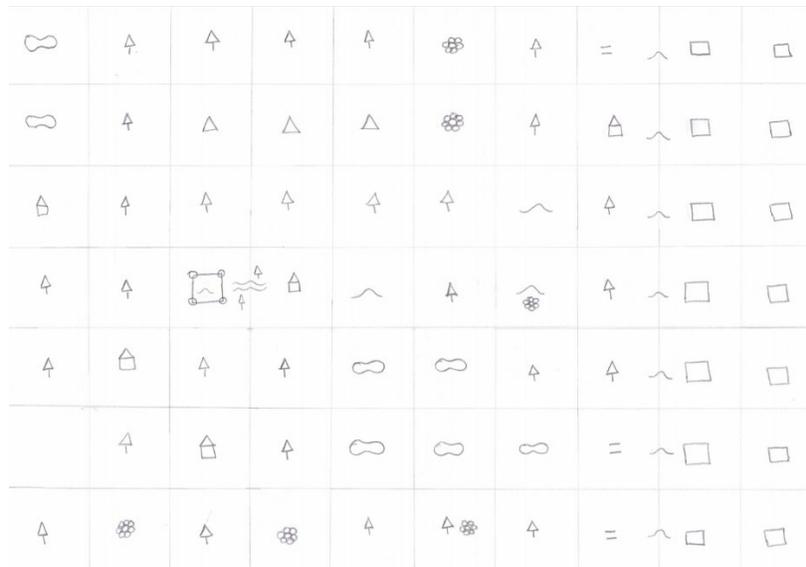
The game shows the division of the magical world that Kanéko lives in and the growing world of technology. The game is about exploring new lands, self-discovery and the story of a young girl maturing. Along with the exploration of the lands, new excerpts of the narrative are released to give further context which adds a sense of urgency to the game.

I began the design journey with deciding on the type of game I want to make and what style would leverage my skills. As I am better at modelling, I like the idea of an open concept game where the player can explore and discover new areas, but it is driven by a narrative. I envision the magical world to be nature-focused and the growing technology world as industrial and citylike. The magical world takes place in the early days of Fedran when technology is in its infancy and in a basic natural state. As Kanéko moves closer to the land of technology, the terrain begins to change. For instance, the castle and the surrounding areas are vibrant and colorful and then as the player approaches the technological world, the coloring begins to fade to sepia tone until darker, monochromatic and shades of grey encompass the technology city world. Along with the transition of color, the plants and environment begin to wither and die, and the villages become less occupied as Kanéko encroaches upon the land of technology. Her journey becomes more and more dangerous as she finds Wanted posters on trees with her name on them.

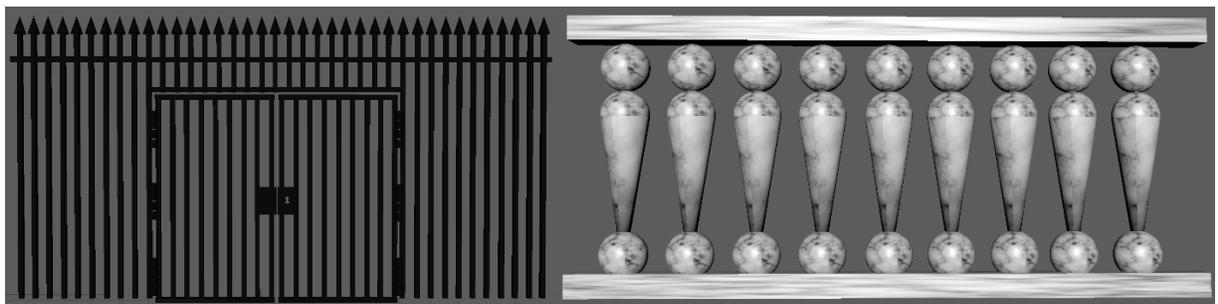
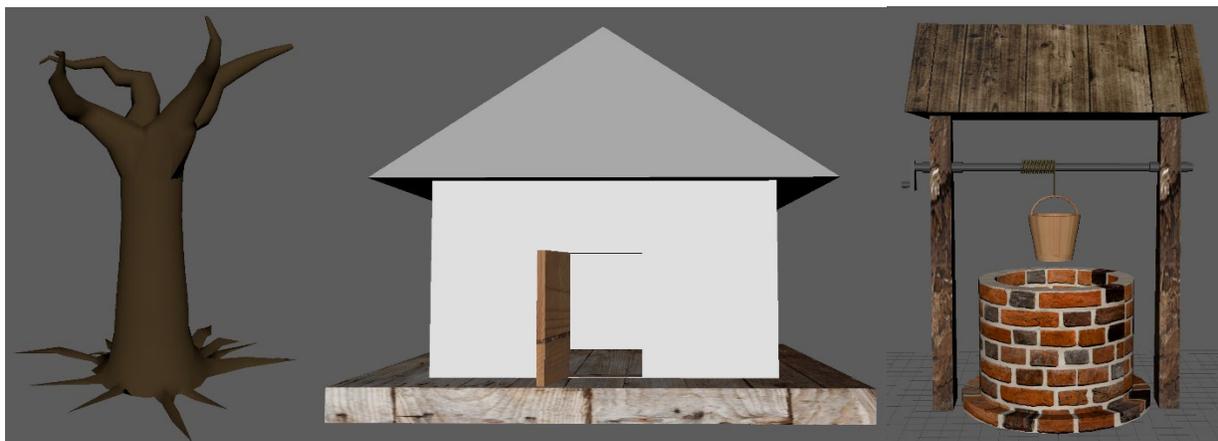


Rough sketches of my world serve as the basis for my game and I created various lists containing components I would need like models, textures and possible scripts. These sketches allow me to plan and map out my version of the territories of Fedran. Then I laid out the logistics to making an open, explorable world. For example, I could not plausibly create a world that goes on forever, so would I create invisible walls or when you hit the edge of the world would you pop-up somewhere else? I organized rough maps of the terrain by creating a master one with a grid system. With an explorable world, there is an expansive amount of territory to cover so the models are designed in pieces to configure in various ways, giving dimension through modularity.





When creating the models, I thought they should feel realistic but have a low poly feel to not slow down the game engine. After completing my models, I had searched for and implement the texturing and coloring for each model. I also exported each item as a FBX which took a lot longer than anticipated due creating more than 100 models.



Almost all Disney films use beautiful imagery and detail in their scenery to give inspiration. They have amazing 'wow' moments revealing impressive graphics as background when the protagonists enter a new stage of their journey. Disney's use of forests to frame their characters journey creates beautiful

scenery with animated realism that I admire. The balance between realism and animation is what I am aiming to produce in creating a “wow” moment for my game.



Brave



Tangled



Frozen



Jungle Book



Lion King

The Witcher 3: Wild Hunt also contained astounding views with realistic graphics.



The Foundation game had beautiful villages that are made from basic shapes with various textures that are configured in various ways.



References

Tangled-<https://www.pinterest.co.uk/pin/396457573420518398/#>

Frozen- <https://www.youtube.com/watch?v=mqugl4V-Dt4>

Brave-<https://catherinehebert.ca/portfolio-item/brave-forest/>

Jungle Book -<https://www.artstation.com/artwork/1n1L3L>

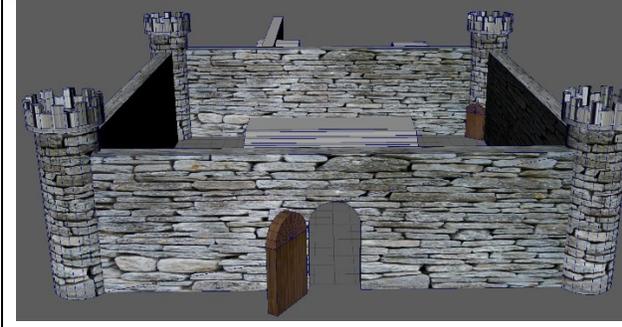
Lion King- <https://www.artstation.com/artwork/baYWLd>

The Witcher-https://www.youtube.com/watch?v=afJnnUi1o_8

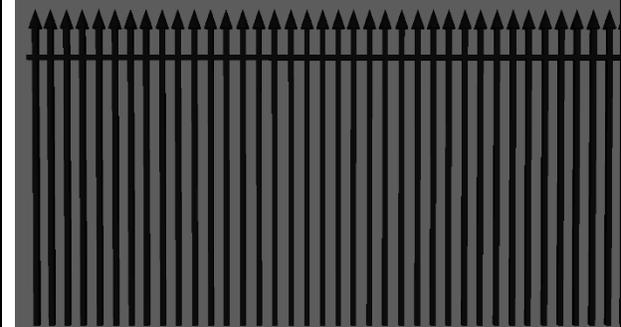
The Foundation-<https://www.polymorph.games/>

Asset Catalogue

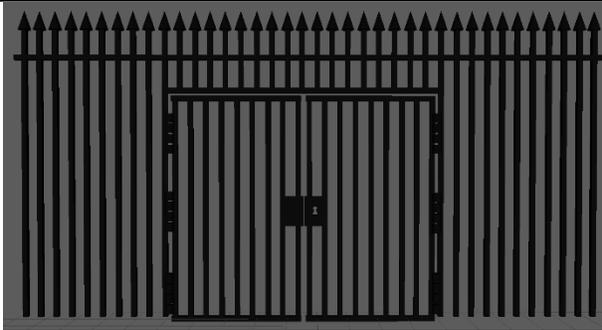
Models



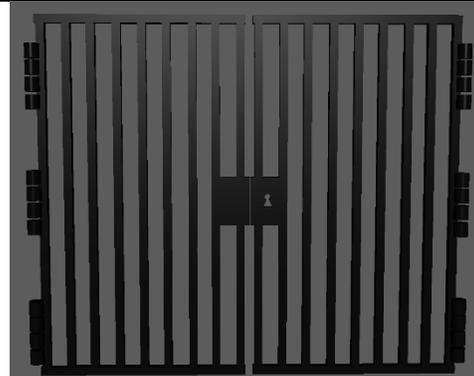
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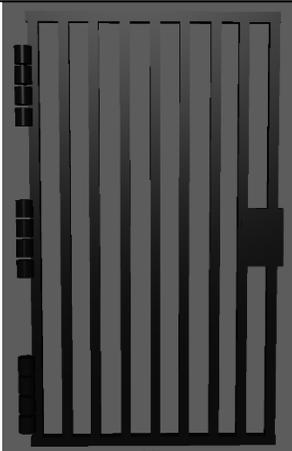
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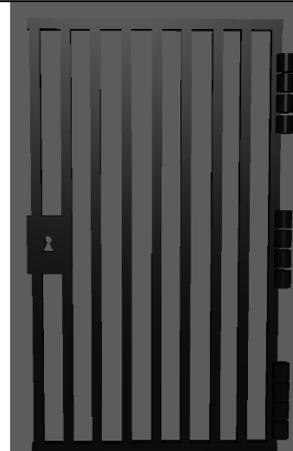
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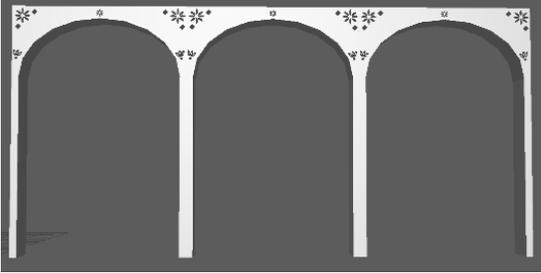
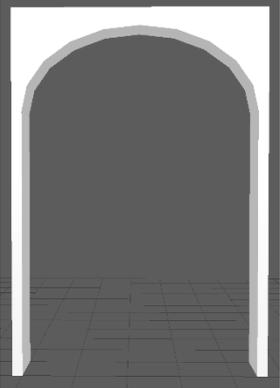
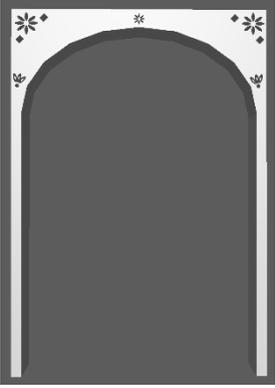
Gate Doors



Gate Door Left



Gate Door Right

	
<p>Arches 1</p>	<p>Arches 2</p>
	
<p>Base Arch 1</p>	<p>Base Arch 2</p>
	
<p>Chair 1</p>	<p>Chair 2</p>



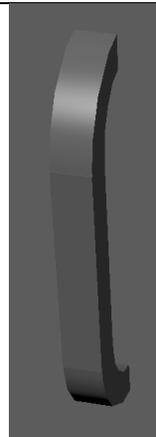
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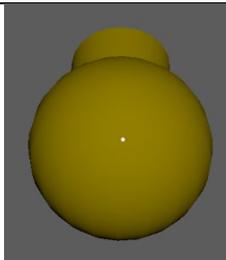
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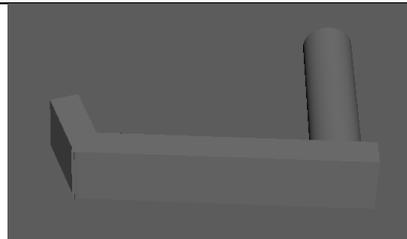
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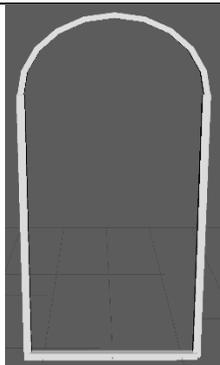
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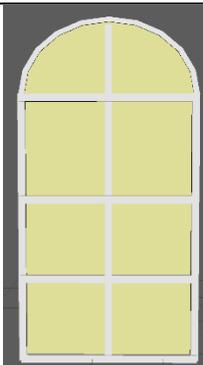
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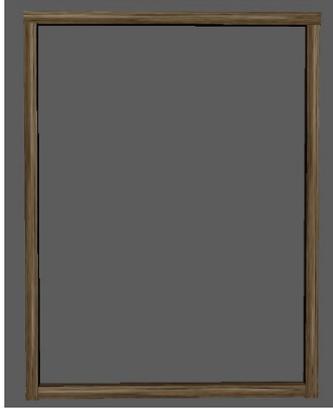
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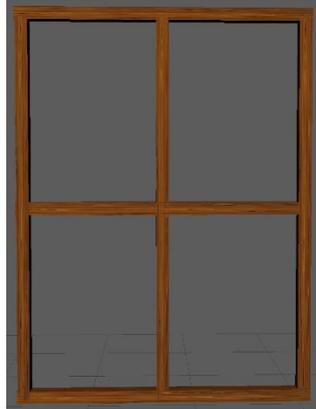
Window 1



Window 2



Window 3



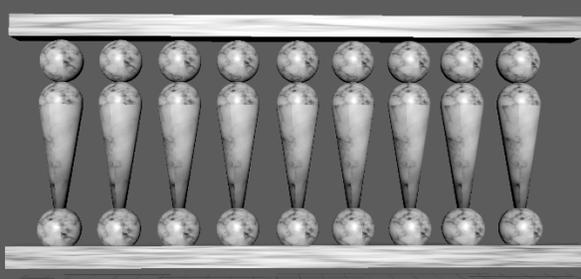
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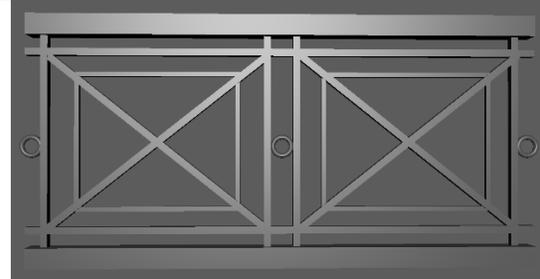
Window 5



Window 6



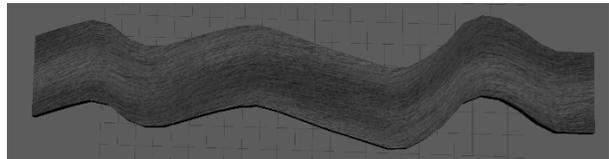
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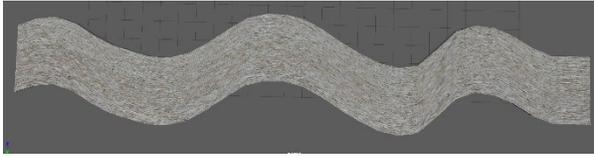
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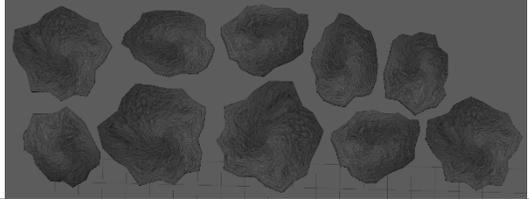
Railing 3



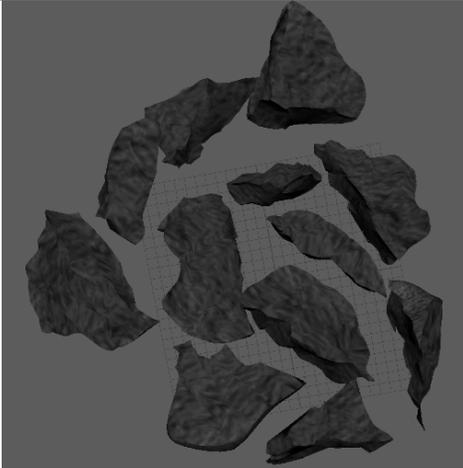
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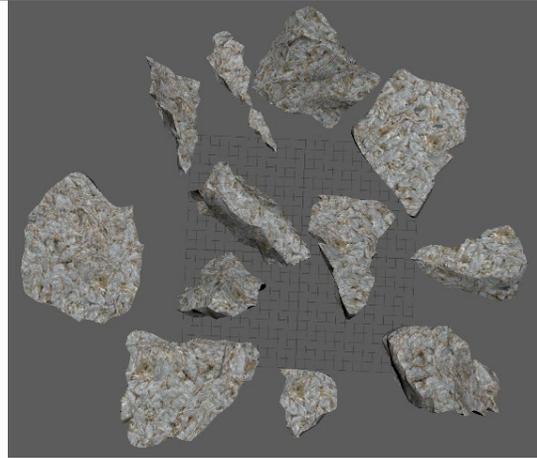
Path 2



Path 3



Rock Group 1



Rock Group 2



House 1



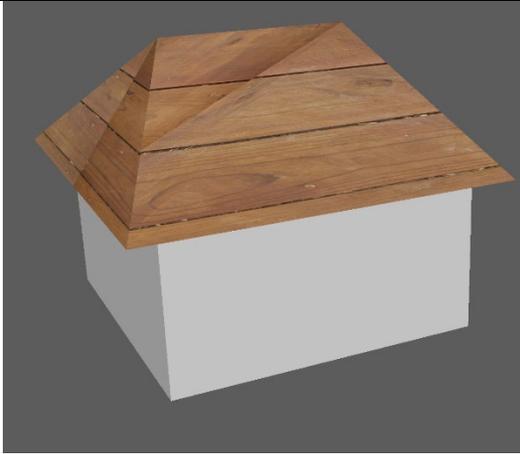
House 2



House 3



House 4



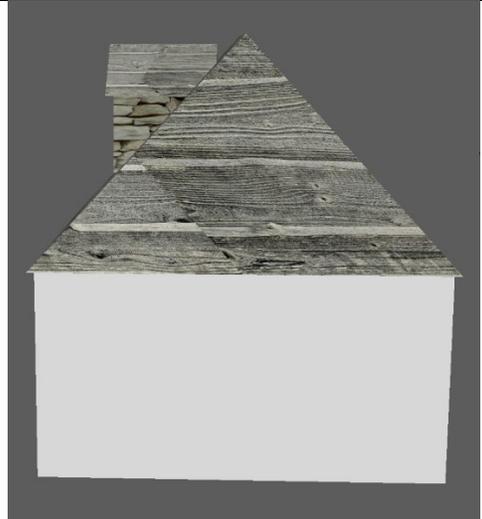
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House 6



House 7



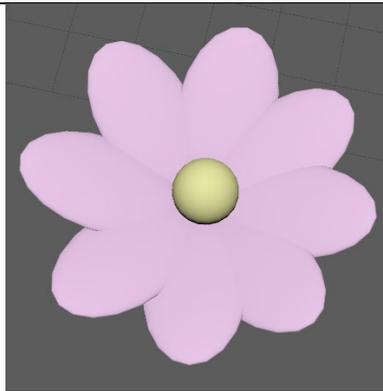
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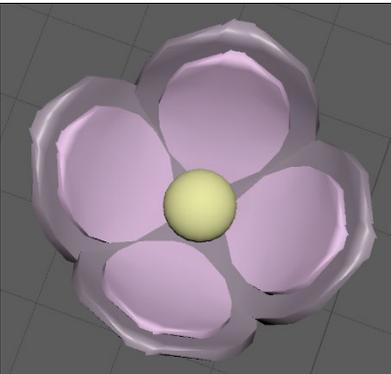
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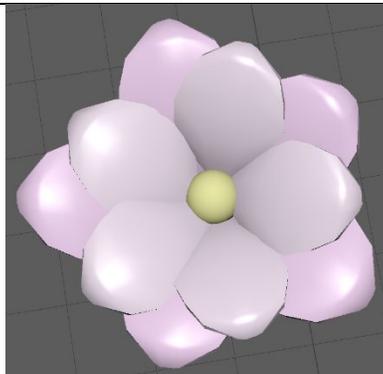
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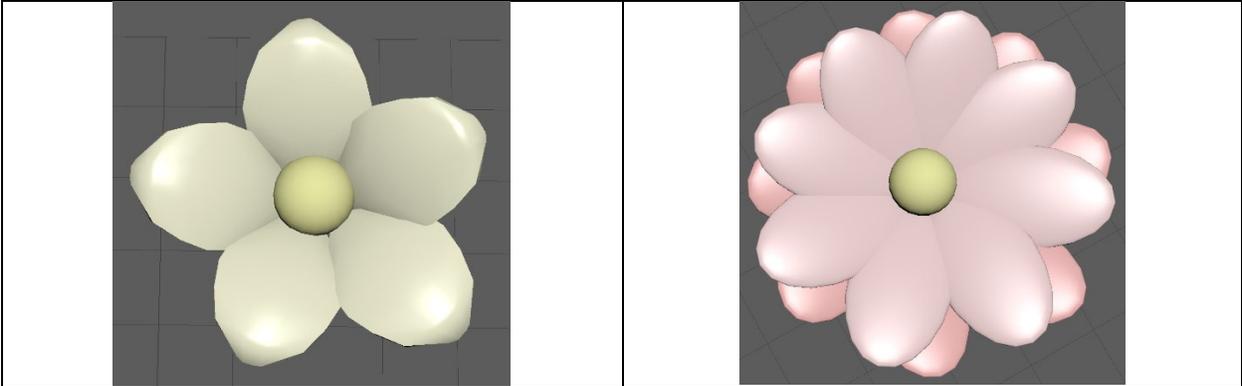
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Flower 3

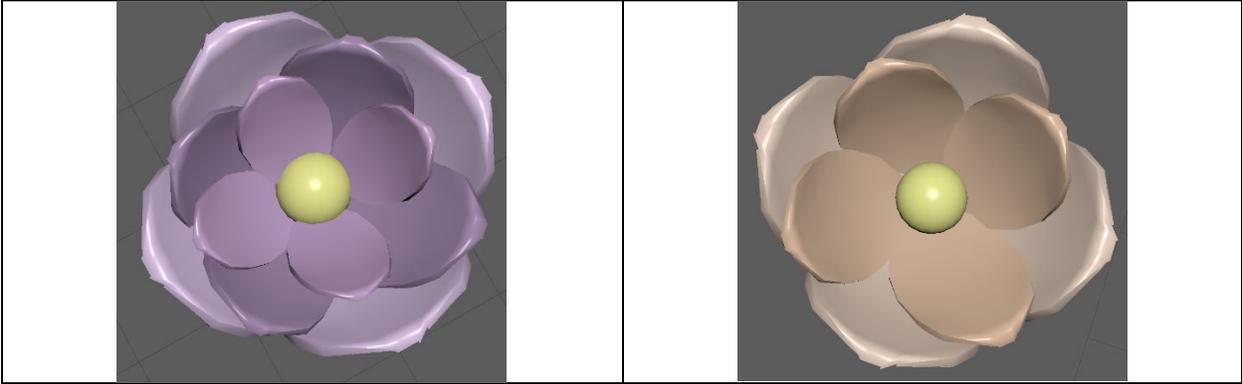


Flower 4



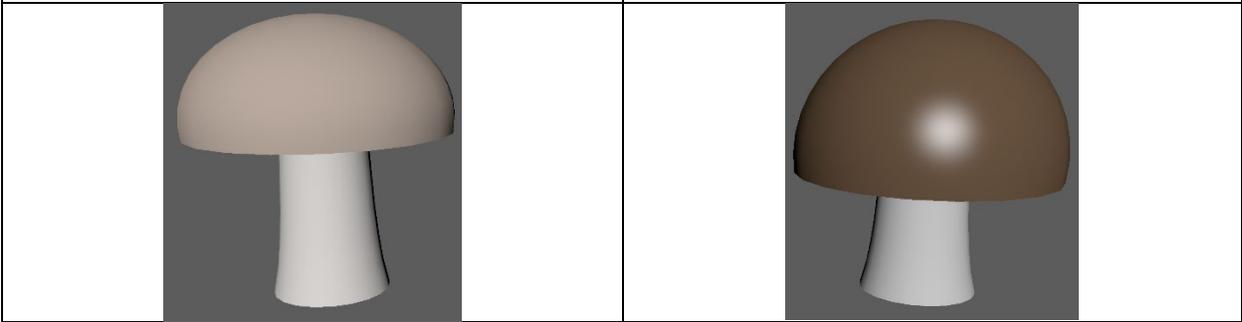
Flower 5

Flower 6



Flower 7

Flower 8



Mushroom 1

Mushroom 2



Grass Hill

Grass 1



Grass 2



Grass 3



Grass 4



Grass 5



Grass 6



Grass 7



Grass 8



Tree 1



Tree 2



Tree 3



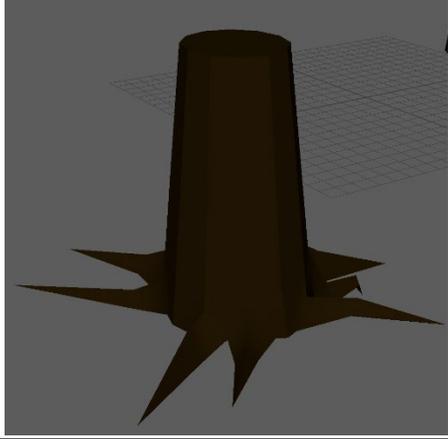
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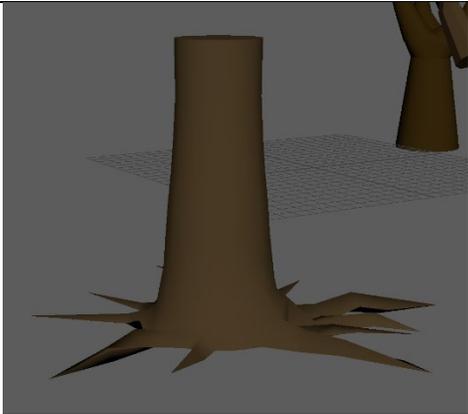
Tree 5



Tree 6



Tree 7



Tree 8



Tree 9



Tree 10



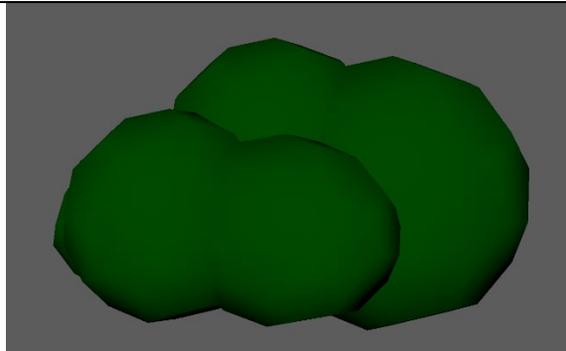
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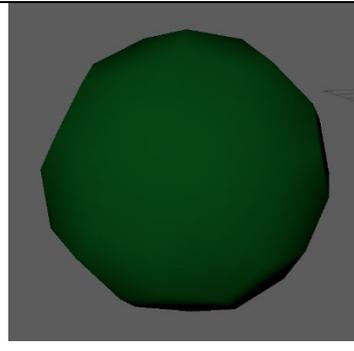
Tree 12



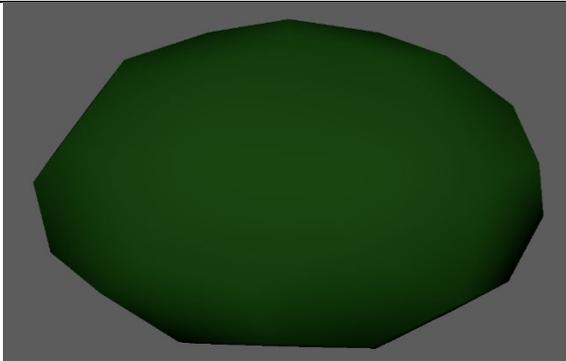
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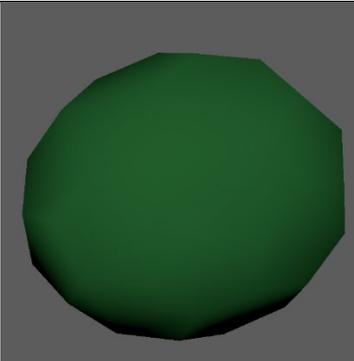
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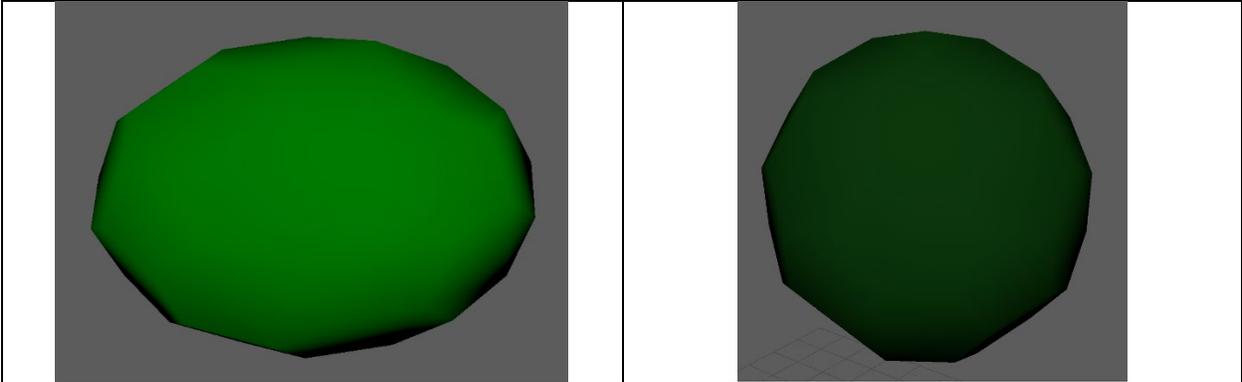
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Treetop 3

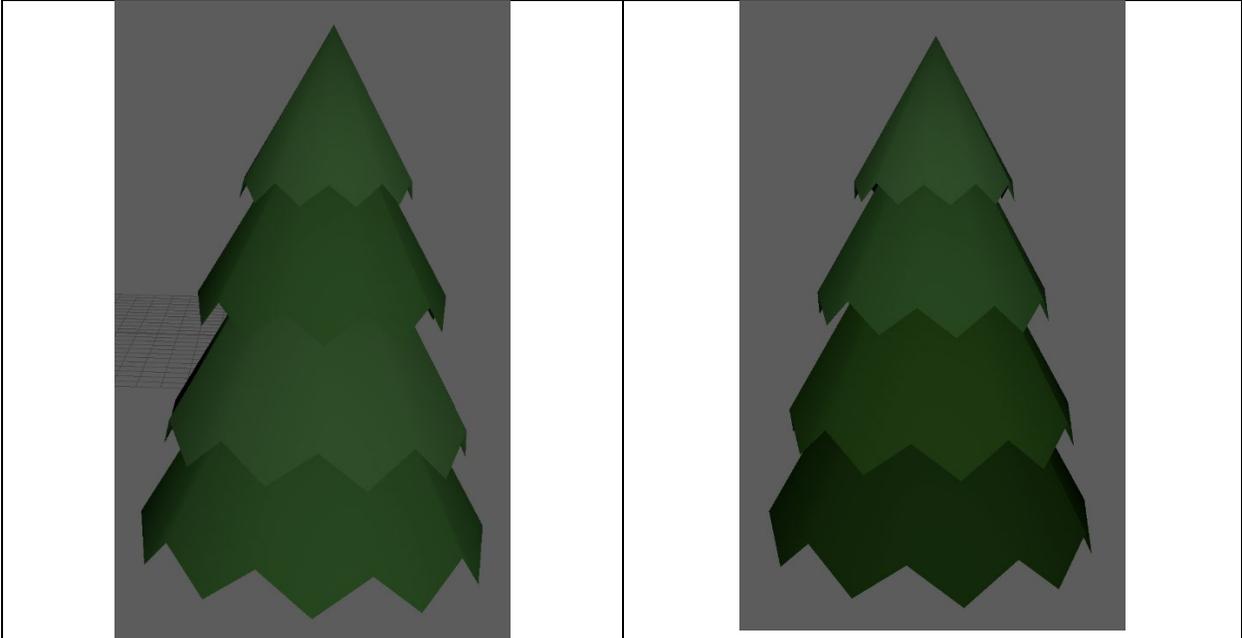


Treetop 4



Treetop 5

Treetop 6



Pine Tree 1

Pine Tree 2



Pine Tree 3



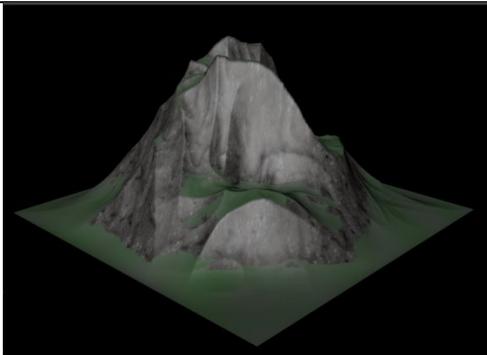
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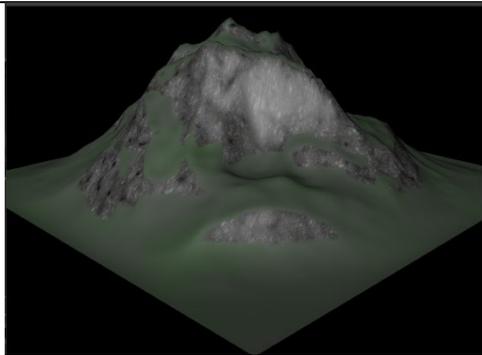
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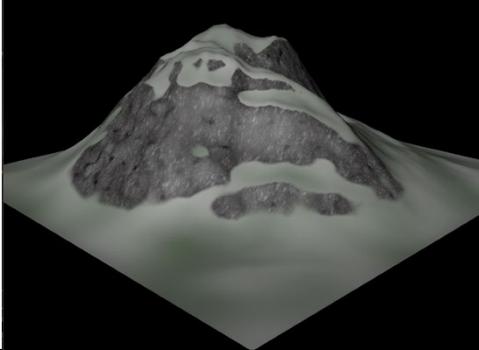
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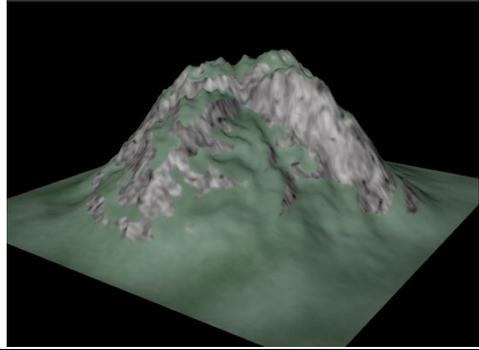
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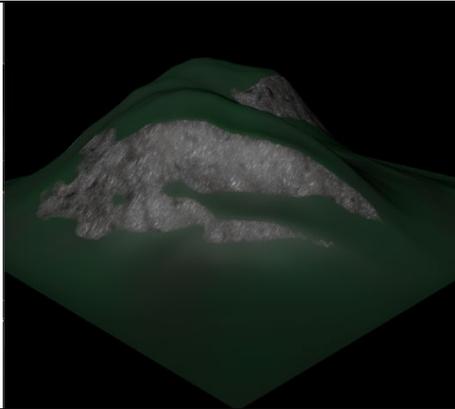
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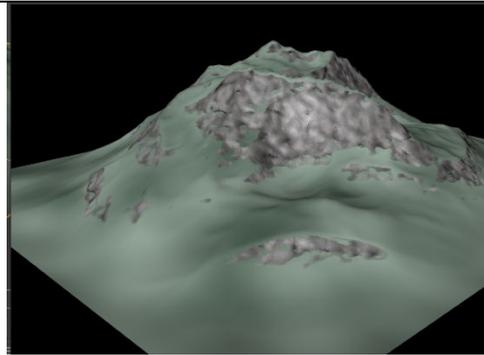
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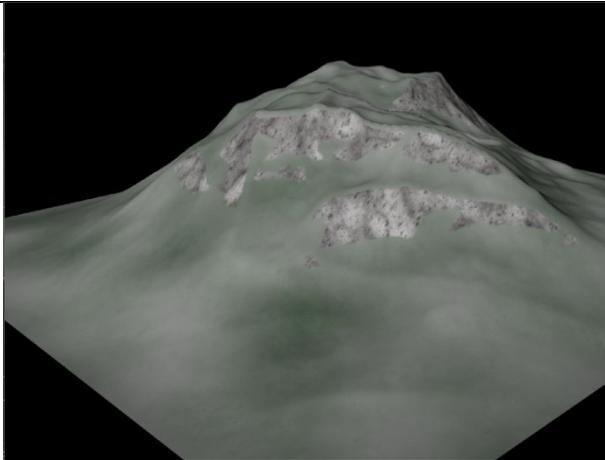
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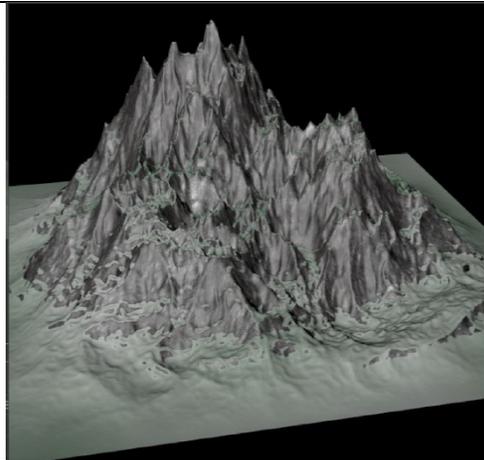
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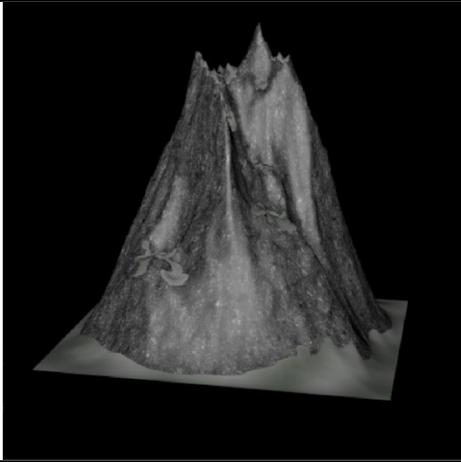
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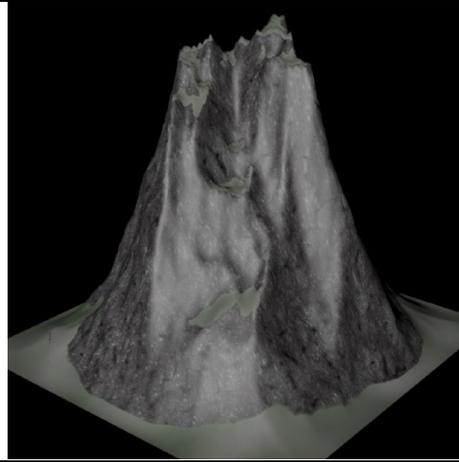
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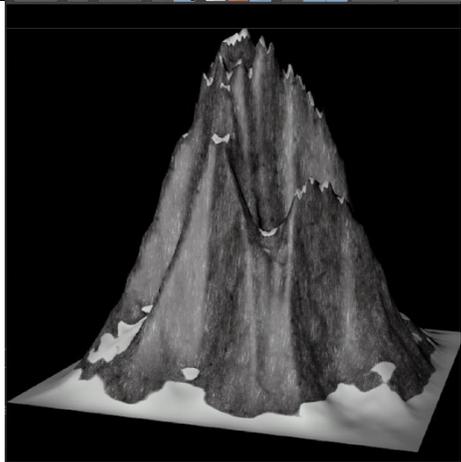
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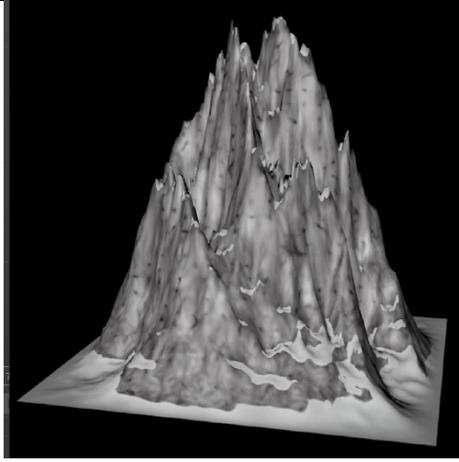
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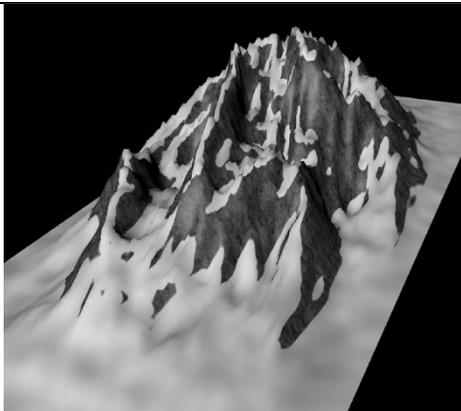
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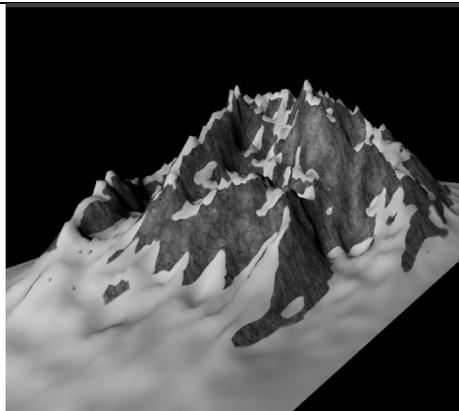
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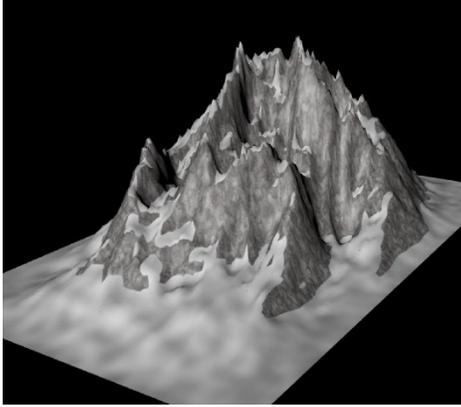
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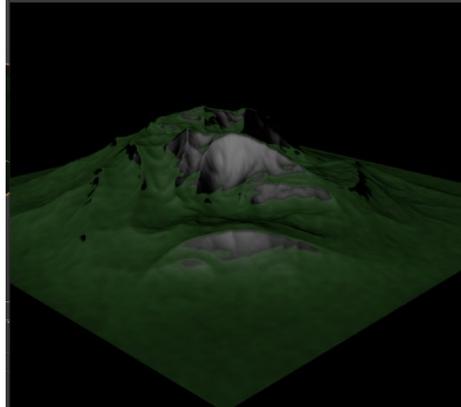
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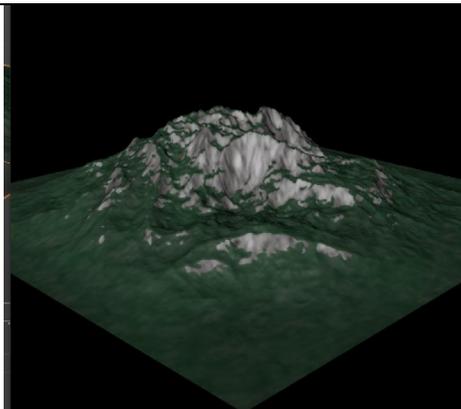
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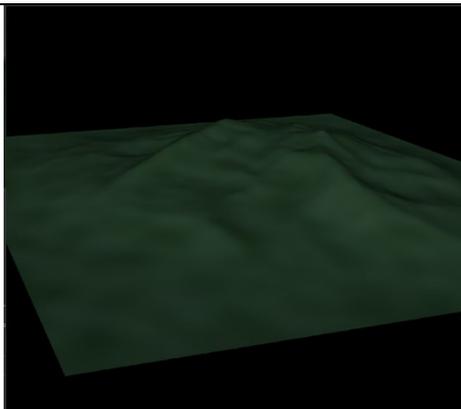
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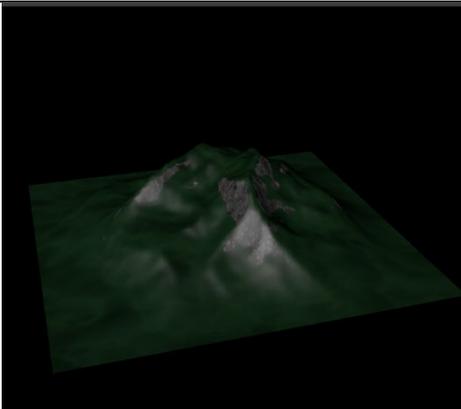
Mound 1



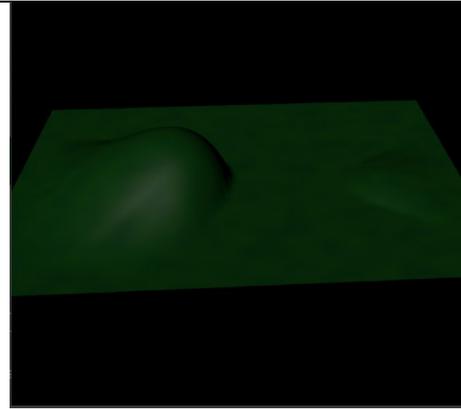
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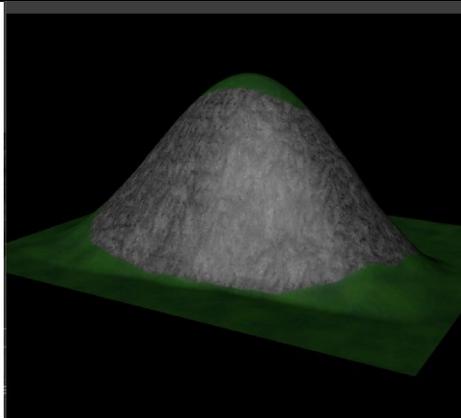
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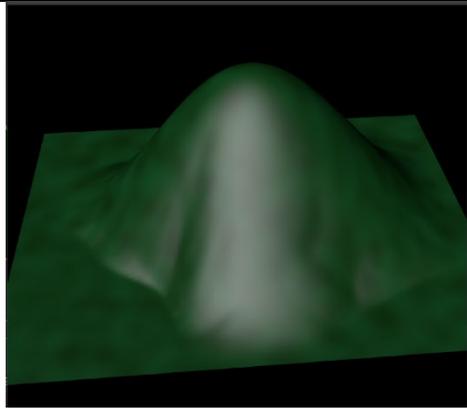
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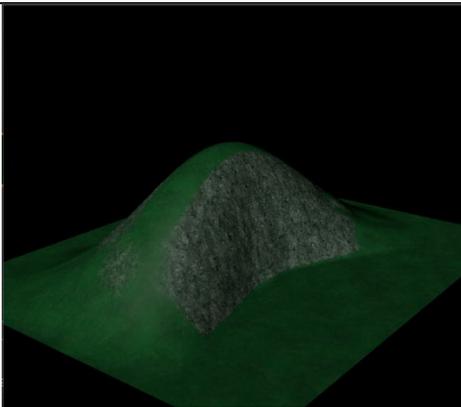
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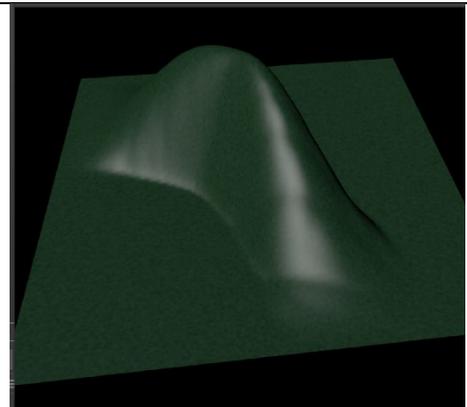
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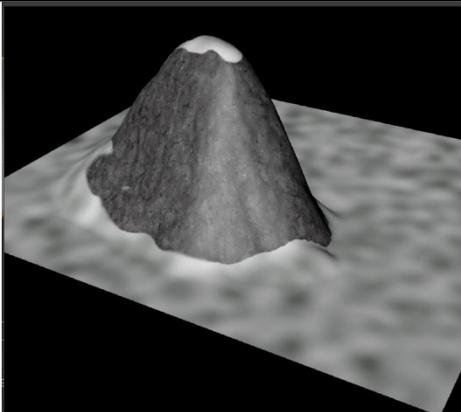
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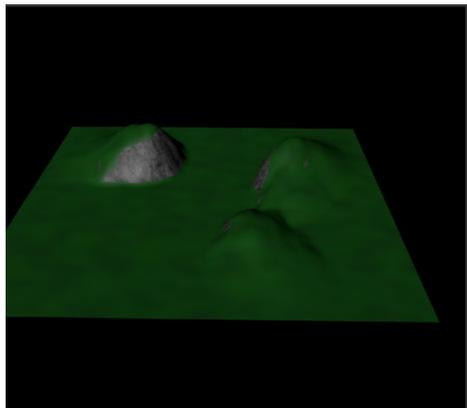
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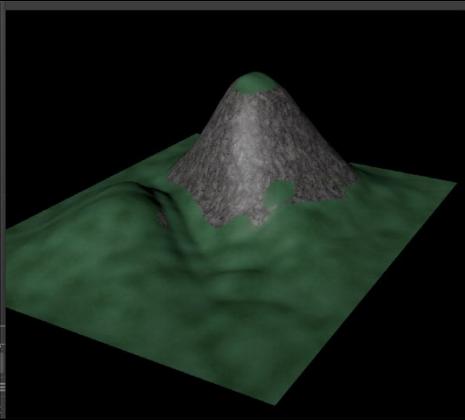
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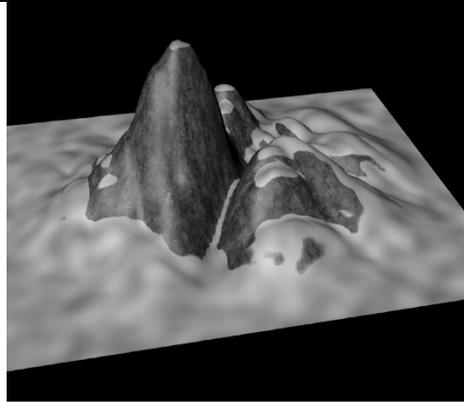
Mound 10



Mound 11



Mound 12



Mound 13

Texture Options

Wood

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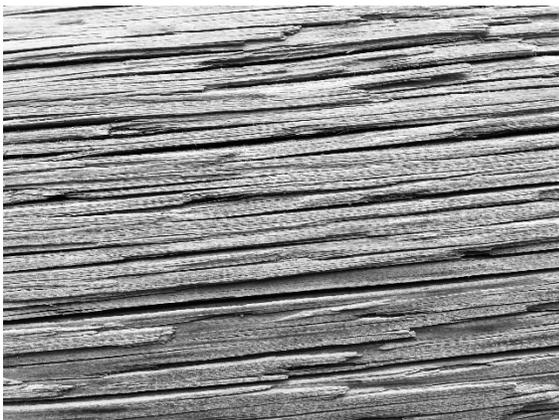


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Tree wood

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Stone wall

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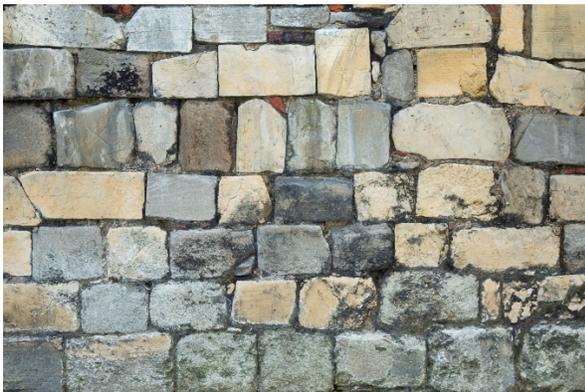
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Roofing

https://upload.wikimedia.org/wikipedia/commons/0/0d/Casita_with_roof_tiles_in_Costa_Rica.jpg

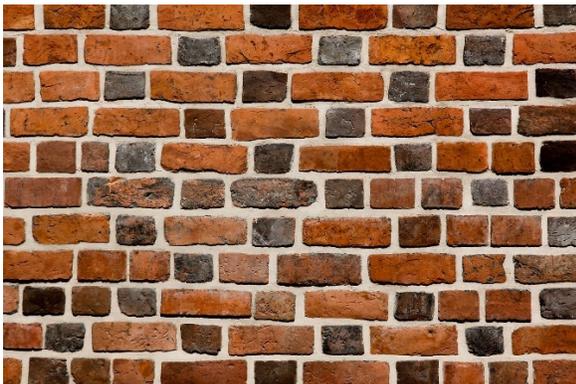


https://commons.wikimedia.org/wiki/File:Roof_Japan.jpg



Brick Wall

https://commons.wikimedia.org/wiki/File:Brick_wall_close-up_view.jpg



https://commons.wikimedia.org/wiki/File:Dry_stone_wall_in_Parque_da_Cidade_do_Porto,_Portugal.jpg



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Grasses

https://commons.wikimedia.org/wiki/File:Grass_Texture.png



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https://commons.wikimedia.org/wiki/File:High_old_dry_grass.jpg



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https://commons.wikimedia.org/wiki/File:Seamless_grass.jpg



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<https://commons.wikimedia.org/wiki/File:Blender3DNoobToPro-Grass.jpg>



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Stone

[https://commons.wikimedia.org/wiki/File:Blue_bumpy_stone_texture_\(02\).jpg](https://commons.wikimedia.org/wiki/File:Blue_bumpy_stone_texture_(02).jpg)



[https://commons.wikimedia.org/wiki/File:White_stone_texture_\(01\).jpg](https://commons.wikimedia.org/wiki/File:White_stone_texture_(01).jpg)



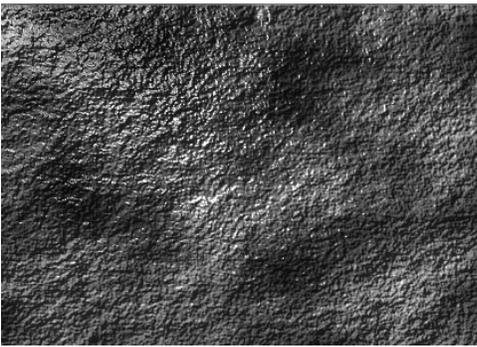
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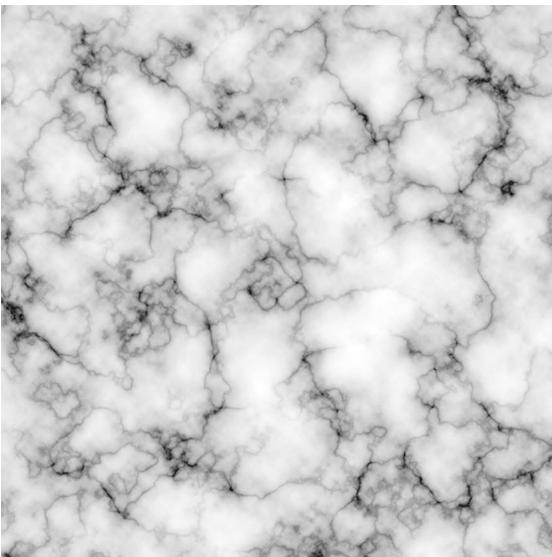
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