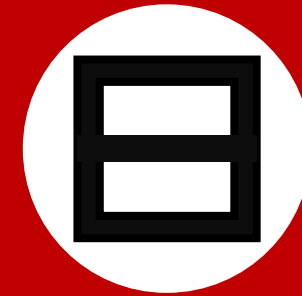


**Blue Moon**



# Overview

A story of people being in a tough time, regaining what belongs to them. The story progresses through a collection of mini-games, simulation elements, and dynamic dialogue system in a 2D top-down perspective. The game targets for the young learners who love to explore story through interactive gameplay in a computer.



## Blue Moon

(working title)

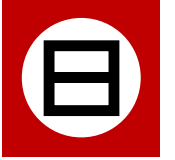
**Platform:** PC

**Genre:** Narrative, RPG, Adventure

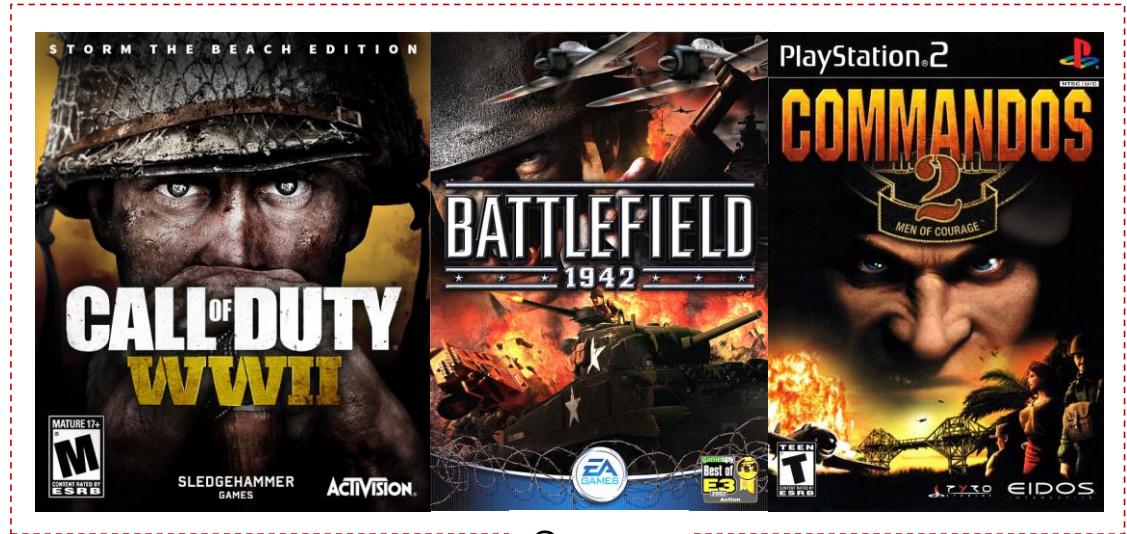
**Target Audience:** 14-24

**Setting:** An earthlike planet

# Overview



Movies

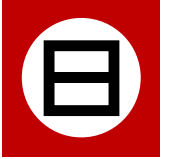


Games

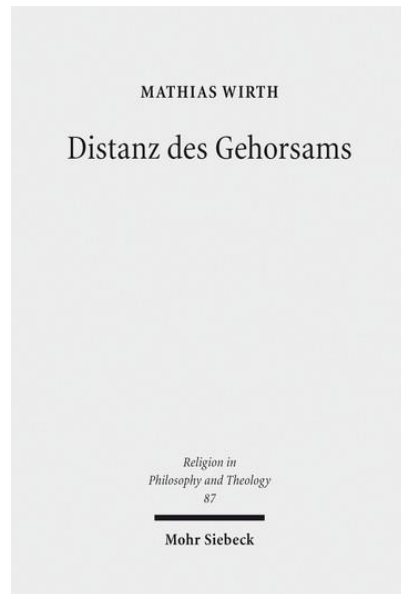
As an average German Joe?

**NOT OFTEN!**

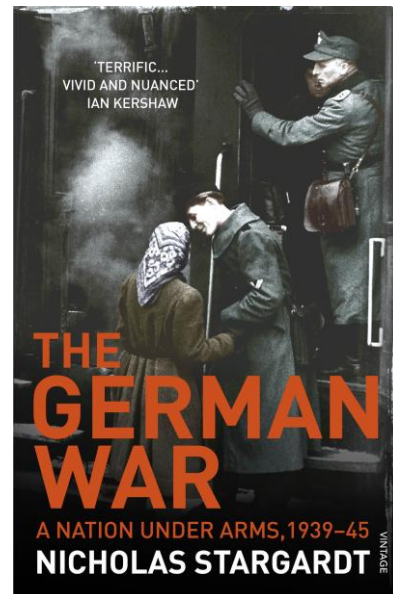
# Overview



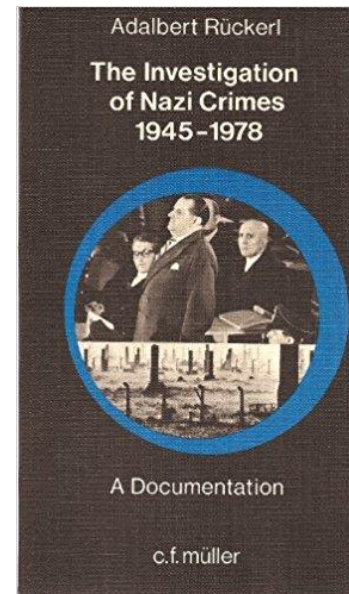
„Why dont you play **the game?**“  
also could be interpreted as  
„Why dont you play by **the rules?**“



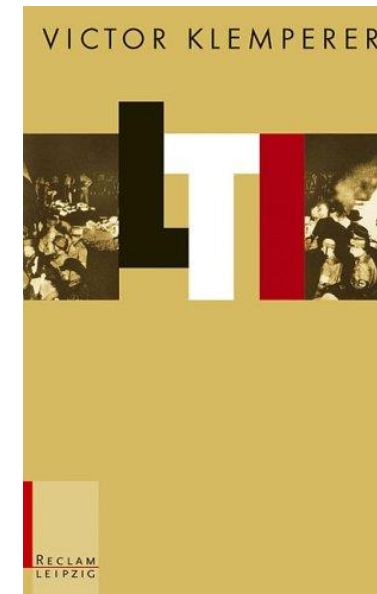
**Distanz des Gehorsams**  
*Mathias Wirth, 2016*



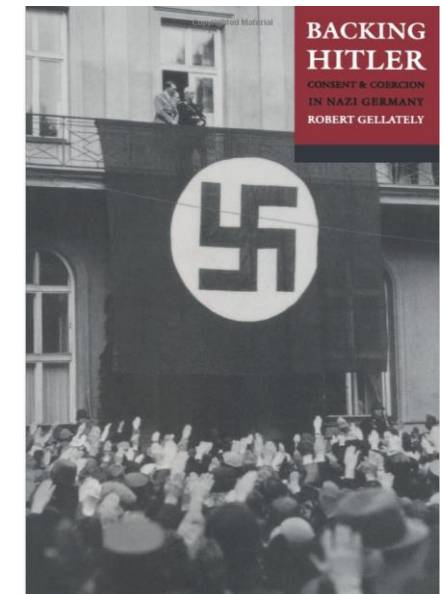
**The German War**  
*Nicholas Stargardt,*  
2015



**The investigation of  
Nazi crimes 1945-  
1978**  
*Adalbert Rückerl ,*  
1979

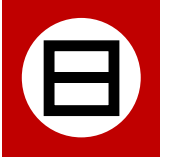


**LTI**  
*Victor Klemperer,*  
1947



**Backing Hitler**  
*Rober Gellately,*  
2001

# Observations

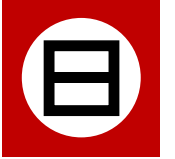


Problem	After WWI	Present
Loss of connection to work and country	2nd Industrial Revolution	Industry 4.0 and Digitalization
Feeling of treason from the government	Stab-in-the-back myth	Conspiracy theory + rooting against „established elites“
Financial Crisis	Black Thursday and huge inflation	Happening times to time, huge inflation still exists (e.g. Venezuela)
Antisemitism	Was there	Still there

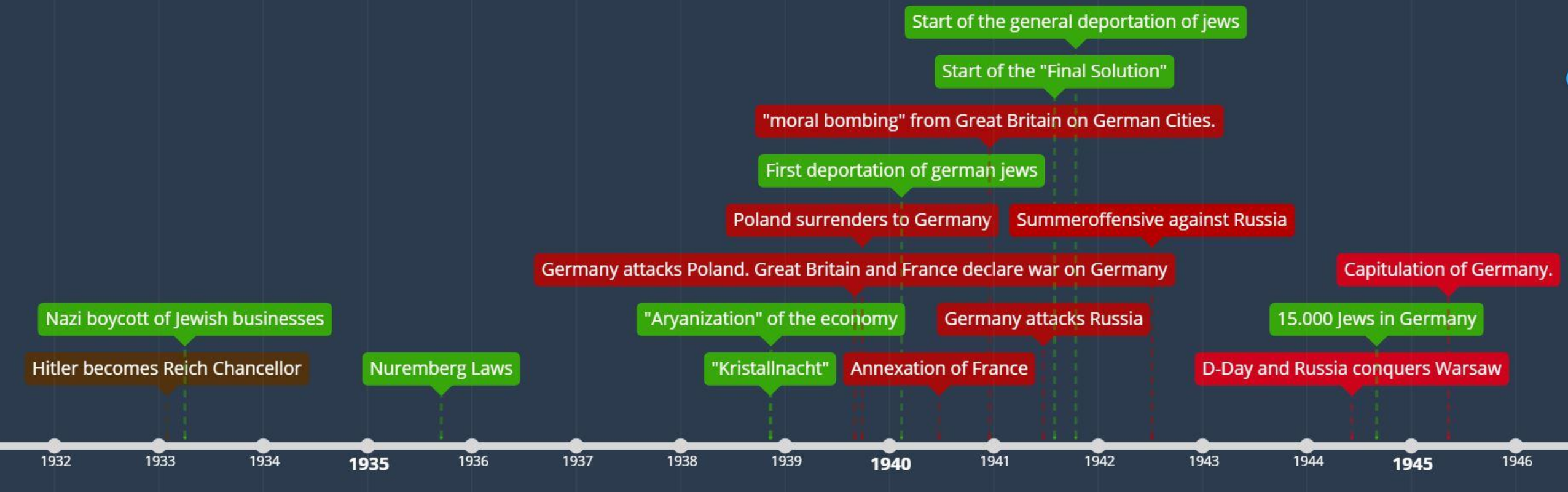
## Objective

Putting the gamers in this kind of situation

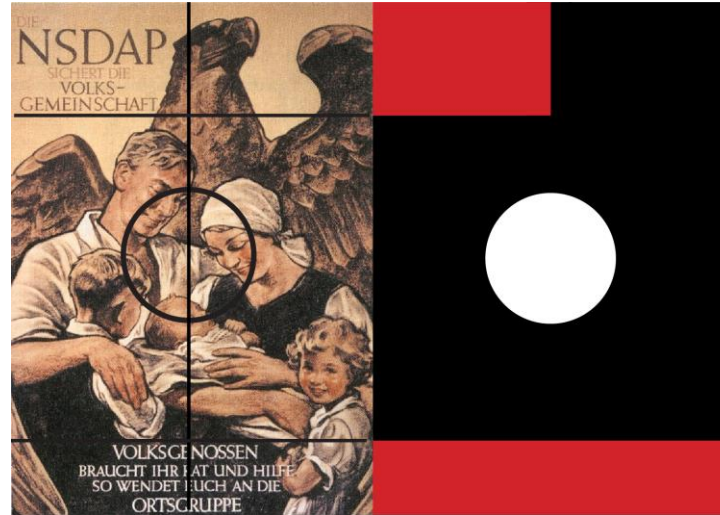
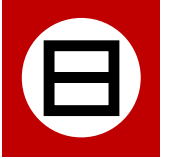
# Settings



Completely different setting, although still relying on actual historical events.



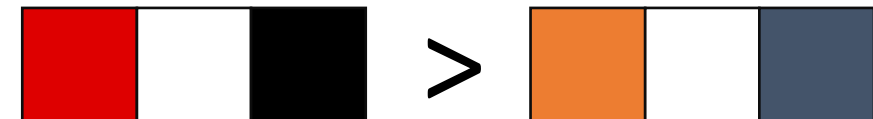
# Rebranding



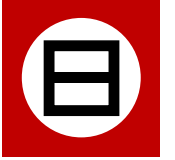
Fonts

**Ab** > **ab**

Color Scheme

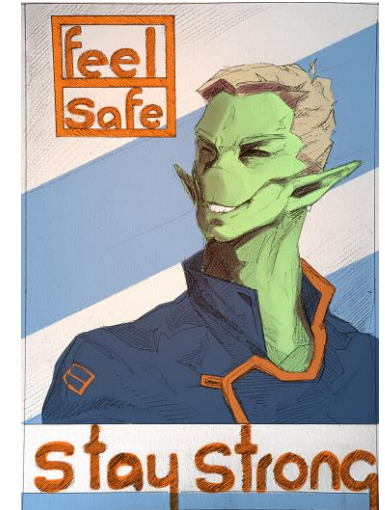


# Rebranding



Fonts

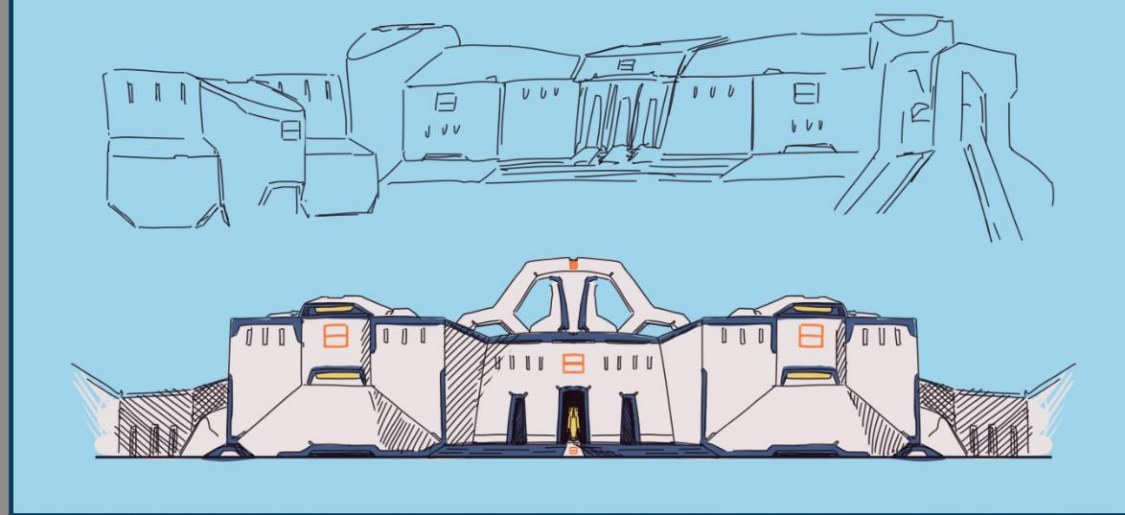
**Ab** > **ab**



Color Scheme



# inspirations



# concept art



# mood & atmosphere



# characters



## Tavern owner (protagonist) (central character)

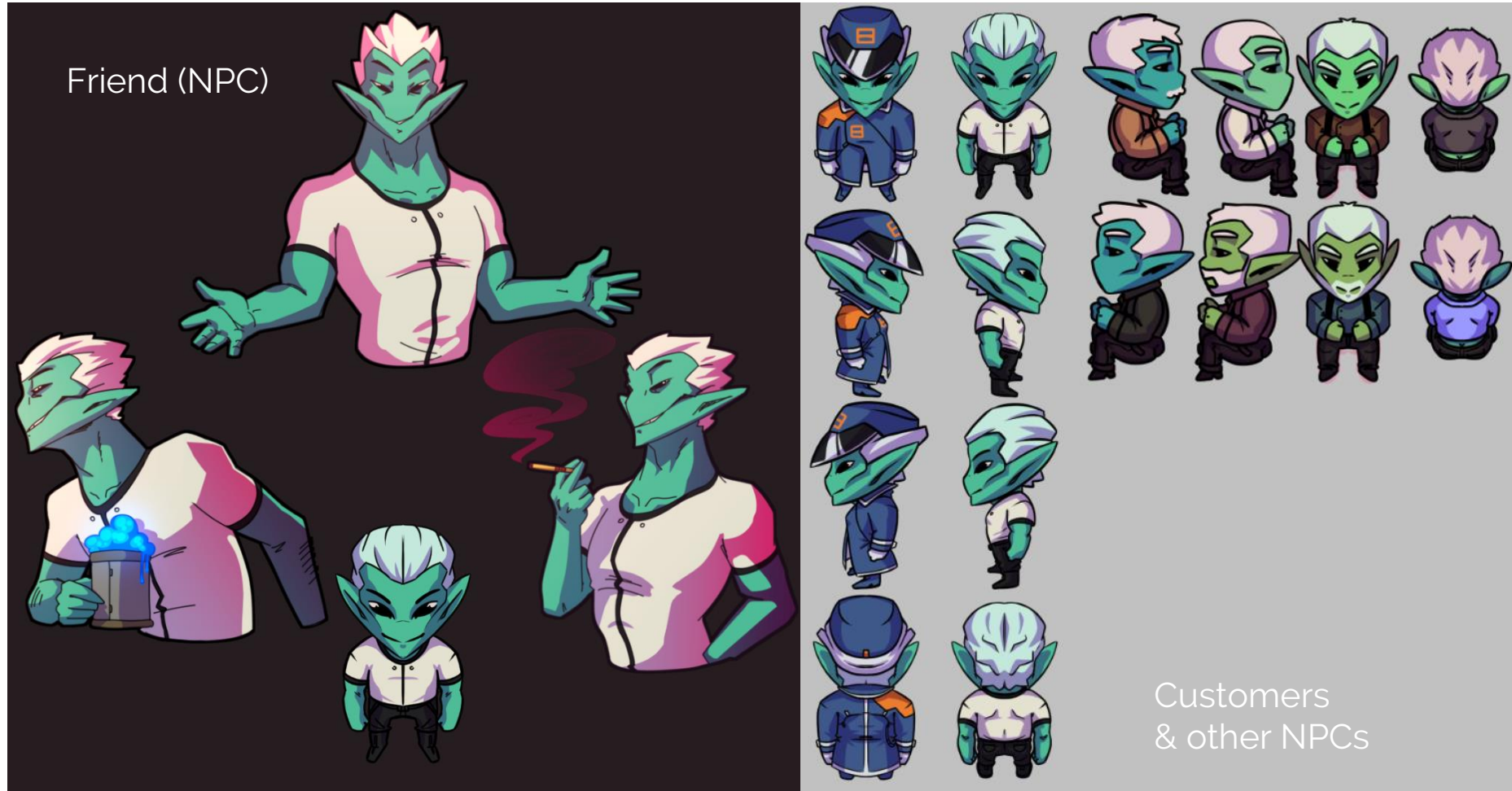
- **Background:** Everyday normal guy, Boring, Lives in Town, Born in 1910, Father died in the first war
- **Want:** A good family status with social accomplishment
- **Need:** Money
- **Profession:** works in his family Tavern
- **Critical point:** Follow or Lose support



# characters



## Other characters



# tile sheet



# design direction



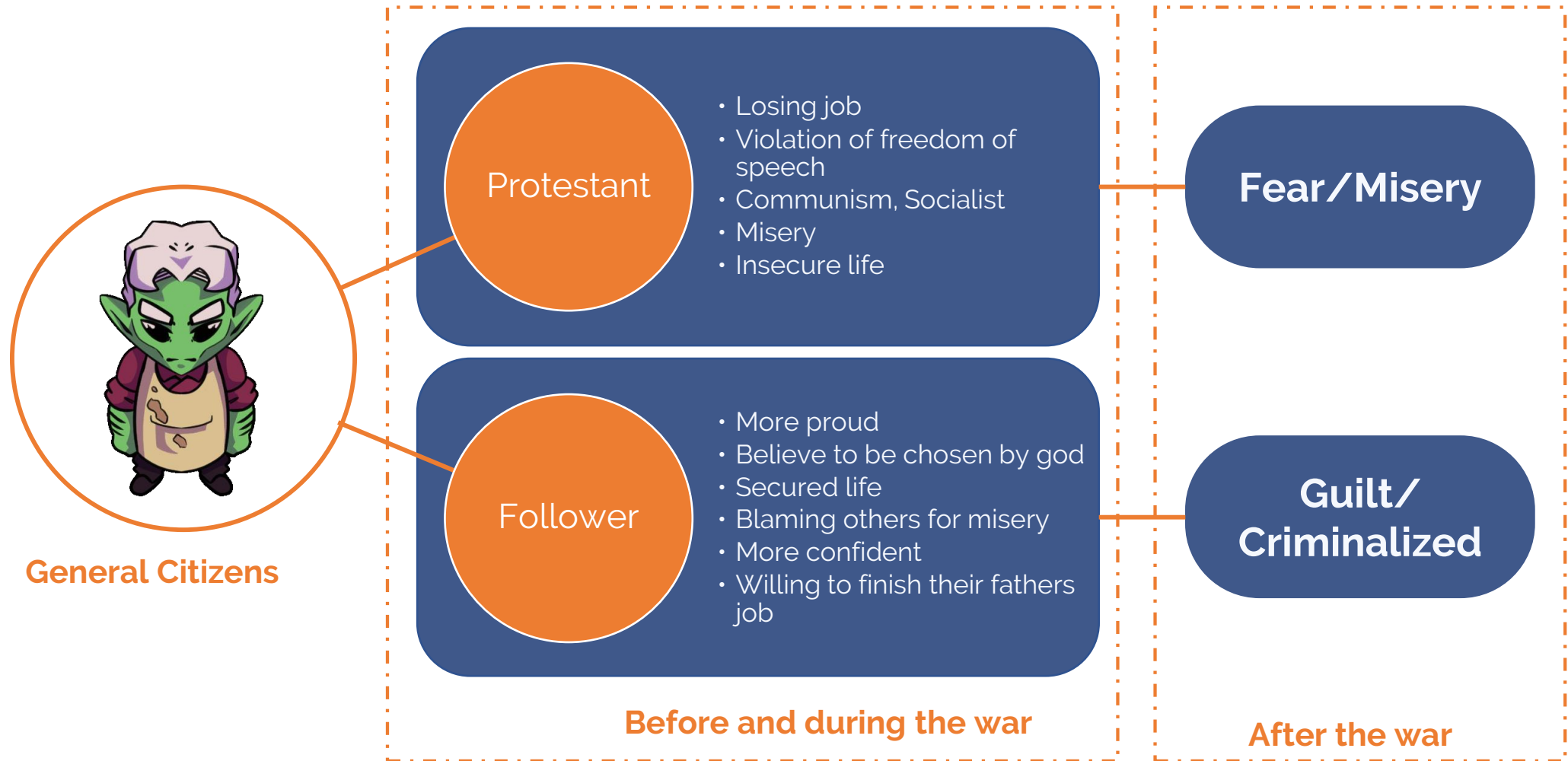
## Design process

„Obedience“ in different media & reality			
Reality	Literature	Movies	Games
Distance between wanting to and having to	Same as Reality	Same as reality	Not necessarily, distance can be broken up
Reflection often after execution of order	Mixed reflection (in time or after reading)	Reflection after watching	Reflection before execution of an order

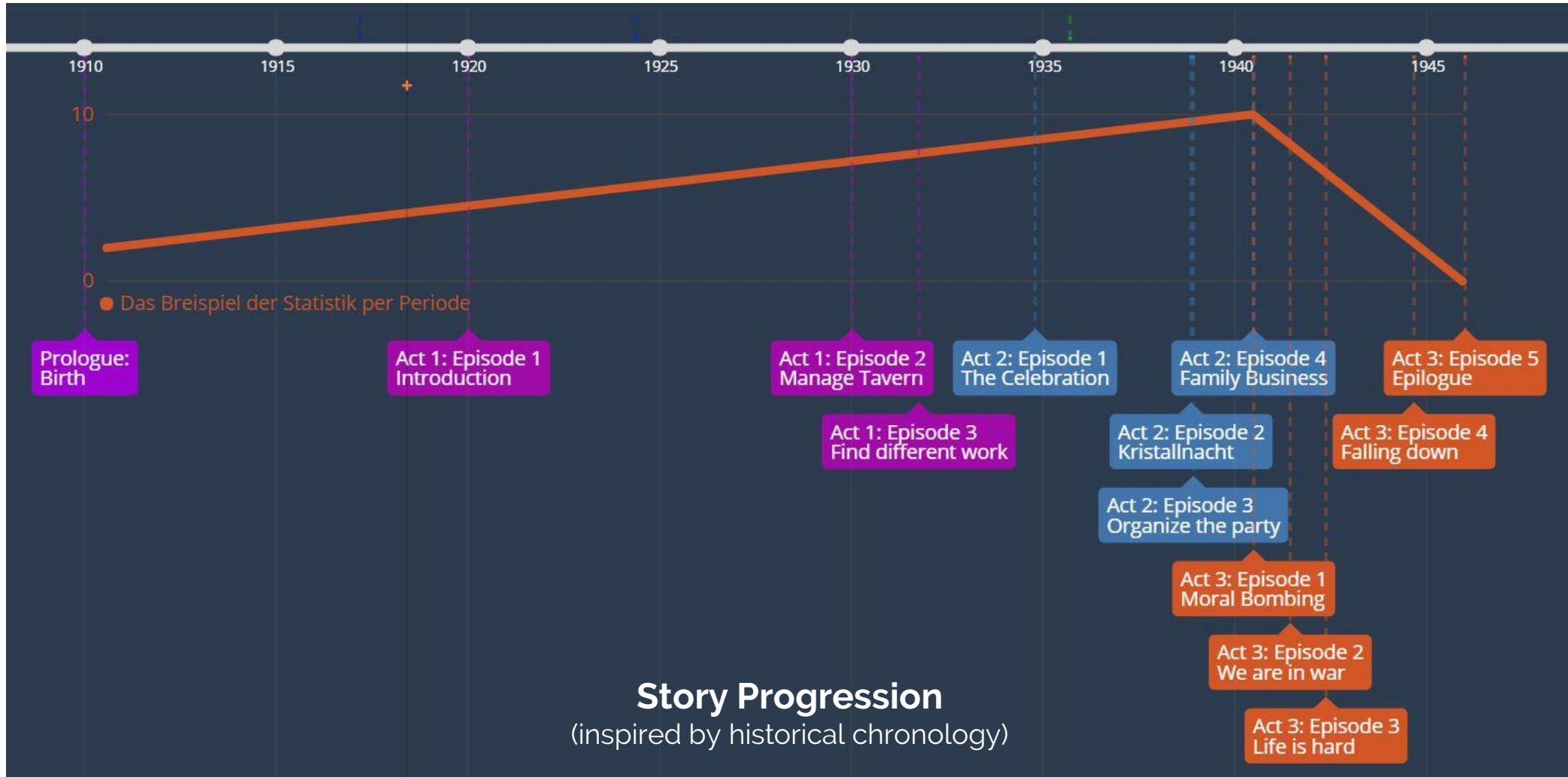
In general, Disobeying in game = **Fun**

In our game, Disobeying = **no fun** and **boring**

# observation



# story progression



# gameplay



## Act 2 – Episode 2: The Riot



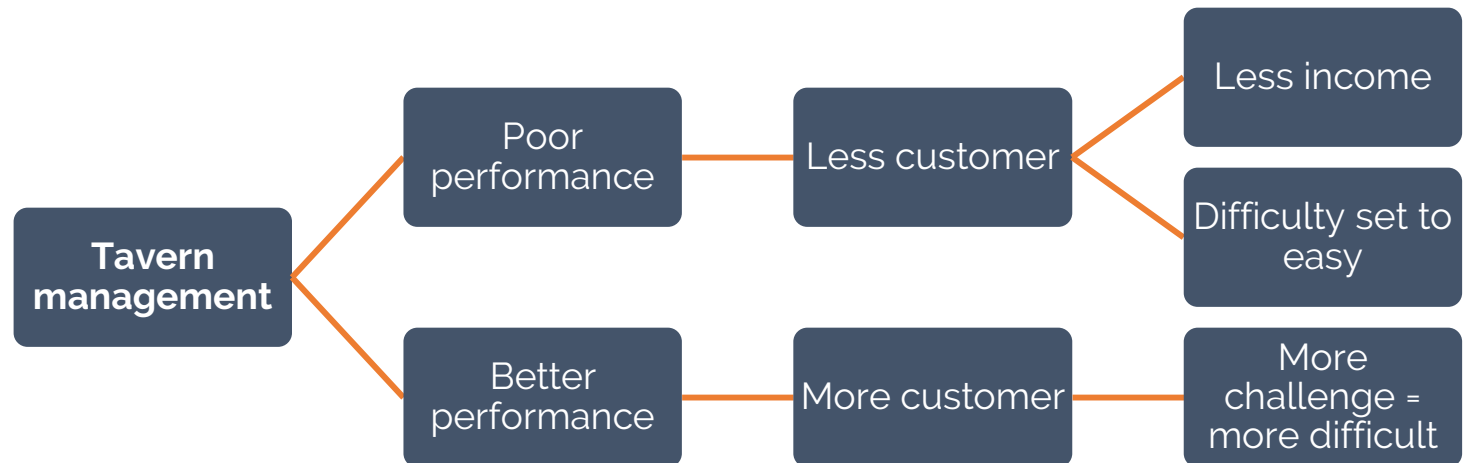


## Tavern Managements

- *Challenge*: Earning Rent and livelihood
- *Limited resources*
- Talkative Customers = *information*

## Dynamic difficulty

- Keep the game flow
- Keep the difference between want and need
- Motivate gamer to be obedient



# gameplay



<b>The Riot</b> Decision: Join/Leave	Gameplay	Join	Breaking and entering
			Collecting resources
			<b>Fun/Satisfaction</b>
	Leave		Limited control
			Just watching, no gameplay
			<b>Boring</b>
	Rewards	Join	Opportunity to <b>own the tavern</b>
			Need to <b>perform a little</b> in the next episode
		Leave	May <b>lose the Tavern</b>
			Need to <b>work hard</b> in next episode

# audio direction



- **Program music:** time appropriate
- **Episode based,** Music fits the tone of each episode
- **Classical fusion – western and eastern**
- **Dialogues:** Each character has their own tone

# technical direction



## Tools

Game Engine



Project Collaboration



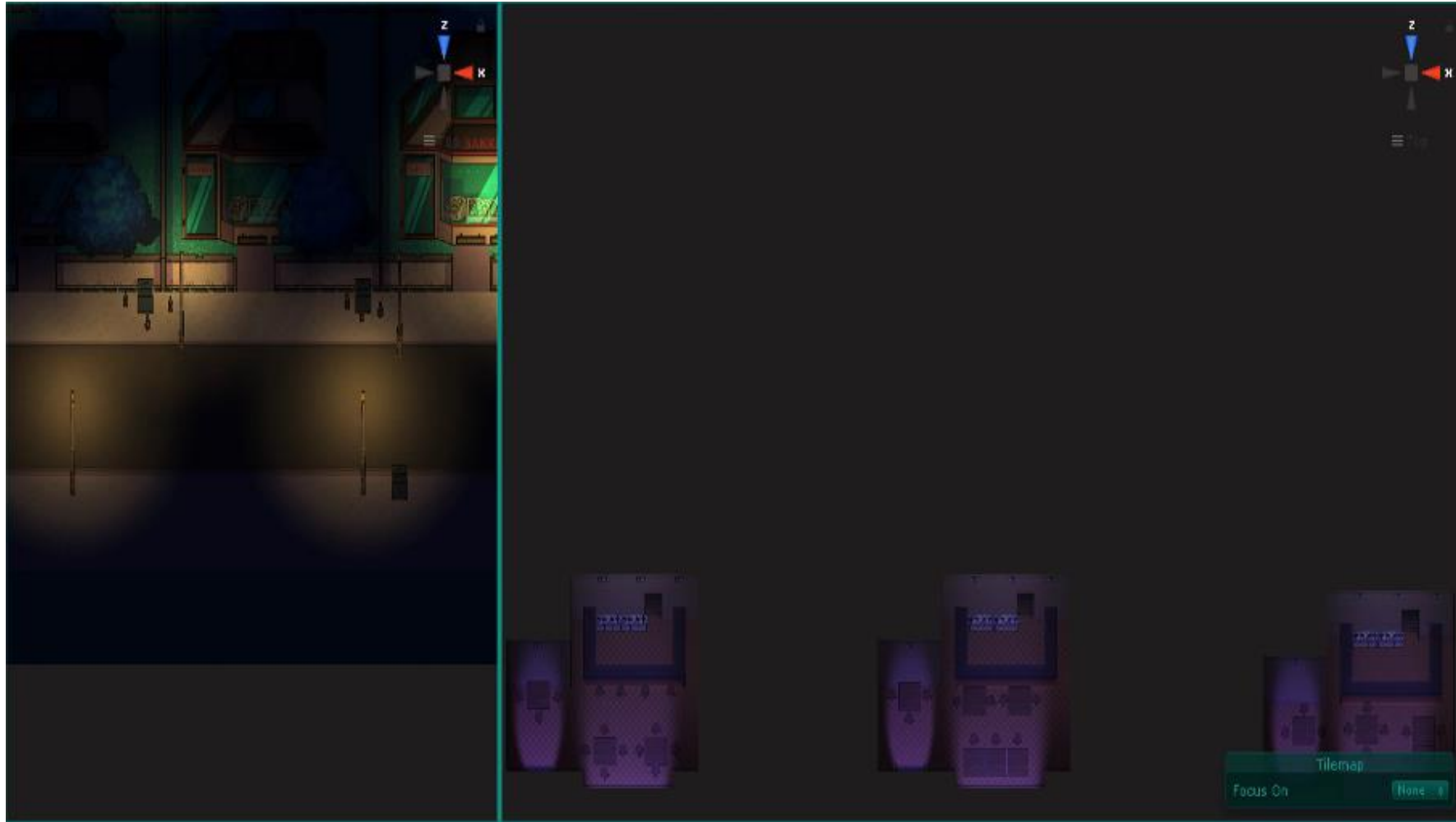
Communication



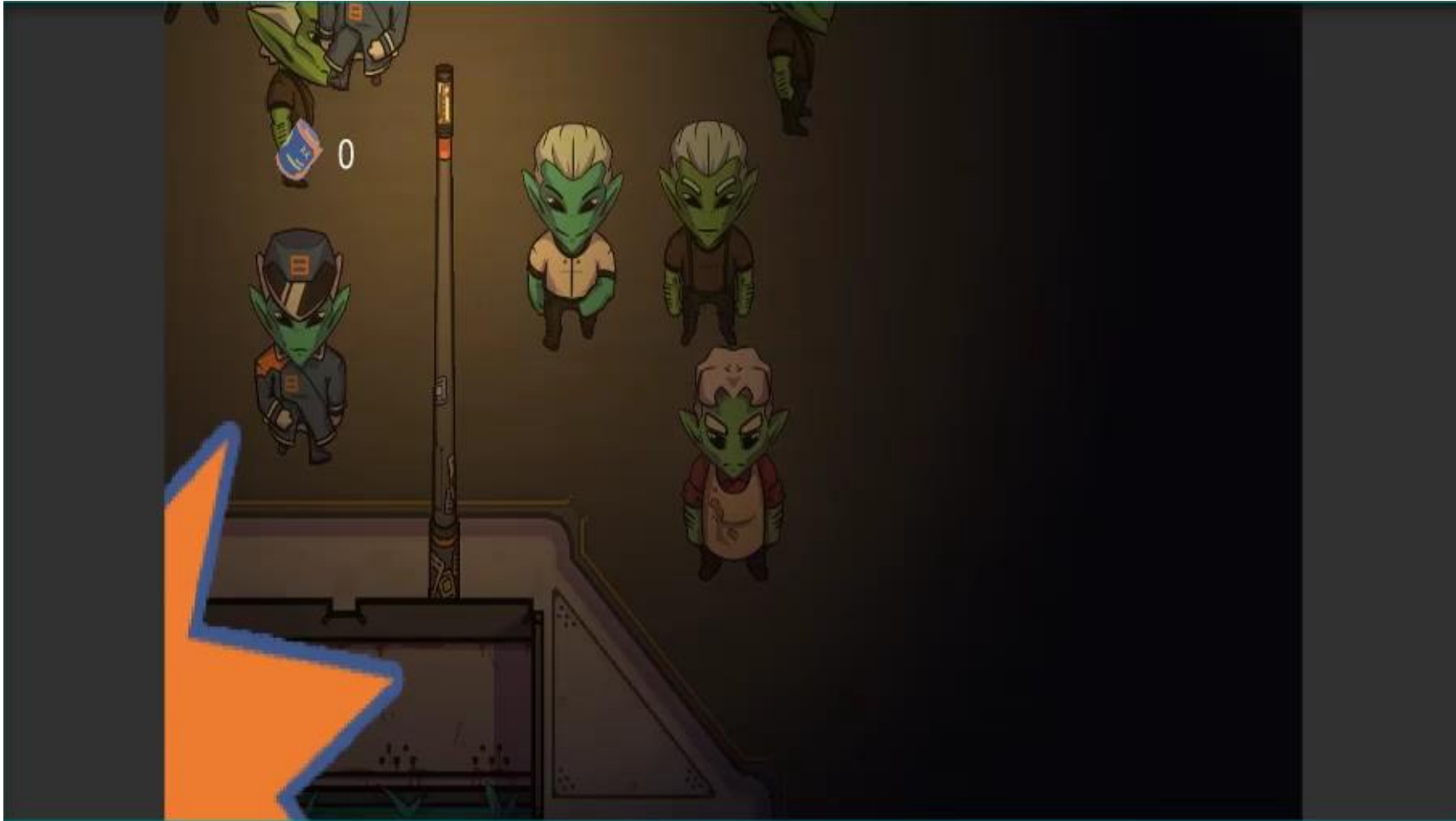
Dialogue system Tool



# advance ai system



# map and signs





# challenges



# comparable titles



## This war of Mine

**Genre:** Adventure, Indie, Simulation

**Sales:** 2 – 5 Million copies\*



## Undertale

**Genre:** Indie, RPG

**Sales:** 2 – 5 Million copies\*



## Pyre

**Genre:** Action, Indie, RPG

**Sales:** 5 – 10 Million copy\*

\*source: SteamSpy

# development plan



## Team

- Need a team of 6-8 people
  - Artists: 2-3
  - Programmer: 2
  - Game designer: 1
  - Writer: 1 (contractual/freelance)
  - Sound designer: 1 (contractual/freelance)
  - Marketing manager: 1 (contractual/freelance)

## Time (estimated)

- One and half year:
  - Prototype: 2 months
  - Alpha: 6 months
  - Beta: 4 months
  - Final version: 6 months



## Unique selling points

Perspective  
that not  
often told

Breaking  
with the  
expectation

Dynamic  
Gameplay  
&  
Narrative

# the team



**Ahmed Adel**  
Game Programmer

**Dustin Richard Terry**  
Game Programmer

**Rakibul Hasan Toor**  
Game Designer

**Ruben Alexander  
Menzel**  
Game Artist

