blue moon

Developed by:

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overview

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

theme / setting / genre

- Theme: Obedience and following
- Setting: An earthlike planet
- Genre: Narrative, RPG

core gameplay mechanics

- Minigames
- Exploration
- Decision-making

targeted platforms

- PC

target group

- 14-20

influences (brief)

1. World War 2
2. Thesis:
   a. Thesis:
      i. Distanz des Gehorsams: Theorie, Ethik und Kritik einer Tugend, Matthias Wirth, 2016
      ii. Education after Auschwitz, Theodor Adorno
   b. Books:
      i. The German War, Nicholas Startgardt, 2015
      ii. NSCI: The Visual Appearance of the National Socialists 1920-1945, Andreas Kopp, 2008
3. Art: Posters, Fonts, Movies etc.
   a. Propaganda posters
      i. Russian
      ii. Nazi
   b. Movies:
      i. Schindlers list
      ii. Shoah
      iii. Saving private Ryan
      iv. The great Dictator
      v. The pianist
      vi. Auschwitz
4. Gameplay:
   a. Pyre
   b. Pokemon

what sets this project apart?

- The perspective not often told
- Breaking with the expectation
- Dynamic gameplay & narrative

research & study

Second World War has been depicted in many books, theses, literature, movies and games. But the story of German everyday regular citizen has been not often told. This game wants to explore that perspective in a different setting to make the player experience their life without giving any hint so that their gameplay experience doesn't change with the established view to the German and their choice is not get affected.

As a result, the propagandas from the second world war has to rebrand for this game.

Fonts

Ab > ab

Color Scheme

Fonts

Ab > ab

Color Scheme

story and gameplay

story (detailed)

- **Characters and World:**

Game Name	Worldspace	Fraction	Characters
Blue Moon	Country: *Arkhat*	*Arkhis* (supporters)	*Surko*
	Town: *Varakam*		*Agra*
	Tavern: *Blue Moon*	*Neri* (minority)	*Aso*
			Kali

- **story**
  - **Act 1: Introduction**
    - *Prologue*
      - Birth
      - Context
    - *Episode 1: Introduction*
      - Bully scene, Introduction to the Arkhis friend
      - Retrieve the money, make the player discover the city
      - Diegetic tutorial.
    - *Episode 2: Manage Tavern*
      - Mother is sick, manage the tavern
      - Rent due to Owner (Neri)
      - Financial crisis in the city
      - Blame the government and winners of the first war
      - Meet girl
      - Mini game for collecting money (by selling in the tavern) and then meet your old friend which is still didn't join the Arkhis's
    - *Episode 3: Find a work*
      - Fiscal crisis, no customer. So, mother tells to find work
      - Find work by talking to known characters
      - Depressing
      - No jobs from the Neri
  - **Act 2: Confrontation**
    - *Episode 1: The Celebration*
      - playing the Tavern game then the officer enters and say there is a celebration next day
      - You will want to go and eat, you find the bullies and the beautiful girl a so you cut the line to speak to her and feel the revenge (if you chose to not cut the line you will not meet the girl and you will not have her as your wife)

- ▪ *Episode 2: The riot*
  - Tavern game then the arkhis officer enters and says meet me at 10, to attack the Neri, in here you will have the choice to apply and join the riot, or refuse (if you apply they will give you the tavern in episode 6 which is owned by a Neri and if you refused, they will give this tavern to another Arkhis which you will pay him the rent)
  - Tavern is flooded with customer
- ▪ *Episode 3: The Arkhis Party (Winter)*
  - Depending on your choice of episode 5 you will own or keep renting the tavern
  - Positive rumors about war (we are strong, and we will win)
  - Leave tavern to organize Arkhis party
  - The most challenging Tavern games
- ▪ *Episode 4: Family trouble*
  - Tavern game
  - Wife is pregnant, and your task is go to the doctor
  - Dialog about family
  - Congratulations (or not) from Arkhis friend
- o **Act 3: Resolution**
  - ▪ *Episode 1: Moral bombing*
    - Running with wife and child with fast paced action
  - ▪ *Episode 2: New War*
    - Go to market
    - Military in the street looking for Neri, search your tavern if they don't like you
    - Less customer > Less Income
  - ▪ *Episode 3: Crisis*
    - Economics go down harsh
    - Tavern game
    - Almost no customer
  - ▪ *Episode 4: Falling down*
    - Bombing
    - He will lose child or wife here
  - ▪ *Episode 5: Epilogue*
    - End of war
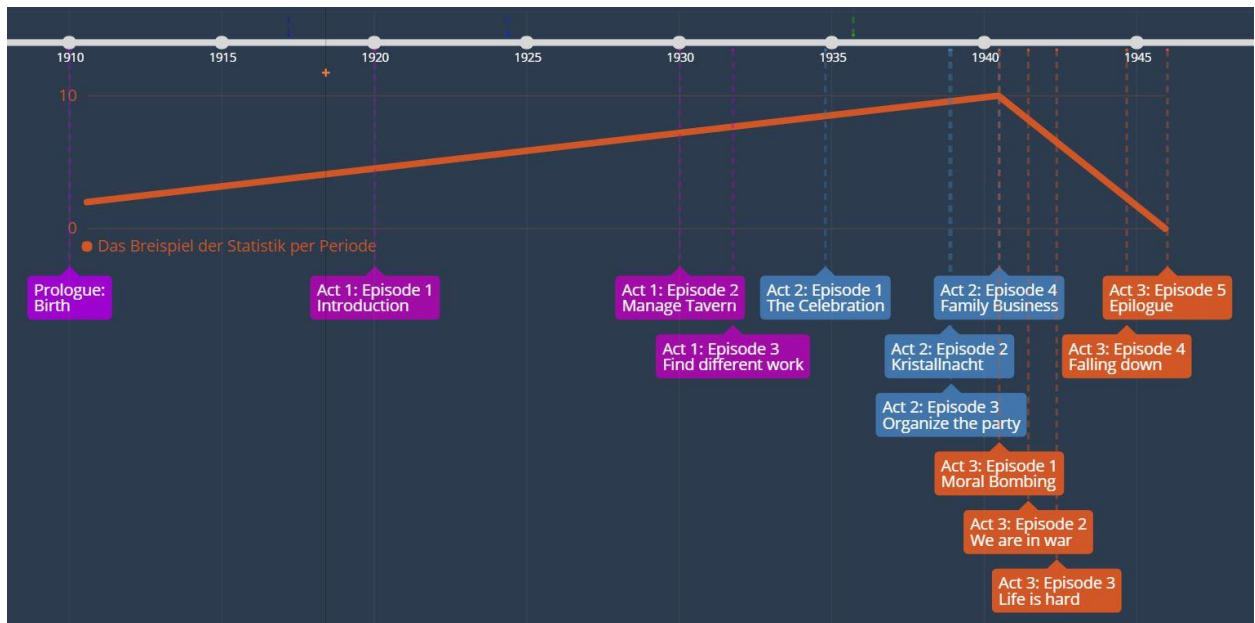   - Loss of family and Tavern

Fig: Story progression

gameplay (brief)

- Minigames
- Dialogue system
- Systemic environment

Fig: Gameplay Loop

gameplay (detailed)

- Approach:
  - o Obedience in different media and reality:

„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**
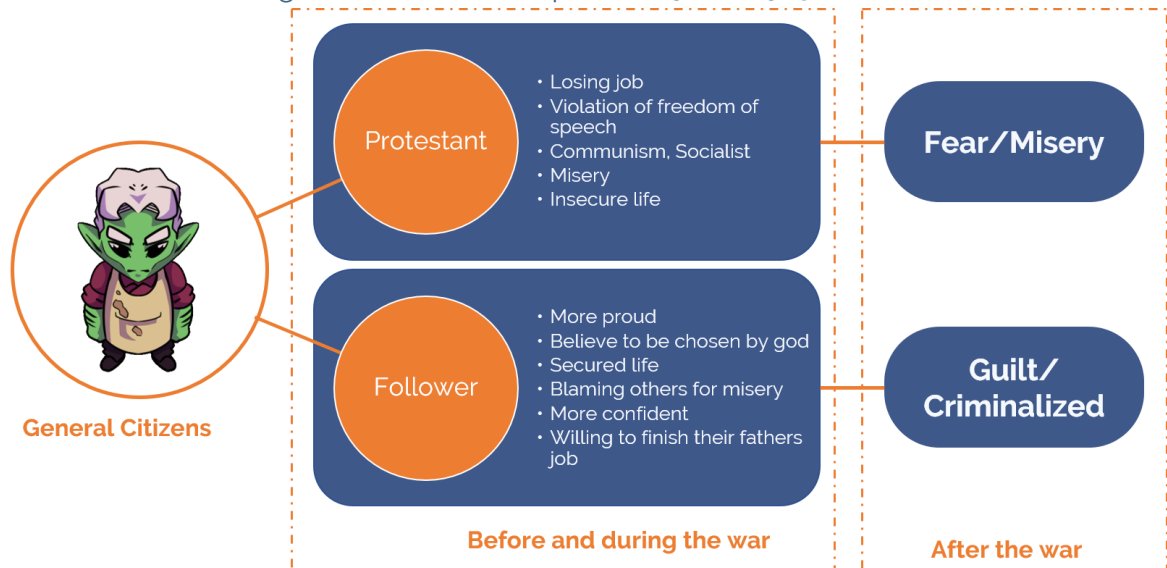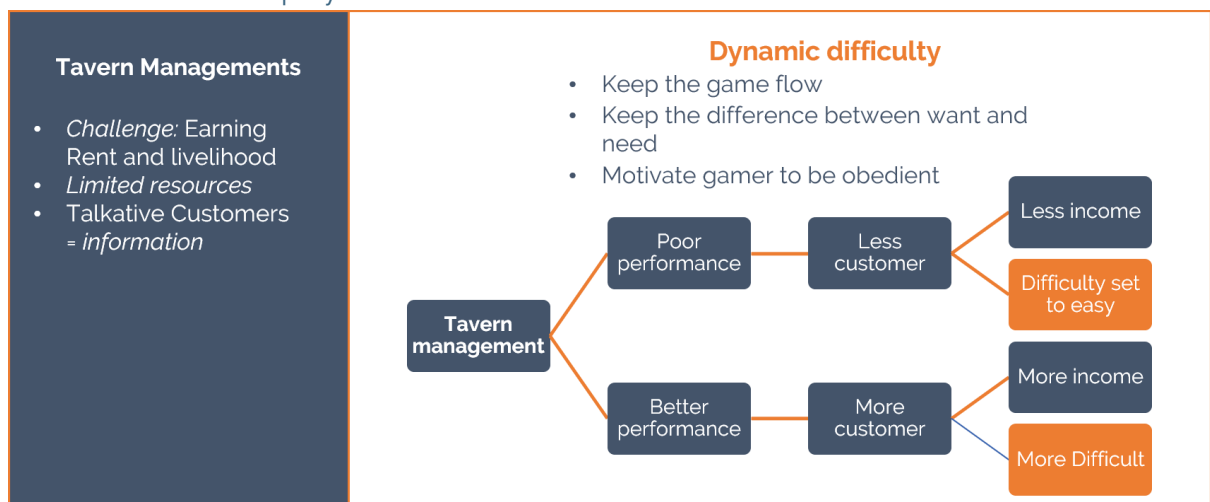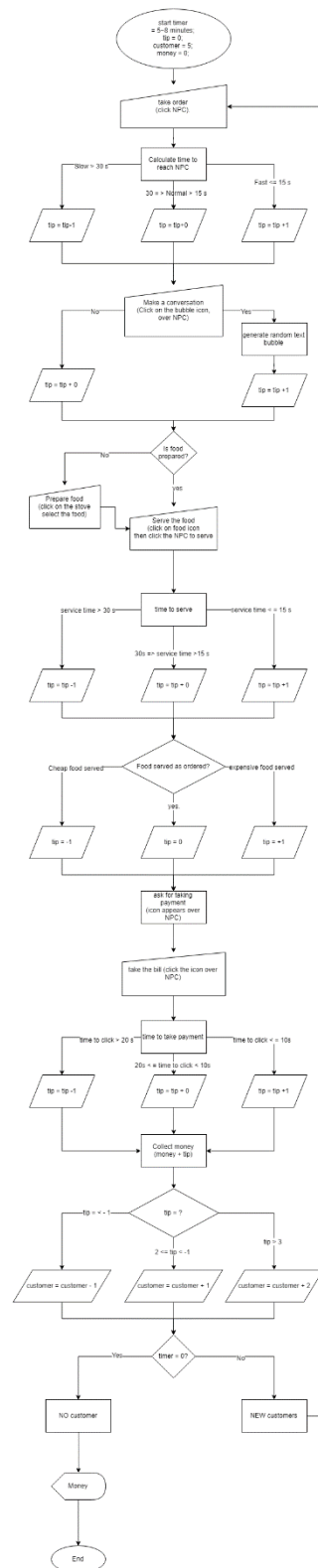
o Observing life from that time period (1920 – 1945)

General Citizens

Protestant
- Losing job
- Violation of freedom of speech
- Communism, Socialist
- Misery
- Insecure life

Fear/Misery

Follower
- More proud
- Believe to be chosen by god
- Secured life
- Blaming others for misery
- More confident
- Willing to finish their fathers job

Guilt/ Criminalized

Before and during the war

After the war

Fig: Life in Germany from 1920 to 1945

- Act 2 – Episode 2: the riot
  - Gameplay:

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

Tavern management

Poor performance → Less customer → Less income / Difficulty set to easy

Better performance → More customer → More income / More Difficult

Game flowchart: Tavern management

o   Decision making:

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

game art

inspirations
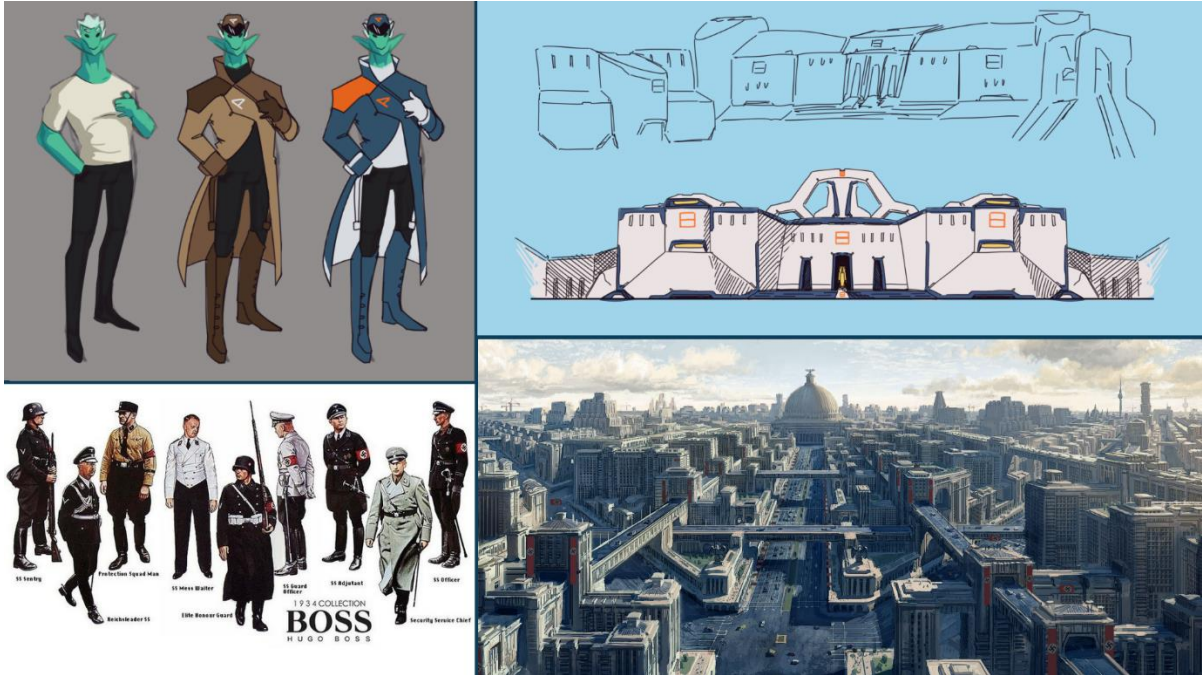
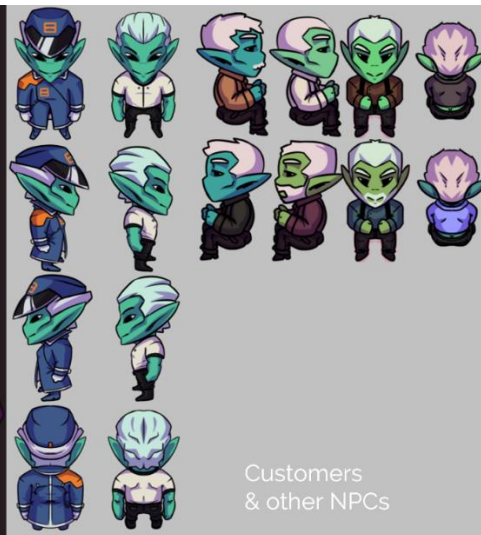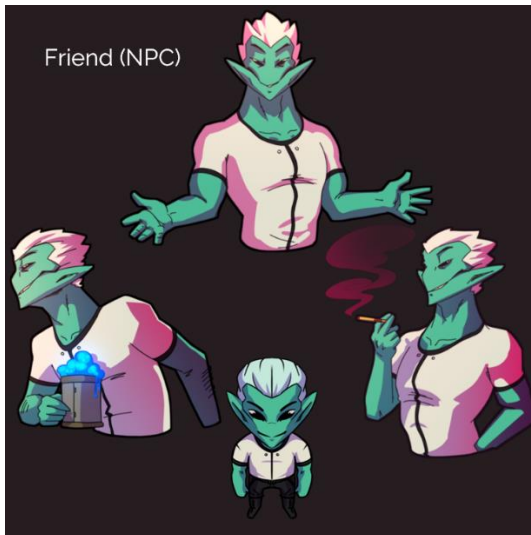## concept art

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

Friend (NPC)

Customers
& other NPCs

tilesheet

- **Art**
    - o Episode 1: Main character, Bullies, Officer, Mother, drunken person, random people, UI, Town, Tavern, Shop & sellers, statistics
    - o Epsiode 5: MC & officer (grown up), Random Jewelry store, prop & stuff (poster, torches)
    - o Episode 8: Explosion, Town (destroyed), Debris, Broen vehicles and props, wife, aircarft, Kid
- **Programming:**
    - o Epsiode 1: Walking, interaction, UI, fighting
    - o Episode5: Tavern game, trashing store
    - o Episode 8: Camera shake, running from bombs, dirt effect camera
- **Mechanics:**
    - o Episode 1: Dialogue system, Fighting, Minigames
    - o Episode 5: Pub game, Trashing store
    - o Episode 8: running from bomb, saving family
- **Sound:**
    - o Program music
    - o Ambient noise: pub, cooking, riot, wind, breaking, glass,
    - o Background music: east and wester fusion based on episode
    - o Dialogues: unique tone for each character
    - o Game music: feedback, UI sounds, character feedback etc.

development plan

As this project is ambitious and big, we did not expect it to be finished within 6-7 weeks. That's why we choose to create prototype with the most influential and climax of the story. To develop this game completely a proper plan is required.

team (6-8 people):

- Artist: 2
- Designer: 1
- Programmer: 2
- Marketing manager: 1 (contractual)
- Narrative Director: 1 (Contractual)
- Sound designer: 1 (contractual)

timeline

Not only the team and budget are required for the development plan, certain deadlines should be defined to complete the project. The estimated plan is given below:

Month	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Research	Theories			Design approach						Testing			Testing and feedback					
Narrative	Story			Dialogues									Improvisation					
Sound	Moodboard						Composing						Improvisation					
Marketing							Primary			Intermediate			Marketing and postmortem					
Version	Prototype			Alpha						Beta			Full version					