



Jose Deschamps

Final Thesis



Who Am I / What I Do

Game Designer & Developer

I create projects that discuss current and trending social and political issues with the hopes of raising meaningful discussions. Some of my work includes a short first-person experience exploring the pressures of conforming to societal norms, a VR project about dealing with trauma, and an expansive 3D game that delves into depression

Thesis

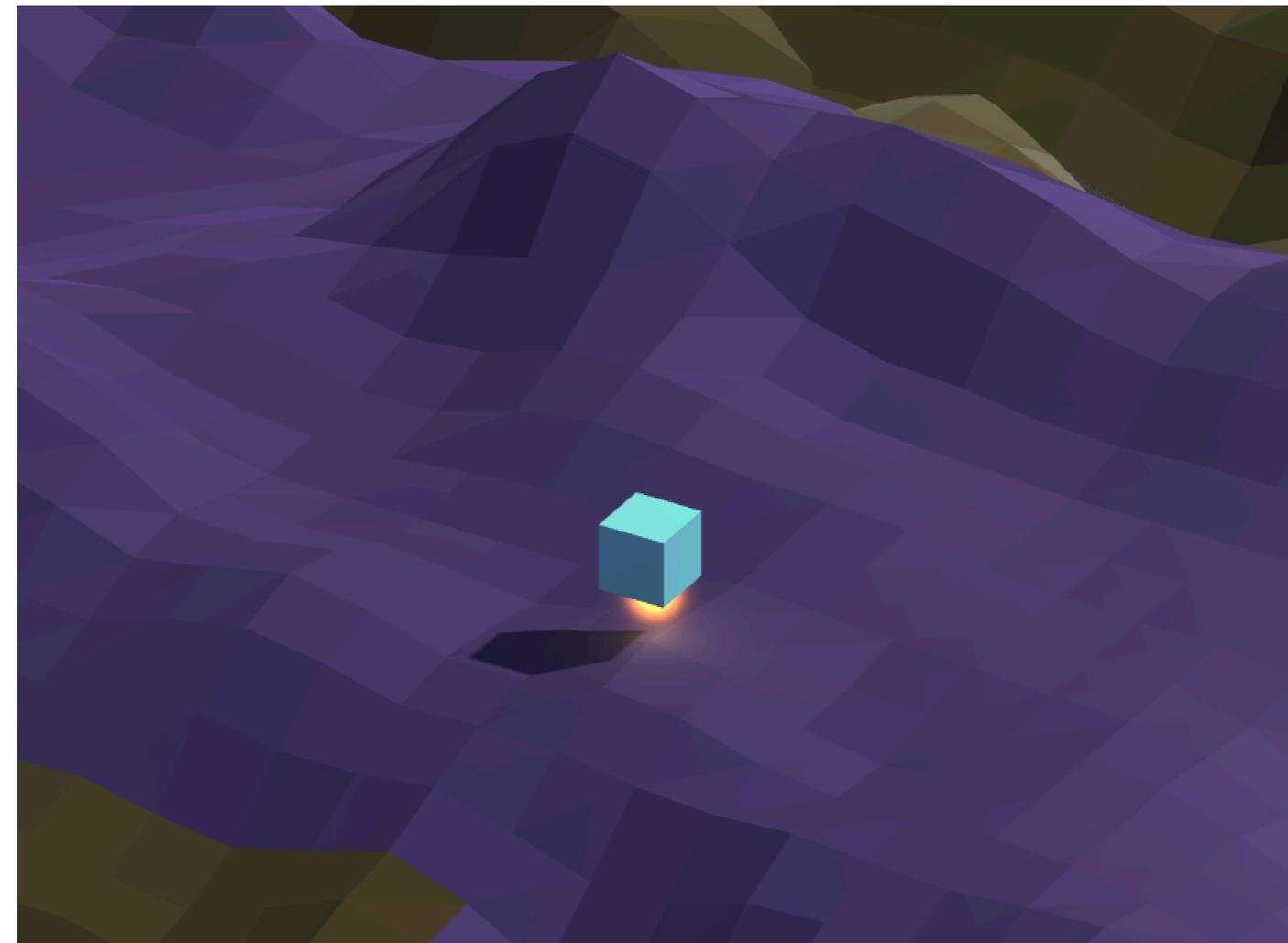
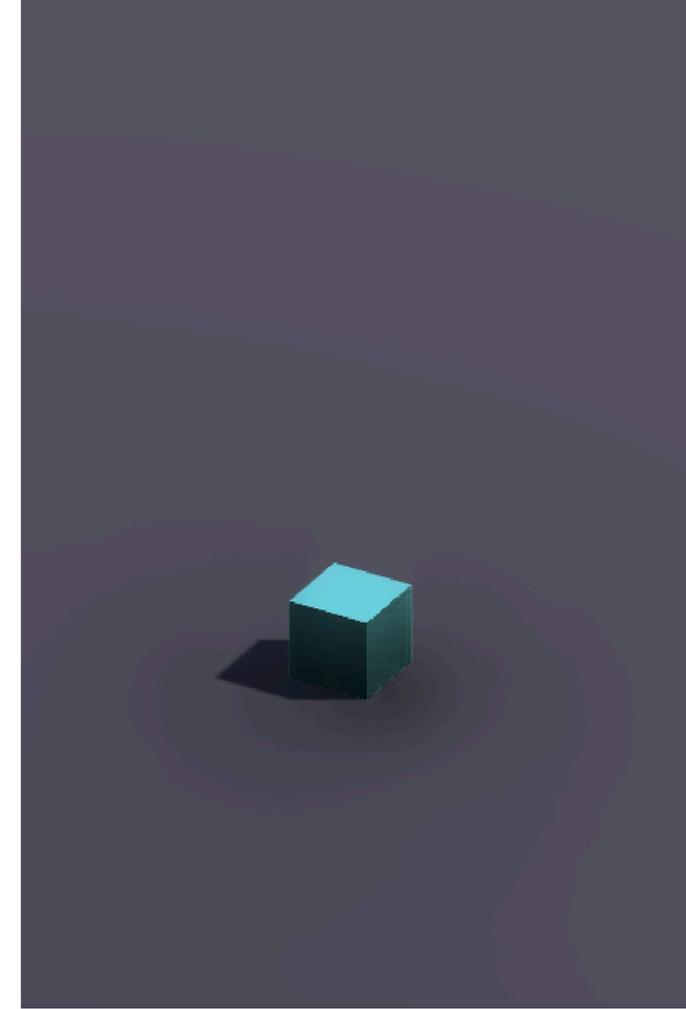
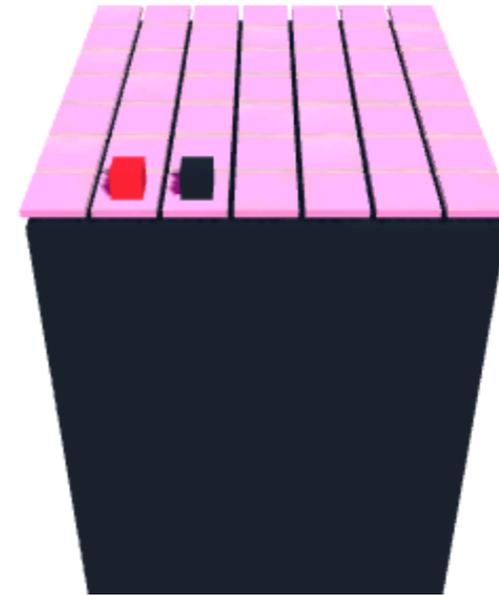
Pushing for innovation on how narrative games are told. When we look at the market, interactive experiences are being told using the same old formula of text-base dialogue. In this thesis we are focusing on creating a narrative experience without the use of text-base dialogue and use visual interactivity with environment to engage the user.

Quick Game Summary

The story focus on the life of an android by the name of Model - 22, where he has been abandoned in a dream like forest without much energy. He notice that his circuit board is damage and doesn't recall much from his memory of why he's in this place. As he continue to move through the forest he notices a digital server hidden behind tree trunk, where he decides to plug himself into the server. A bright white light flashes in his digital mind and he hear a voice call out "Model - 22" hurry up!

Game Mechanics

- ❖ Digital Servers: Objects that the player can plug himself into which leads to three mini games that gives visual narrative about the characters memory.
- ❖ Visual Narrative (No-Dialogue) : All the narration in the game will come from symbolism, pictures to pictures and environmental architecture.
- ❖ Controls: Touch base interaction the screen.
- ❖ Mini Games: Encompass all interaction that involve touching the screen. Examples, Putting shatter pieces of digital components together, solving a circuit type puzzle to connect onto the data server to acquire a memory. Also interacting with small glimpse of past events that you have unlocked.
- ❖ Objective of the game: Is to find out why you have been abandoned in the forest of forgotten wasted.



Thesis Goals



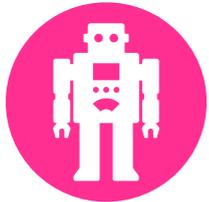
Exploring the relationship between people who were brought together but slowly drift apart as time goes on.
Discuss abandonment Issues

(Being *forgotten*, and the feeling of being *lost & feeling regret*)



Visual story-telling experience

(*No texts/Dialogue, focus on symbolism*)



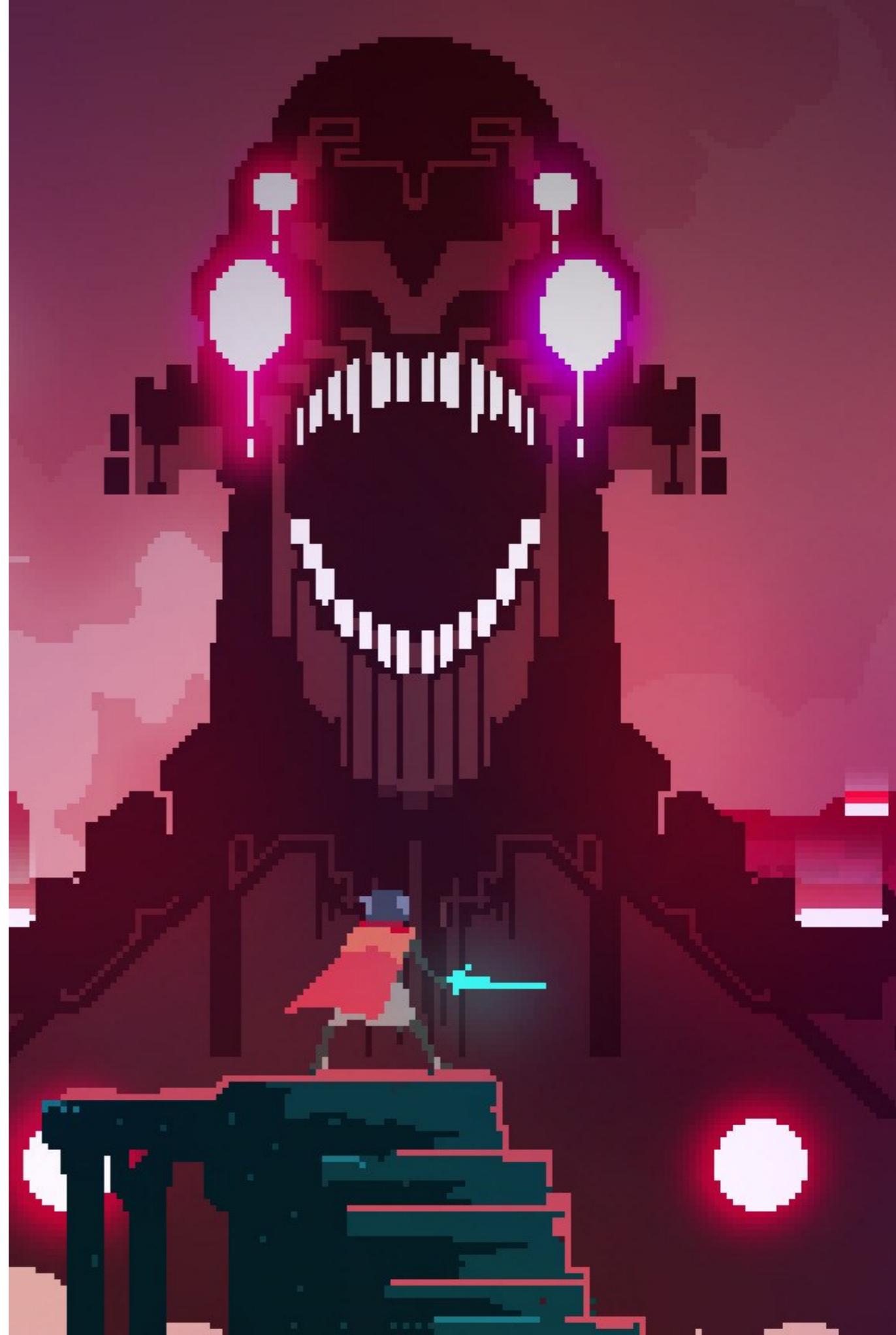
Using an Android mindset to represent the dependence of a child to its parent

(*Humanity in A.I*)



Awareness & Educational experience

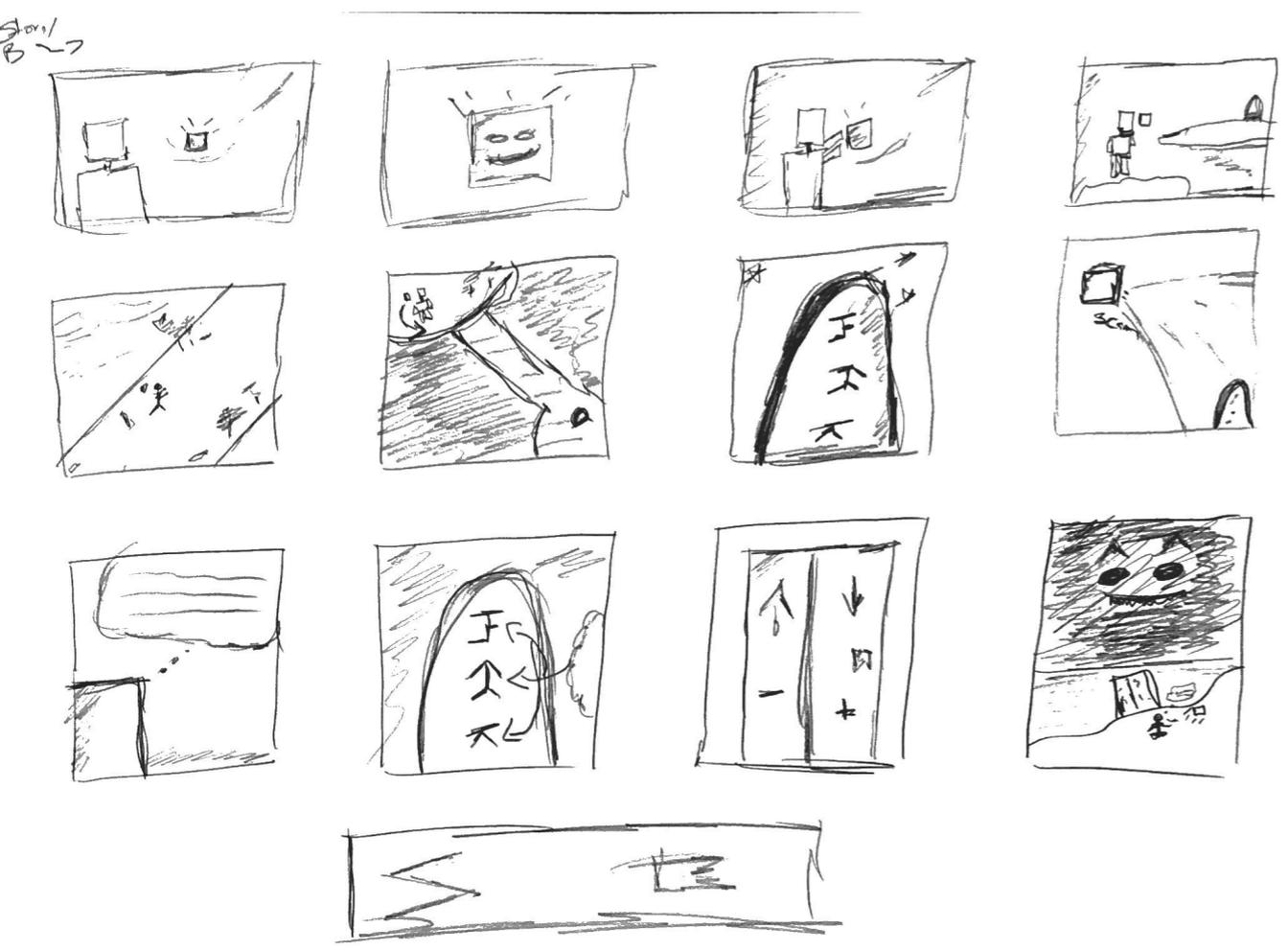
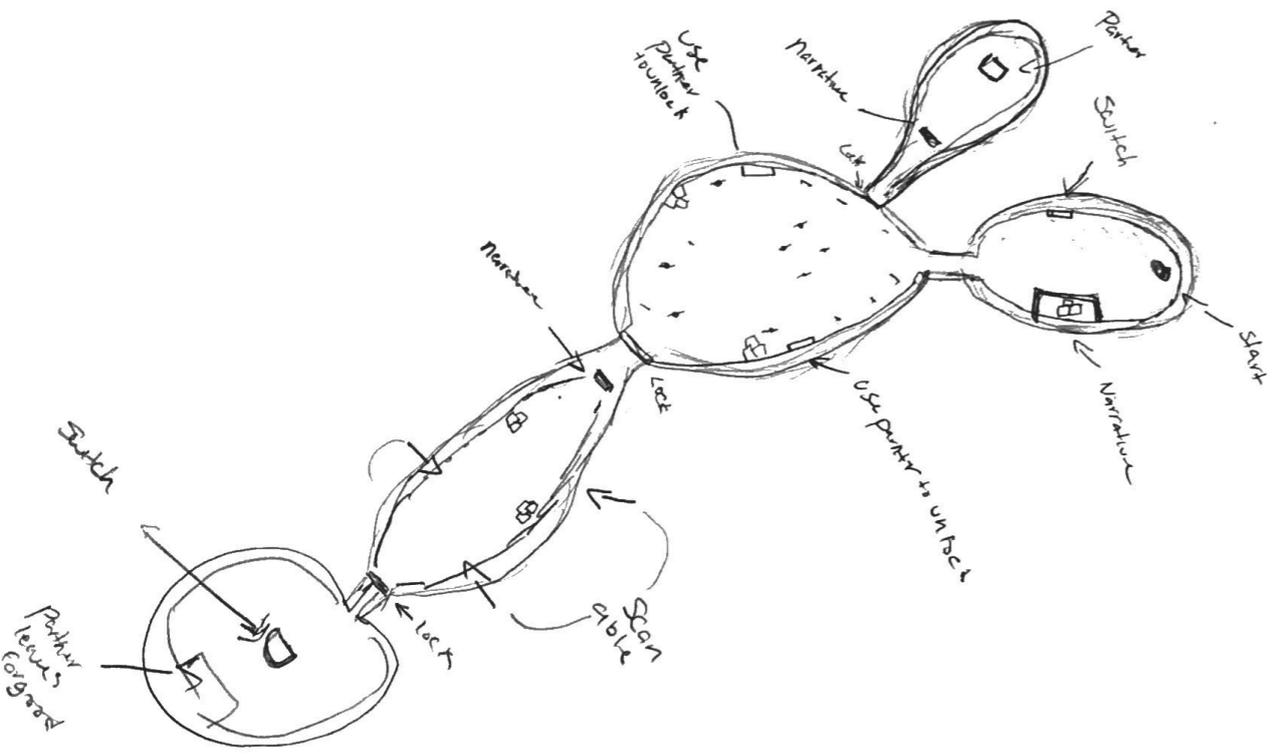
(*Touch your soul*)

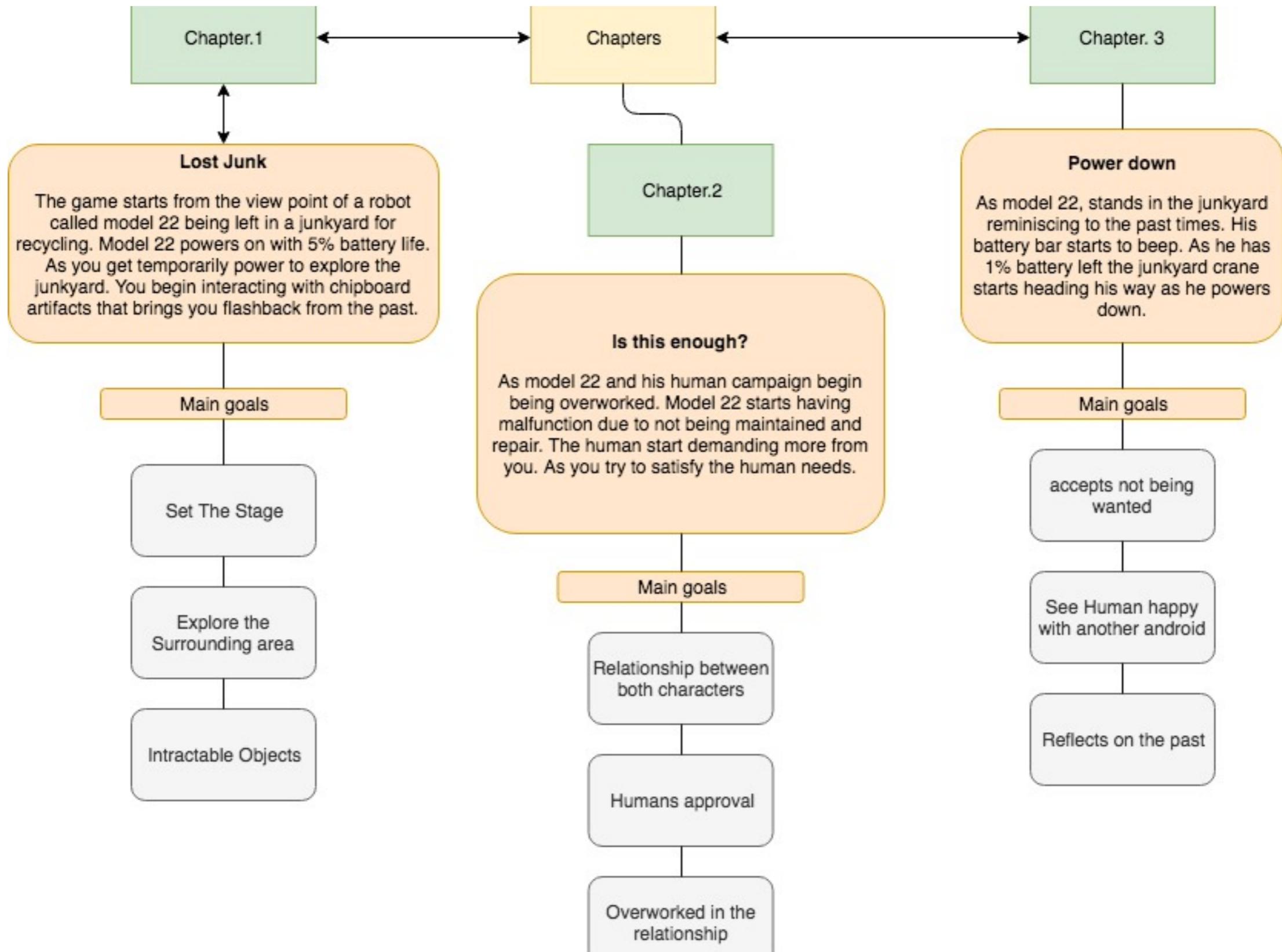


florence

a story by mountains

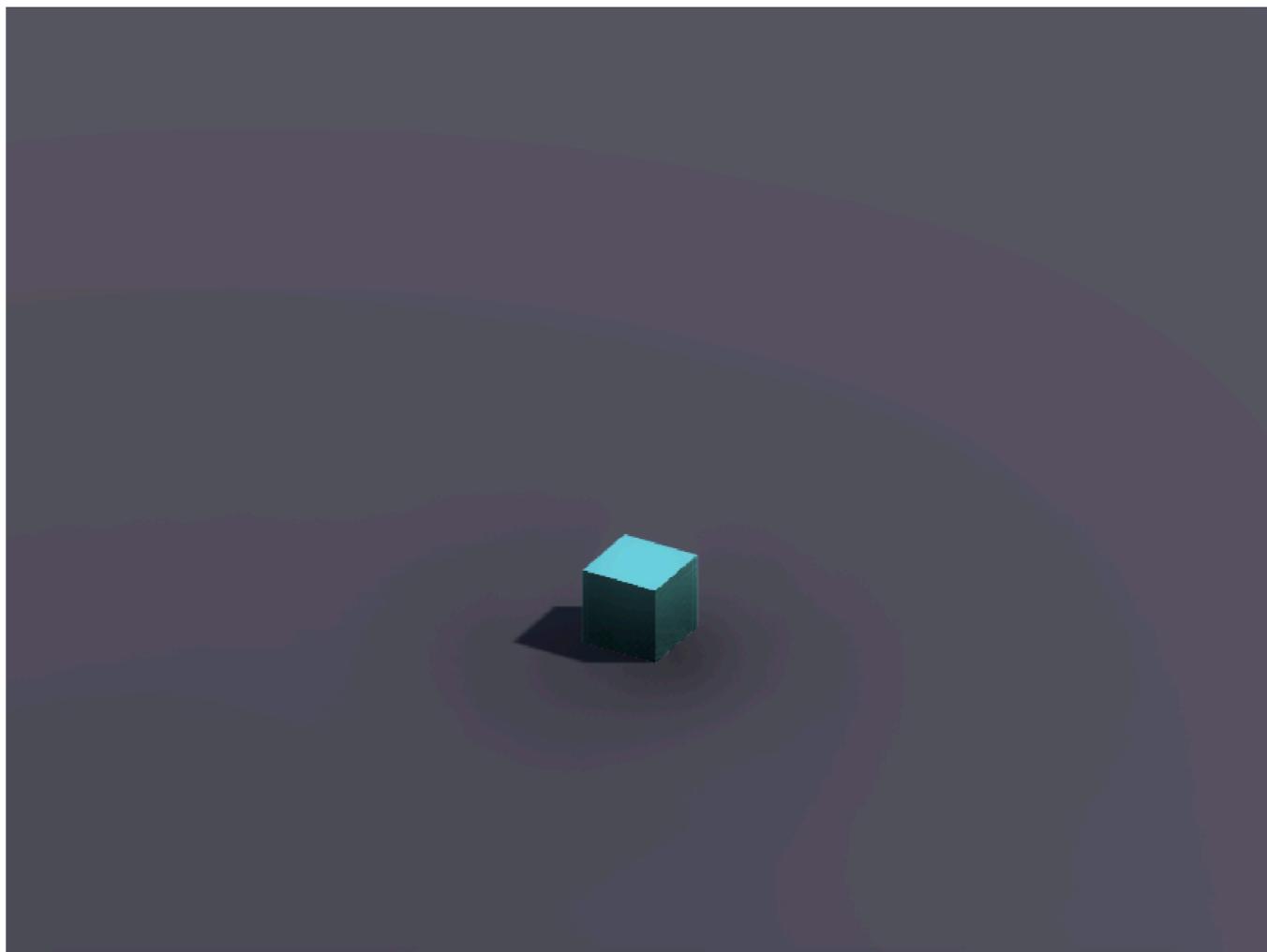
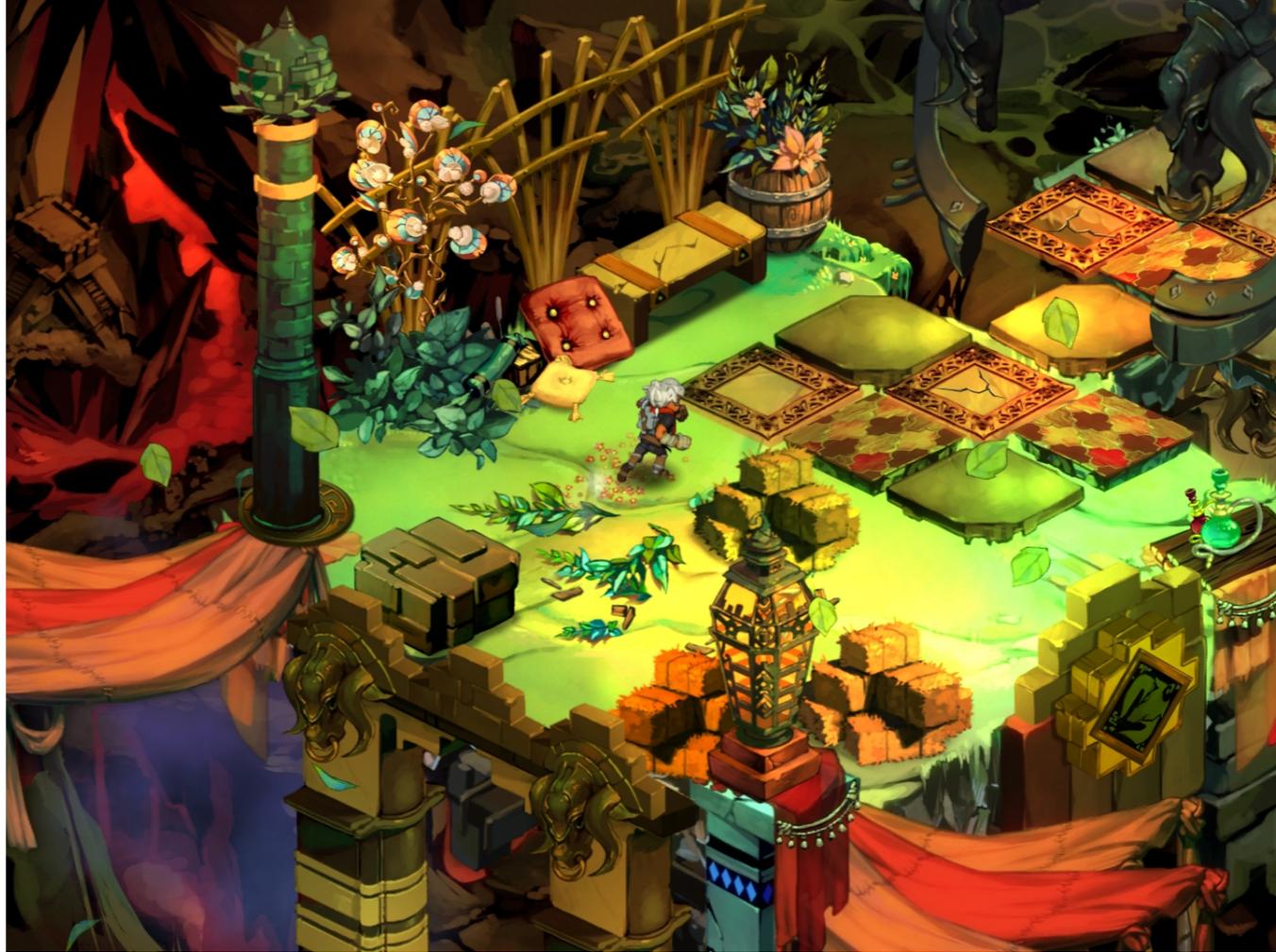


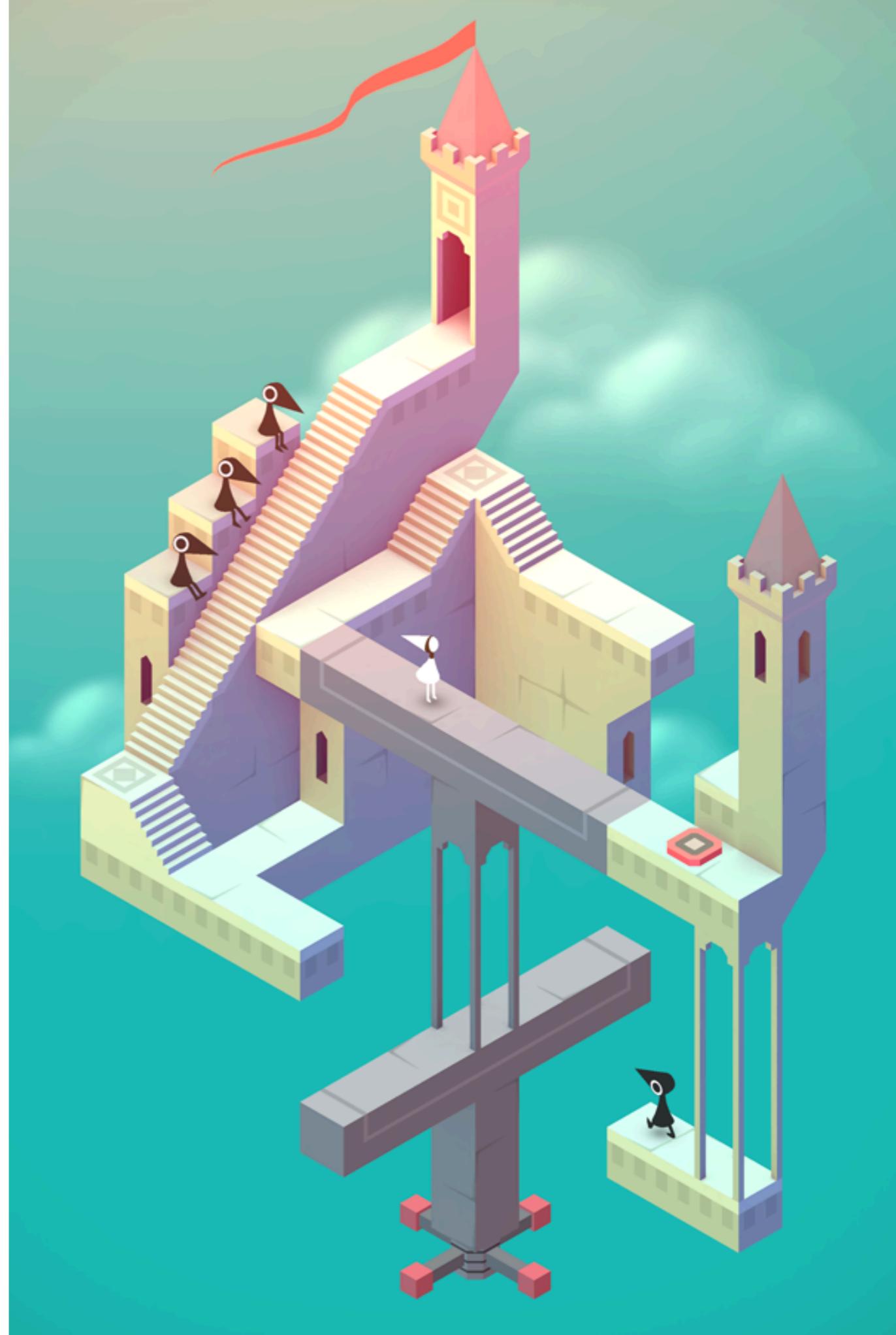
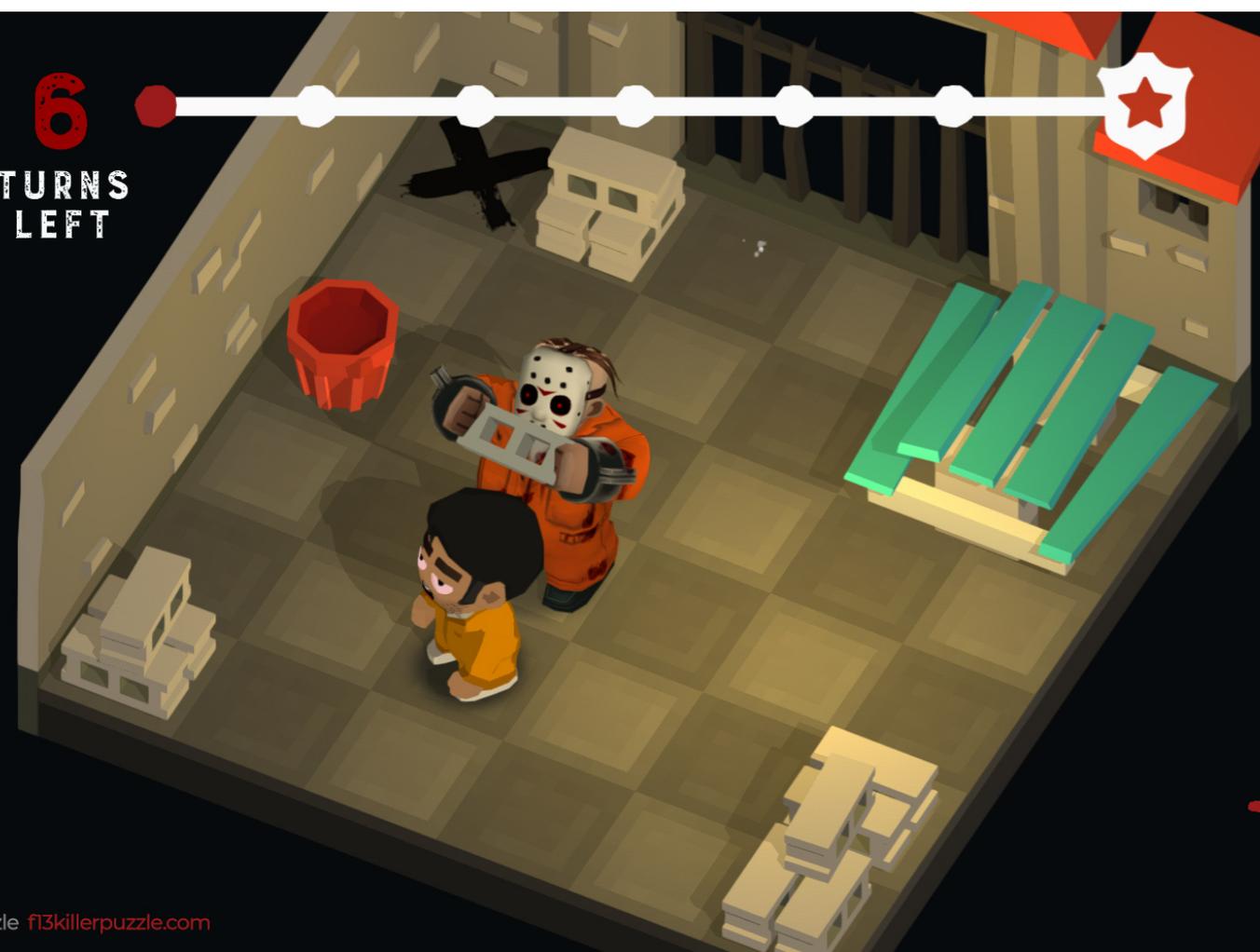




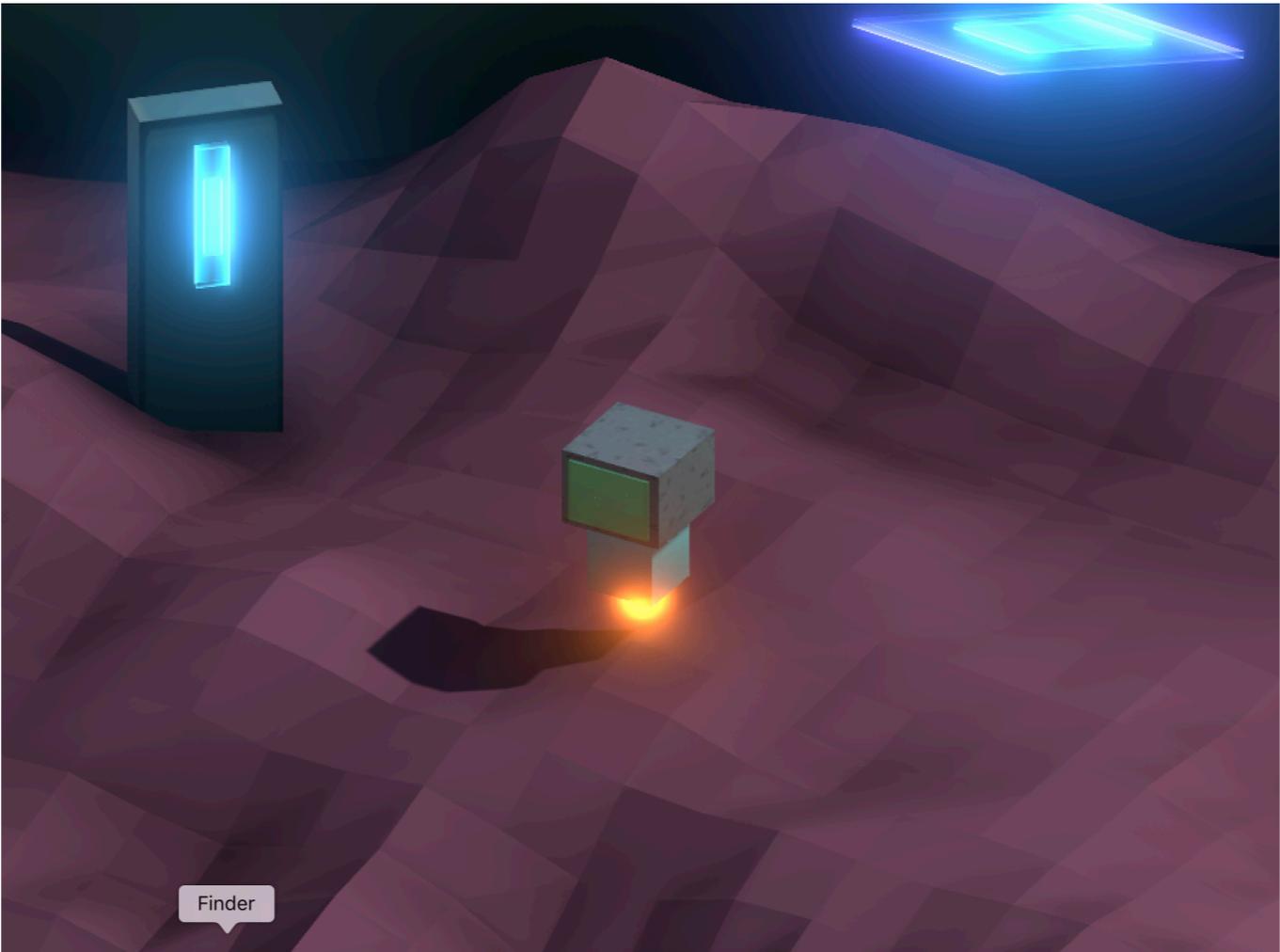
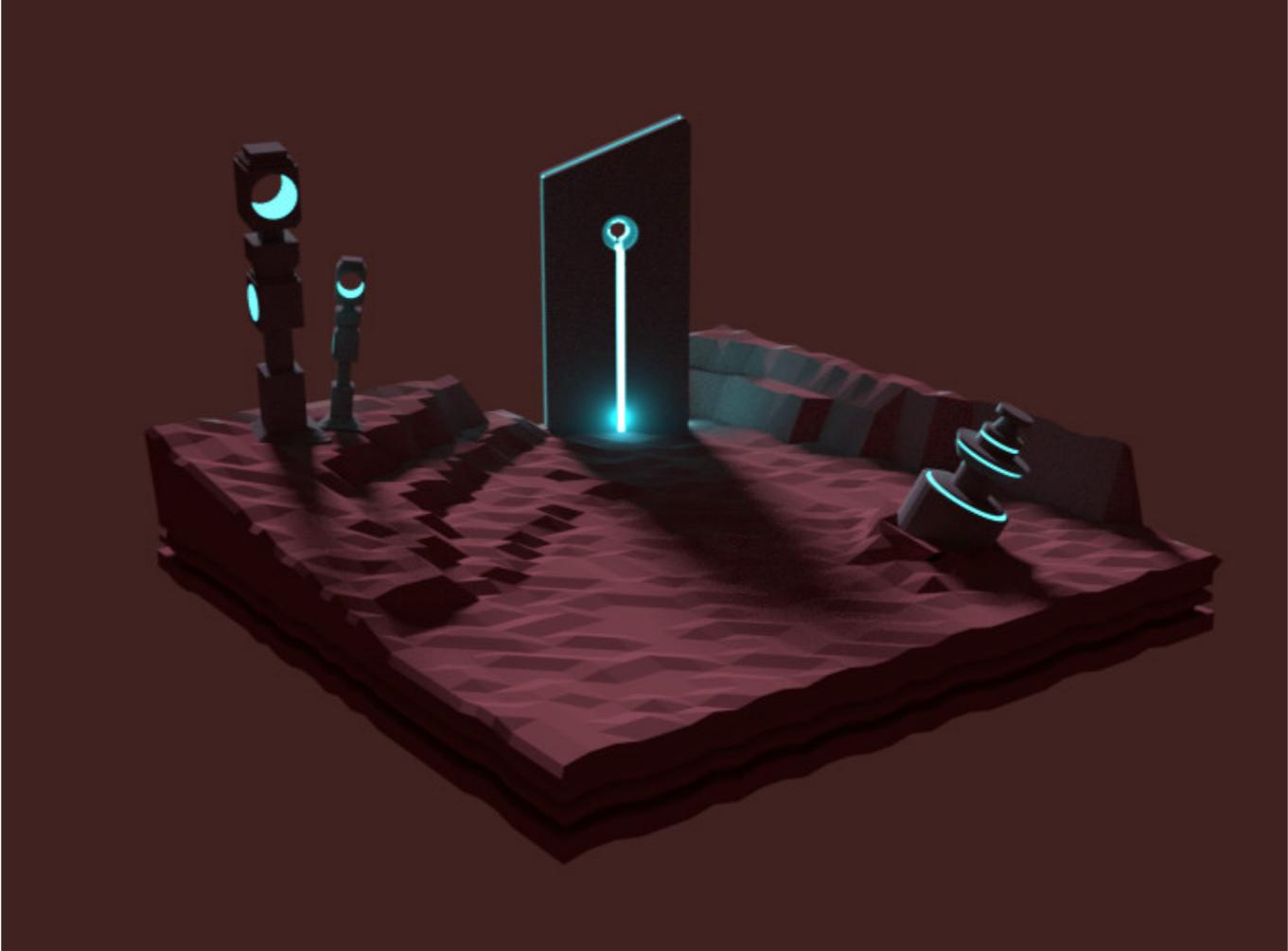
Final concept for story

Digital Prototype

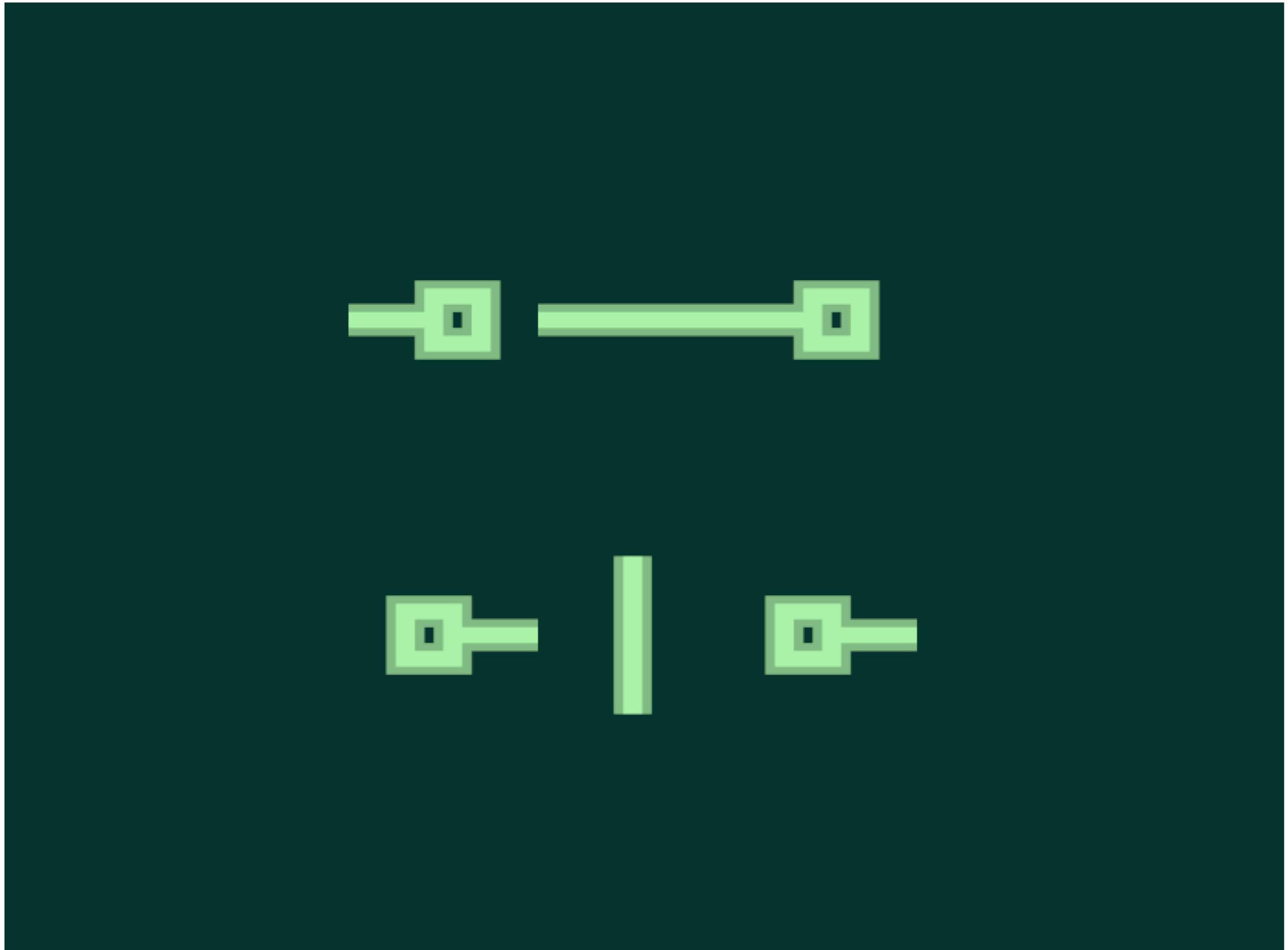




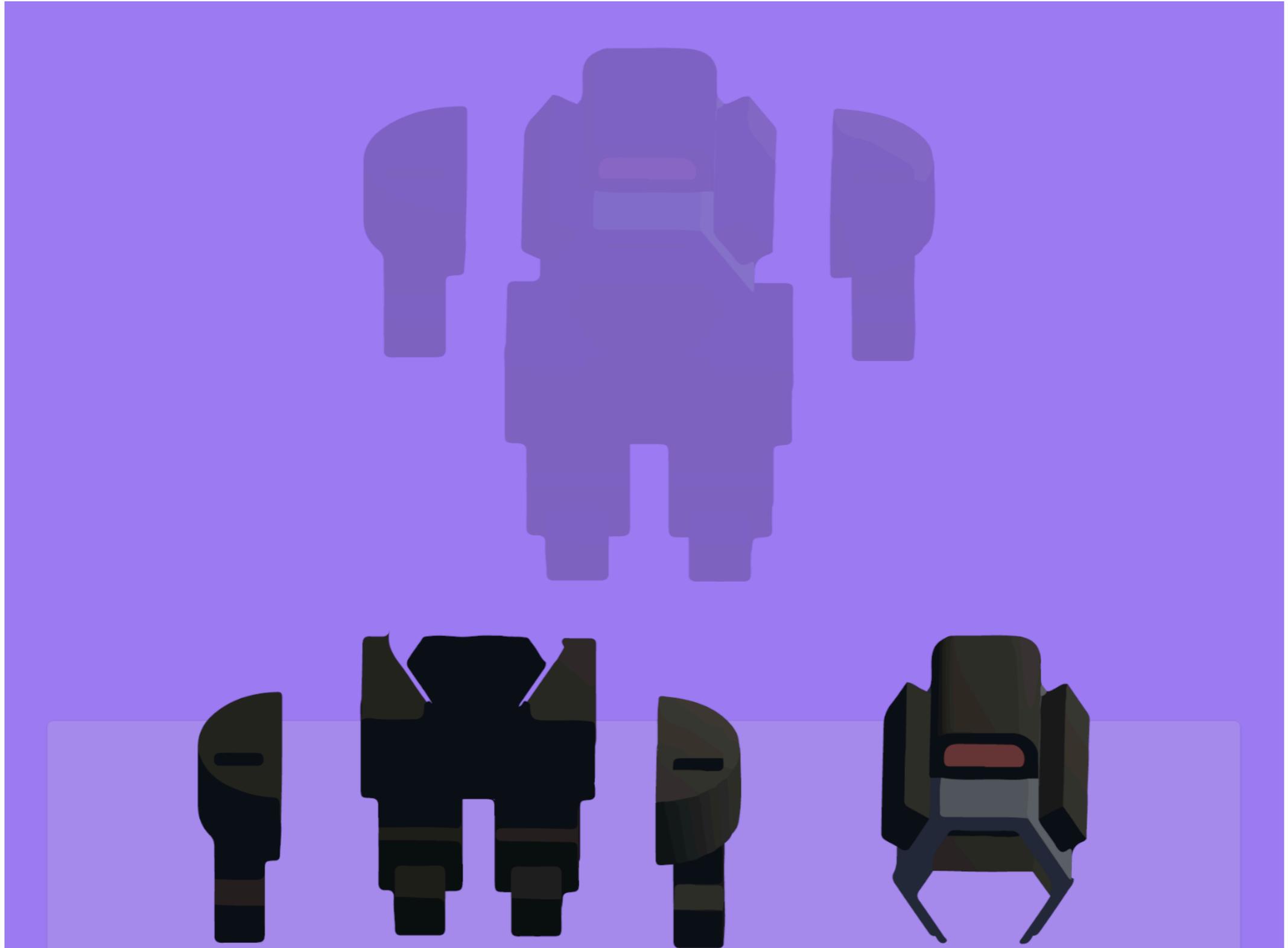
Aesthetic Digital Prototype



Touching Digital Prototype



Touching Digital Prototype

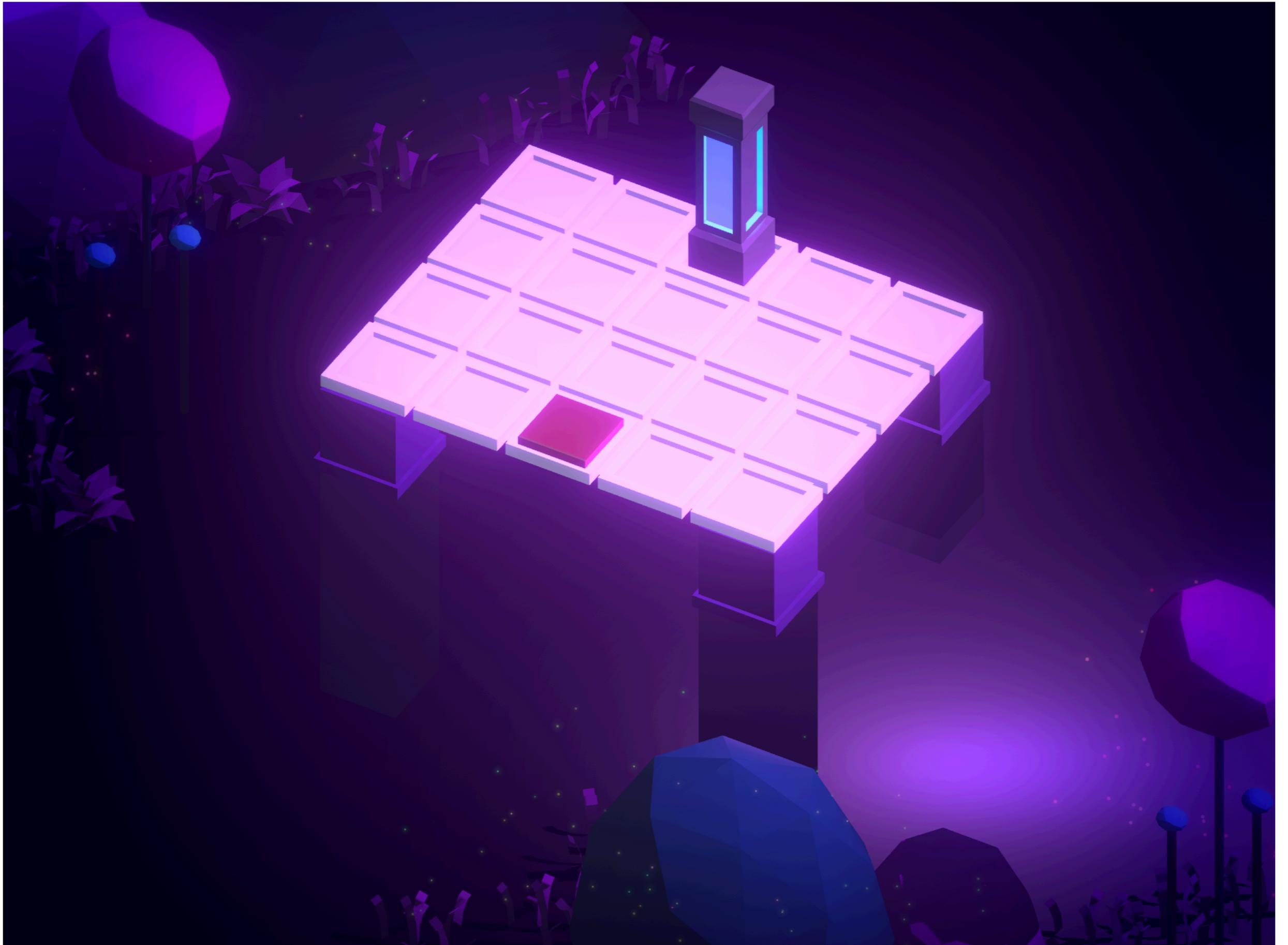




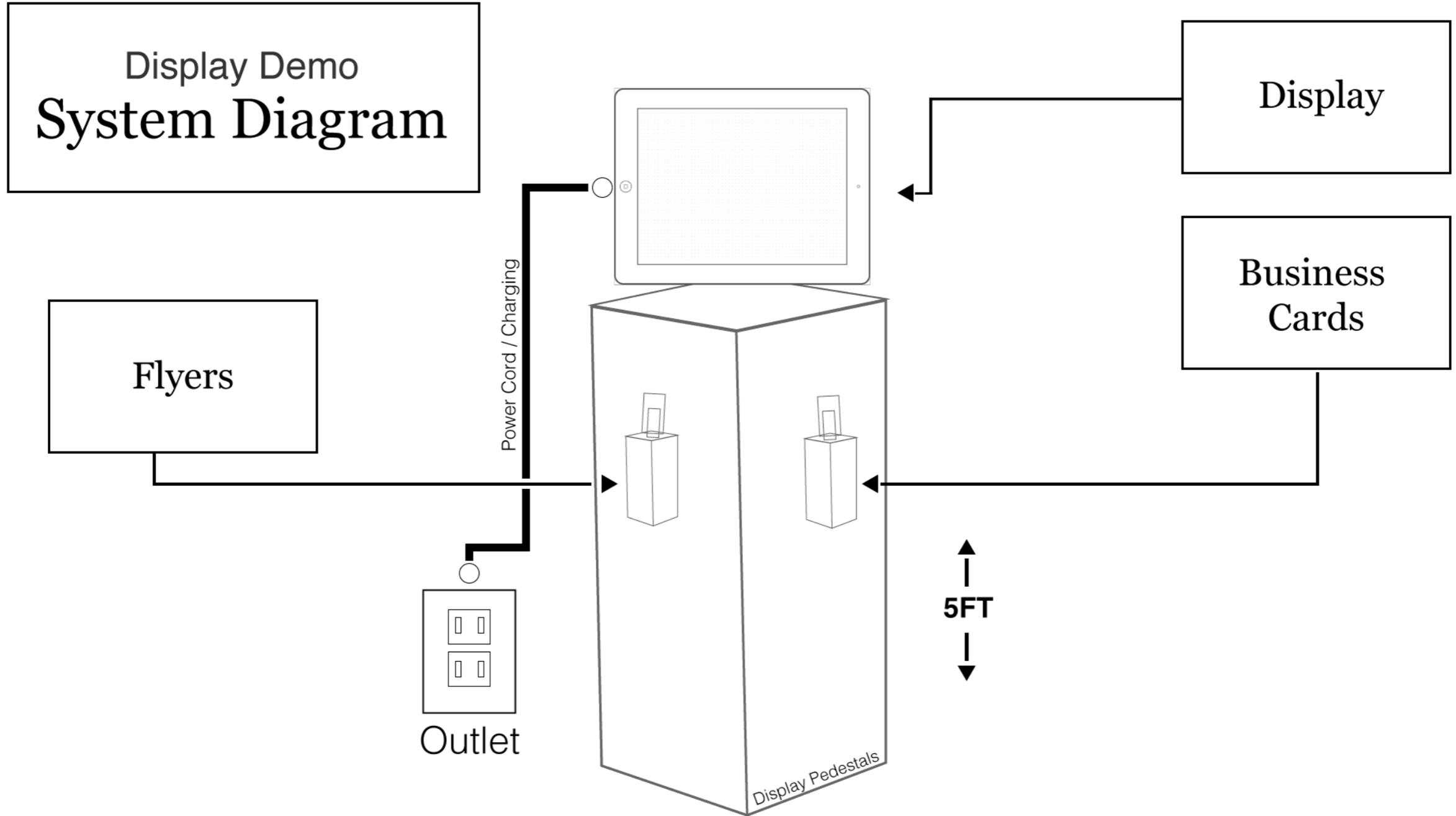
Touching Digital Prototype



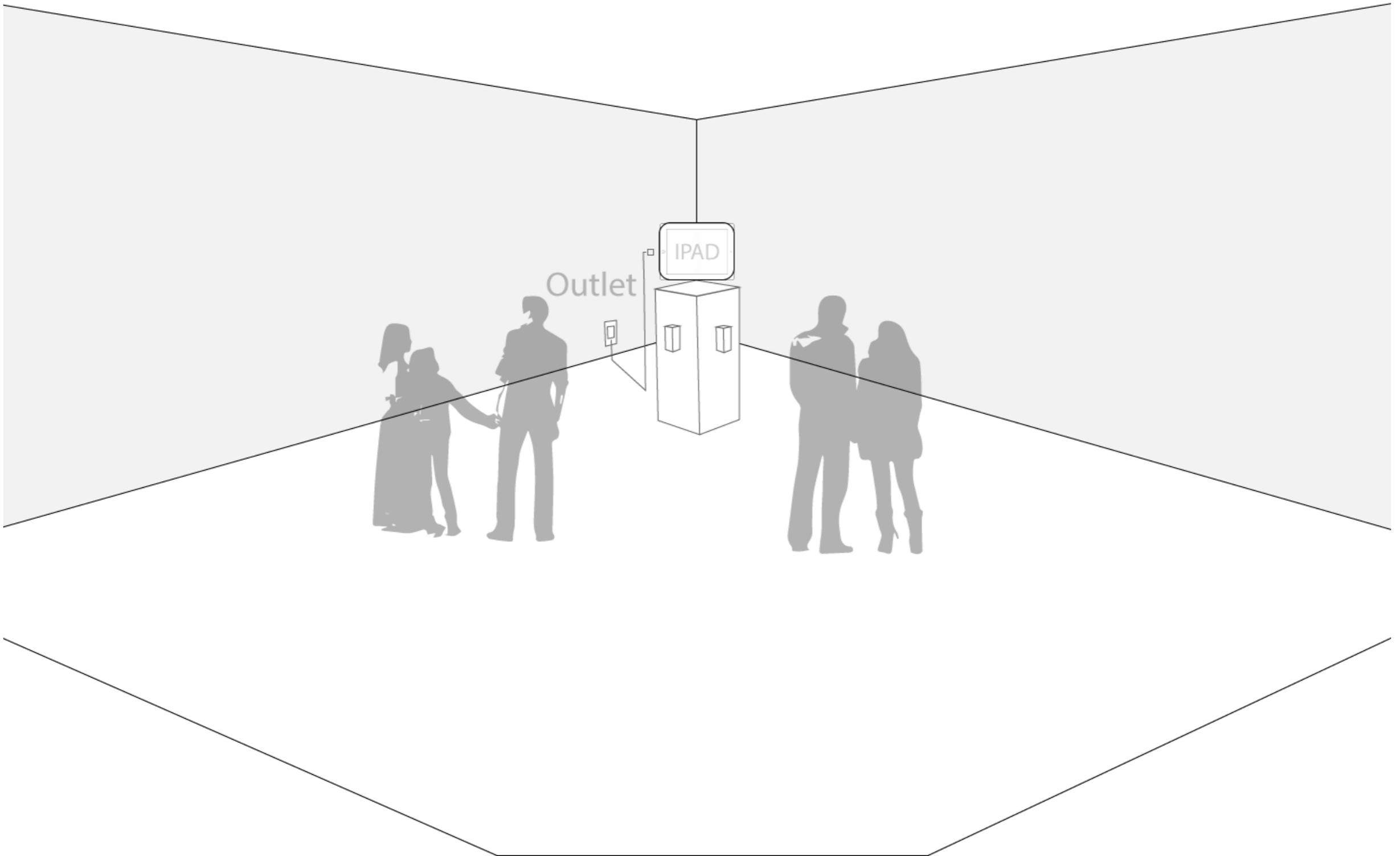
Final View



Technical Design



Technical Design

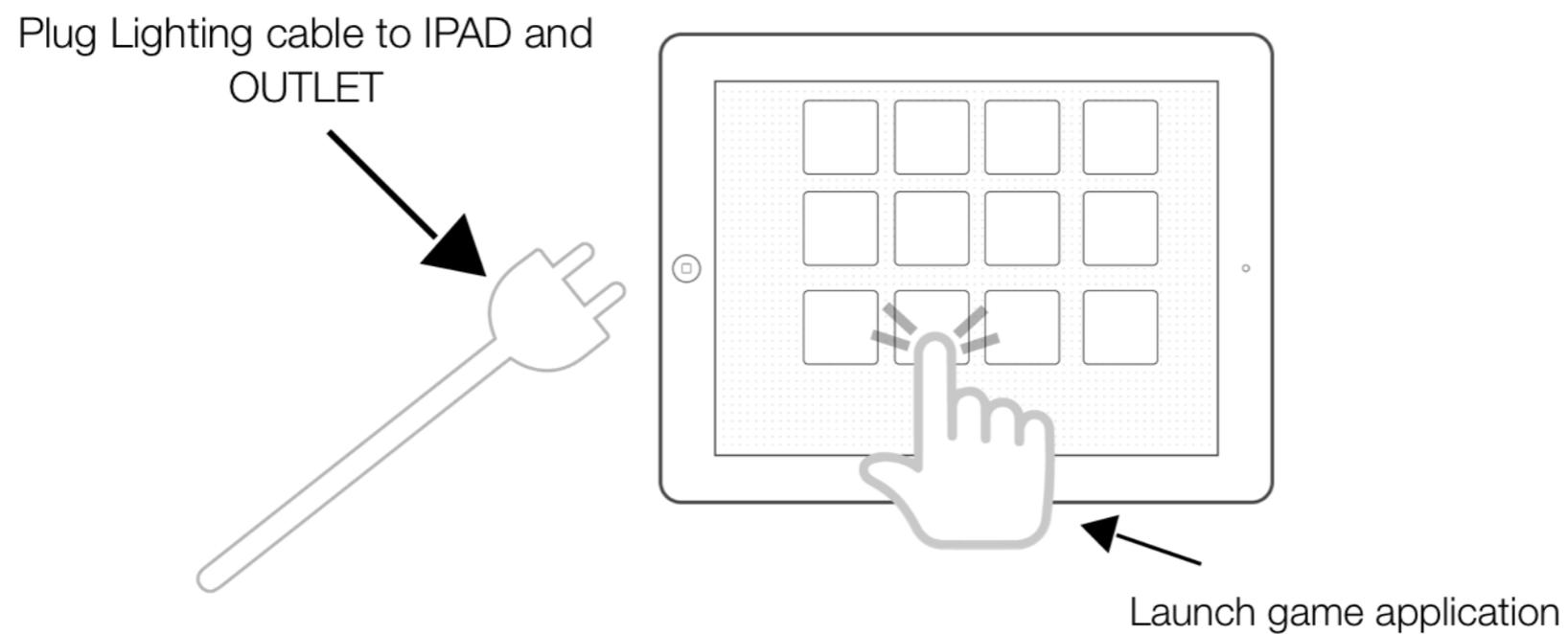


Technical Design

CONFIGURATIONS

Setup Instruction For Installation

- ❖ Step 1 : Connect the lighting cable to the **OUTLET**.
- ❖ Step 2 : Then, connect the lighting cable to the **IPAD**.
- ❖ Step 3 : Launch the Model - 22 application.
- ❖ Step 4 : Check if the application is loaded. If not, restart the **IPAD** then do **Step 3**.

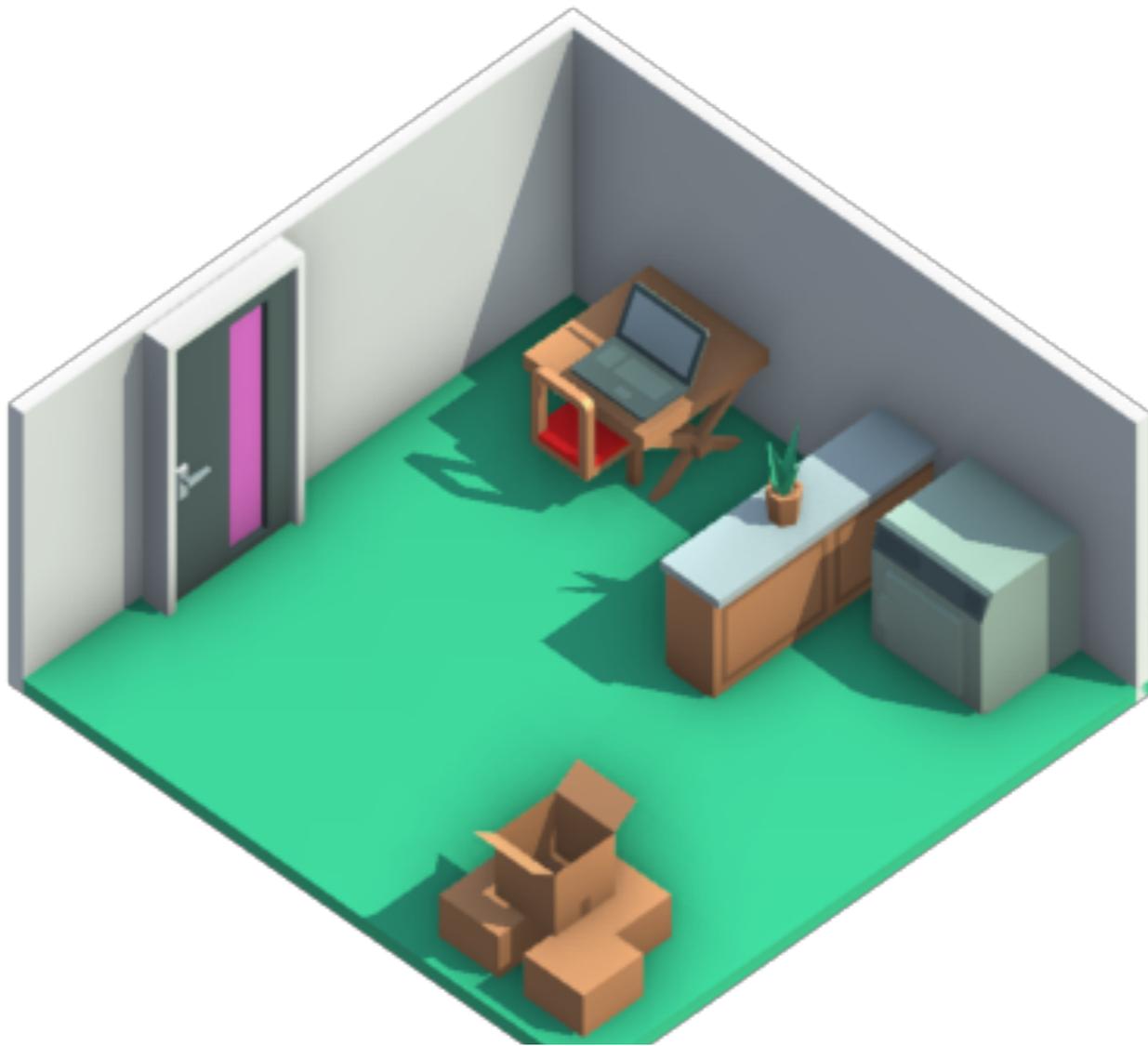
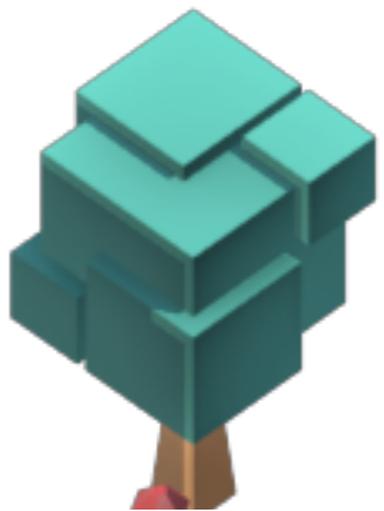
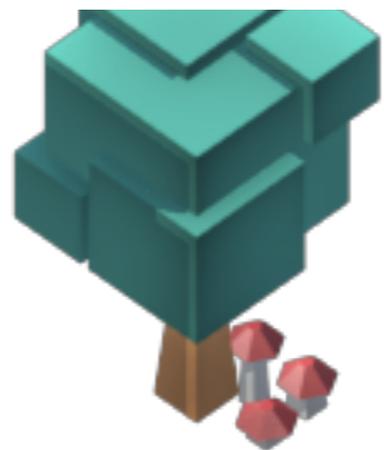
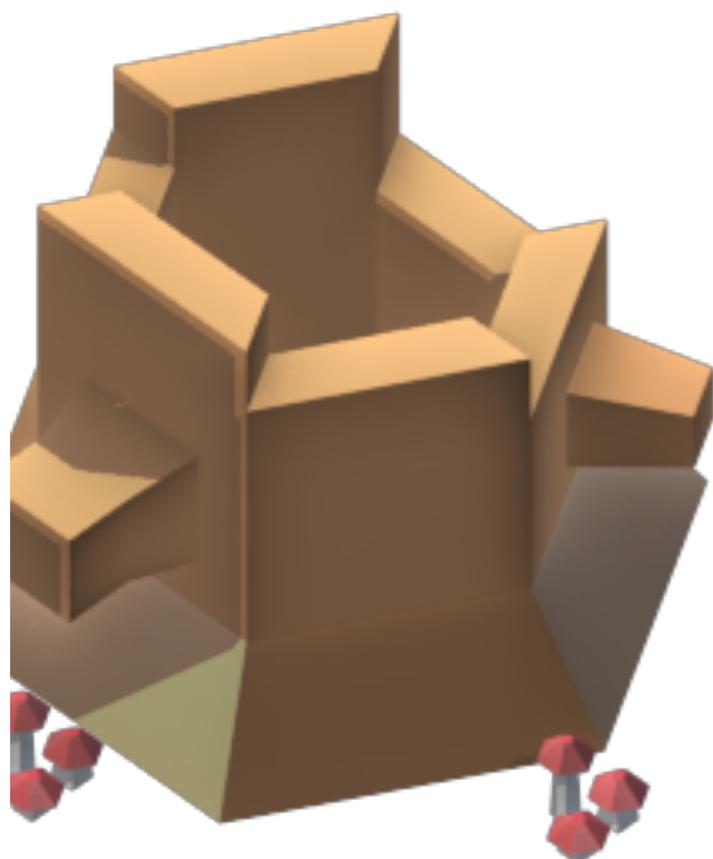




Next Steps

Spring 2019

Creating Assets and Environments



Fine Tuning Touch Interaction



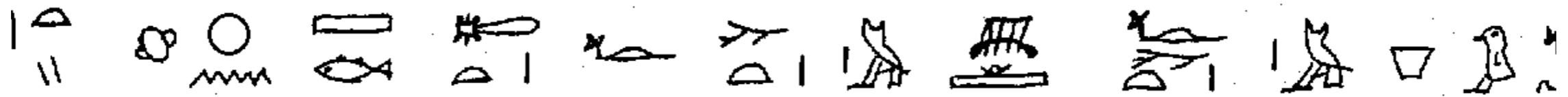
Developing Language & Symbol system



In year 22 3rd mo. winter time 6th hour day among scribes house of life found



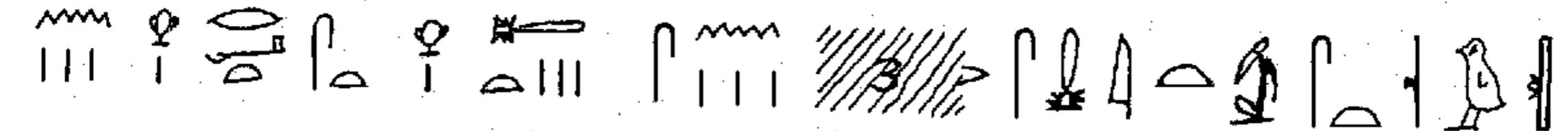
ery mysterious was coming in the sky. No exists its head. Wind its mouth



nitted odour smelly. body It one rod in length by one rod in width.



oice. His Majesty house toward went. heart Their became confused [un d



They lay down on bellies. They [made] report to the King of the happenin



is Majesty [ordered] for scrolls be examined located house of life. His Majesty

Transcription of Egyptian hieroglyphs