

## INTRO (Patrick)

Hi, welcome to the final presentation of our game "Dreams of Pan"! For this presentation we decided to change things up and put it right into the game itself! Hopefully you'll enjoy it as much as we do!

## PRODUCTION (Taylan)

"Dreams of Pan" is a 2-D Plattformer, Jump'n'Run Puzzle Game. Currently the game is built for PC, but as we developed it on the Unity3D Game Engine, we could also build it for Mac, Linux as well as mobile.

Our target audience are boys, men, girls and women ranging between the ages of 12 to 25 years.

## DESIGN (Felix)

The Goal of the game is to protect pan while he faces his fears, and allow him to sleep uninterrupted from nightmares.

The theme "Falling" has been included in several ways in our game:

In gameplay, we made sure that each and every one of our puzzles involve falling in some way. One example for this are the gumball level, where the player has to run from a giant gumball, and avoid obstacles on the way -indiana jones style- while being driven deeper into a cave system.

Another one is the ColaLake puzzle, where the player has to hit mentos stalactites (the ones hanging from above) by throwing m&ms at them, so that they fall into the Diet Cola below and cause a fountain which pan will ride to get out of the caves!

In dreams, falling is commonly associated with anxiety. Therefore to avoid Pan from feeling anxious, and sleeping poorly, the player will have to try his best to keep pan from falling!

Additionally, as pan will fall into deeper sleep, so will he fall into his dreams. deeper... [walk of the edge here] ...and deeper and deeper... [until you hit the ground] and deeper into his dreams!

Pan's dreams will deal with some of the most prominent emotions he may have!

In our First level, the core emotion is "happiness". Pan is in a world of candy, and doesn't have much to worry about. Later on however, Pan will have to face sadness and fear, with few moments to rest.

ART (Each Artist)

... Anna, Cata, Taylan, no idea what you're going to say here :D

things you can talk about:

Collab looks awesome

hard to match artstyle

cata doesn't accept the existance of pastel colors

anna learned animation from scratch

had to redo stuff sometimes

not used to making assets for games, no idea what to do about size, dimensions etc

and now Patrick will talk to you about our Core Gameloop!

GAMELOOP (Patrick)

Our core gameloop consists of MOVING through and EXPLORING the world of Pan's dreams, interacting with its environment and solving the puzzles and obstacles that it brings with it!

But let me show you what I mean:

[start walking]

You EXPLORE the world and and [you should reach the marshmallow here] are faced with an obstacle. You remember seeing something before, and walk back to INTERACT with it [Walk back to the lever and interact]. You can notice something happening, and think of a way to SOLVE the problem ahead of you [push box to marshmallow], you then use your advanced parcour skills and MOVE to overcome it. [Jump over box and marshmallow]

Having seen some some of our results, Felix will now explain to you how we reached this point.

## PROJECT PLAN (Felix)

We formed our group directly on December 1st, where Anna came up with the concept for our main character, Pan.

On December 14th we made the decision to make our Game a "2D, Puzzle based Platformer", and have a pacing similar to Limbo.

On December 17th Patrick wrote the character controller that we are using.

After a Christmas-Break we had lots of art concepts to work with, and eventually finalized the level design and layout for our prototype level on January 8th.

We used the remaining time until the Intermediate Presentation to implement as much of the level as possible.

We ended up having to make the presentation on the morning before, due to one of us falling ill on the day before.

The time after the intermediate presentation until the 27th was a constant flow of art assets being made and implemented, as well as most of the remaining puzzles being implemented, and partly reworked.

During this time we also found one of Anna's friends to create the music for our prototype and implemented that.

On the 26th we started working on the Presentation, with the idea of making it interactive being brought up on the 27th.

The Rest of the time until the presentation was filled with feverishly completing all assets and code needed for the presentation, and coming up with an interesting way to present it.

GAMEPLAY (Anna talks, Patrick plays)

Now, provided we have some time left [check time, if at least 1 minute left, continue, else continue on 7\_End!] We can show you how it looks when you put it all together.

With that said:

"Background [background lever]!, Music[lever]!, Environment[lever]!, AND ACTION! [walk off the cliff]

[Walk to Vine, jump up and down a bit]

here we are faced with a problem: We see where we have to go, but we cannot reach! Let's explore and see if we can find a way to get up!

[walk forward]

oh look at that, a lever! let's interact with it, and hope it helps us!

[see box]

well we've seen that in the presentation, so let's get on with it!

[push box up the hill, get up the vine, on vine, and up]

{if time for chocolate river}

oh wow that looks like a Hot Chocolate River! let's see what happens if we take a bath!

[jump in and die]

well that didn't go so well. let's see if we can find a way to get over this obstacle! time to explore!

[walk around a bit, stop at the branch to break off] this branch looks like we can reach it! Let's take it with us! [break it off], that's it for the gameplay for now, you can see for yourself what happens when you get on the Branch and all the rest of it when you play it on wednesday!!

{go to 7\_End}

ENDING

[turn down sound to at least half, then Hit escape to enter credits]

"well we thank you all for watching this presentation, we hope you found something to enjoy.

Now feel free to ask any questions!

{Q&A begins}