

Backlog

All finished, whoaaaa!

Problems

1. Find a way to let the player believe that it's a thing. The lantern need to flow into the sea.
2. I'm still considering should I make charging a command or pick-up. If I make it a pick-up, there would be a feeling of being continuously pushed by external force so the player can just sit there and chill. This should provide a feeling of cheerfulness so I'll stick to this design.

High concept

An emotional experience. The player guides a lantern from a journey and develop affection and connection with that lantern. When it's close to the finale, the lantern failed desperately. But it finally succeeded with the sacrifice of another lantern.

Mechanics

1. Movement: **Sailing**. Player move by changing the orientation of their sail. *Things like windmills, flowers, raindrops, are used to show the direction of wind*
 - a. Controls: **A** - counterclockwise, **D** - clockwise
2. Pickups:
 - a. The player can pick up **energy**, to speed up! Both **movement speed** and **sail rotation speed**
 - b. The player can pick up **charges**, which points to a direction, when picked up, the player charges toward that direction and ignore all obstacles
3. The player can be damaged by birds, thorns, and rocks, indicated by the flame
4. Environment:
 - a. Bridges: block player's view for a short time
 - ~~b. Tunnels: block player's view for a long time~~
 - ~~c. Subterranean: change direction~~

Aesthetics

Low-poly chinese art-style. Keep a minimal feel.

-> Use particle system to create the wave behind the lantern

Scene 1: The game starts in darkness (black night + red lanterns)

Scene 2: Turns into a day (grey architecture + grey water)

Scene 3: Goes on into a forest (blue, as a reward)

Scene 4: Raining night

Characters

Player - a lantern boat

Enemy 1 - ~~birds~~

Enemy 2 - thorns

Enemy 3 - something throwing rocks

Narrative

High concept: A game about a lantern in the river. "When the lantern flows into the ocean, the dream will come true."

Scene 0: The camera drops from a height, (press any key to continue)

Scene 1: The lantern is put down into the river. It flows, and witness other lanterns being put down into the river. More importantly, another lantern sails across the player quickly and continuously changing the direction of their sail, so the player knows he can sail.

Also, player starts to see energies scattering in the river. He picks some up and learns how to use them.

Then, thorns appears. Some lanterns collide with thorns and drown, leaving energy in the river for player to pick up.

The player gets through a gate, lights goes up, enters scene 2.

Scene 2: This scene happens in a rural area. In the beginning, player flows as normal. After a while, player get stopped by a shallow area, where he would strand. And player sees a strange thing, he goes and pick it up to learn charging.

Then arrives at a bridge, there is something under the bridge, the player need to use charge to break them. [And then at a tunnel, the lantern learns to progress without knowing what's in there.]

Finally, the player enters a forest.

Scene 3: This scene happens in a forest. Birds can fly to lantern can try to destroy it. Something throws rock from the river bed and tries to destroy the player.

Then player enters a fast flowing area. Many charges scatter on the ground.

After sometime, it's dark again, enters scene 4.

Scene 4: It starts raining and lightning. The lantern is almost destroyed but kept moving on. It's finally stopped by a thing the player can do nothing. After struggling for sometime, another lantern comes and breaks that thing. But it dies. The player picks up its energy and moves on to the sea. The final scene is that the lantern flows to the deep sea.

(The design should be like this: the boat breaks all floating woods but the last one. It is stuck there, and can do nothing to change the situation. It waits until other boats come, and break that final wood. But the other boats all sink because of the impact, the player's boat becomes the only one which can get to the sea)

Emotion & feelings

Scene 1: confusion and the joy of learning

Scene 2: empowerment of breaking things

Scene 3: cheerfulness and happiness of progressing really quickly

Scene 4: sadness of loss, desperation of facing strong obstacles, cheerfulness of finally completing a journey

Thoughts

1. Don't use any built-in UI at all
2. Take the "flow" mechanics away from the main stream, and only use it in small streams
3. Build houses that are in different styles and shapes
4. If needed, use animals on the river bed to provide interactions
5. Add trail renderer to the sail to enhance the feeling of motion
6. Use Dear Esther music, if possible
7. Finale after finale

Implementation Notes

1. To simulate buoyancy, do a raycast from the lowest point of the boat, cast up right to find the surface of water. Use that distance to calculate the magnitude of buoyancy
2. It is the water who pushes the player, so the logic is written in water
3. Use the sail (size and color) to indicate the level of power up

4. Making curved river is too difficult, so I decided to make the river completely straight.

References

1. Low Poly Rocks Pack, <https://www.assetstore.unity3d.com/en/#!/content/70164>
 - a. Rock_Round_m_10_Collider
 - b. Rock_Round_l_01
2. textures.com
 - a. TexturesCom_Various0182_1_S, <https://www.textures.com/download/various0182/24321?q=moon>
 - b. Candle Flame, <https://www.textures.com/download/flames0001/14652?q=candle>
3. TextMesh Pro, <https://www.assetstore.unity3d.com/en/#!/content/84126>
4. Nature Pack from Kenney Assets 2, <https://kenney.itch.io/kenney-game-assets-2>
5. https://www.google.com/search?q=heart&newwindow=1&rlz=1C1CHBF_enUS759US759&source=lnms&tbm=isch&sa=X&ved=0ahUKEwi1oouCgo3WAhWKyoMKHQ8sA2wQ_AUICigB&biw=2327&bih=1168#imgrc=7IXhleIE09c9wM
6. Sound
 - a. Rock_Hits_Wooden_House_Lands_on_Pavement.wav: https://www.google.com/search?q=heart&newwindow=1&rlz=1C1CHBF_enUS759US759&source=lnms&tbm=isch&sa=X&ved=0ahUKEwi1oouCgo3WAhWKyoMKHQ8sA2wQ_AUICigB&biw=2327&bih=1168#imgrc=7IXhleIE09c9wM:
 - b. Destruction, Wooden, A.wav: <http://freesound.org/people/InspectorJ/sounds/352513/>
 - c. Thunder.ogg: <http://freesound.org/people/lennyboy/sounds/244053/>
 - d. Heavy Rain: <http://freesound.org/people/lebcraftlp/sounds/243628/>
 - e. Water Swirl, Small, 22.wav: <http://freesound.org/people/InspectorJ/sounds/398721/>
 - f. Barrel Break 3.wav: <http://freesound.org/people/kevinkace/sounds/66771/>
 - g. Sailing boat, bow wave (distant perspective): <http://freesound.org/people/Pfannkuchn/sounds/360630/>

Schedule

Thursday: initial narrative and level design

Friday: modeling

Saturday: modeling and programming, initial music

Sunday: programming, *apply special shaders for better visual presentation*

Monday: polishing