

GAME DESIGN DOCUMENT - CONNECTIONS

Outline

The Game

The environment of the game is a Lantern Filed, which is a shared space for the community of grieving children where the players can create entries in verbal and non-verbal forms without having privacy problem. The players can create their own lantern art and send the lantern away which is shared. They can keep journal entries for their own as well. It is an ecosystem that every player maintains for all.

Platform

iOS (iPad)

Client

Highmark's Caring Place

Design Goals

Community

Networking, shared environment, symbolic ways of sharing memories/feelings

Entries in different forms

Text/photo integration, drawing

Customization

Themes

Letting Go:

Allow the players to send their lantern to the sky and let it join others' lanterns.

Tribute:

Present the feelings/memories of the players with symbols in beautiful and noble ways to show respect for their feelings/memories/loved one.

Catharsis:

Fulfill the players by giving a sense of completion/transcendence with special/magical moments after they do their job.

Features/Systems/Activities

Navigation

Swipe (Up/Down/Left/Right) to look around

Tap and Hold to move to specific spot, Release to stop moving

Drawing Lantern

The players can pick up a lantern, create cover art for it and send it away. The lantern will join the ones created by the whole community. The players can see them in a distance. The lanterns will disappear over time (Only load the recent x lanterns when a player logs in).

Design goals:

- To create a sense of community, to make them not feel alone
- To allow expression creatively
- To let go of emotions/feelings
- No monitoring content
- No privacy problems: The lanterns will be far enough in the sky so that the players can't see clearly the details on the lanterns.

Game flow:

1. Tap a lantern to enter Drawing Mode.
2. In Drawing Mode, the player can:
 - a. Draw on the lantern with their finger.
 - b. Swipe to switch between sides.
 - c. Tap on objects to capture colors from the environment. The butterfly flies to the object and turns into the color of the tapped object.
 - d. Tap on the butterfly to replace the current color with the canvas color (eraser function).
 - e. Tap on the LIGHT Button to light the lantern.
3. Light up the lantern by dragging three clusters of fireflies one by one.

[Lighting up: The player lights up the lantern by dragging three clusters of fireflies one by one. The fireflies vibrate in the lantern and illuminate the lantern from bottom to the top part by part. After dragging three clusters, the game takes over and other fireflies fly into the lantern in a faster pace and light up the whole lantern eventually.]

4. Release the lantern: The lantern flies away after the lighting animation.
5. Look up to see the lantern joining others' in the sky.

Objects to capture color from:

Decors (See VERBAL/PHOTO ENTRIES)

Verbal/Photo Entries

The players can create and customize their Memorial Objects (Decors) and write something or embed a photo for the creation. The Decors is a symbolic way of showing their entries.

Every time the players log in the game, all their own Decors and a certain number of Decors created by other players (not the newest ones) are randomly loaded.

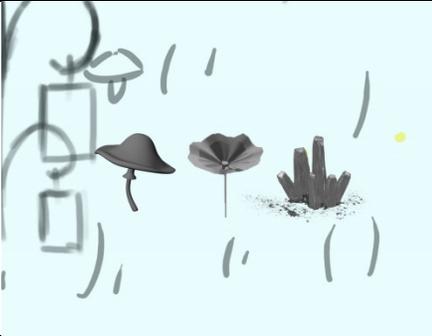
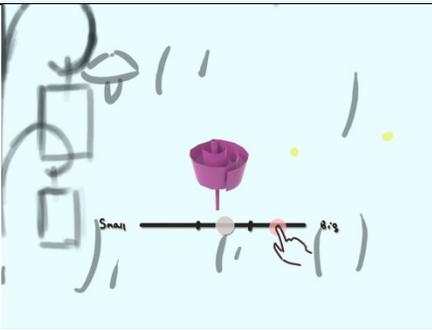
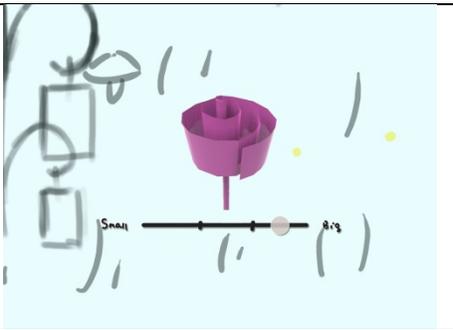
The players can revisit their own entries by tapping on corresponding Décor. They can destroy the entry along with the gem.

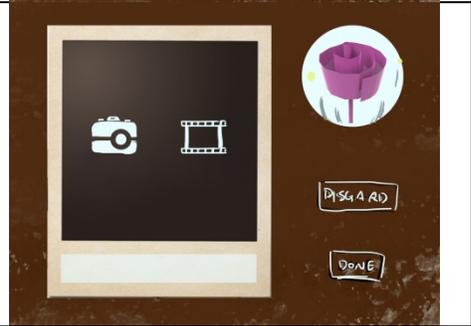
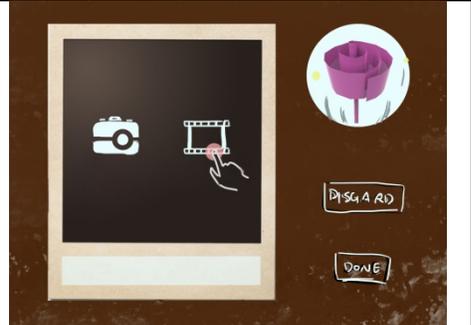
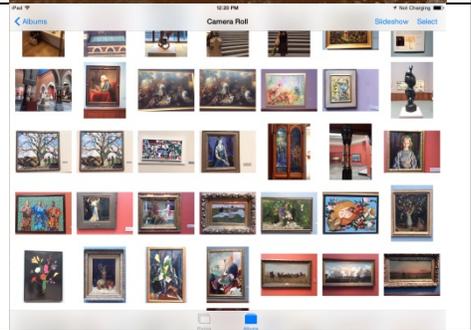
The players can see others' gems but can't see the entries with them.

Design goals:

- To create a sense of community, to make them not feel alone
- To store photo images and texts
- No monitoring content
- No privacy problems
- To make them feel that their feelings are important

Step	Description	Note/storyboard	storyboard
1	Tap an empty spot on the ground, the Décor creation icon appears. The player can tap it to enter Décor Customization Mode. The player can cancel it by tapping somewhere else.	The camera zooms in to the spot (similar to entering Lantern Drawing Mode). The customization UI shows up, guiding the player to create the Decor	

2	In Décor Customization Mode, the player can: Select the type.		
	Select the shape/sub-type.		
	Select the color.		
	Select the size.		
	Exit Décor Customization Mode and go to Journal Entry Mode. Tap anywhere else to discard the décor. (Change the "DONE" button to "NEXT".)		

<p>3</p>	<p>Transition from Décor Creation Mode to Journal Entry Mode</p> <p>[Add "x/20" to show how many Décors the player already have.</p> <p>Add "x" players liked your creation.]</p>	<p>Maybe the camera moves down until completely under the ground. It looks like the ground goes up, followed by underground (earth/soil) background and UI for entering content shows up.</p>	
	<p>In Journal Entry Mode, the player can: Add a photo image.</p>		
	<p>Browse an image from camera roll. Or Take a photo with the camera.</p>		
			

	Preview the image.		
	Add texts about the image.		
	Preview the texts.		
4	Exit Décor Creation Mode.		

Game flow:

Decor & Journal Creation:

1. Tap an empty spot on the ground, the Décor creation icon appears. The player can tap it to enter Décor Customization Mode. The player can cancel it by tapping somewhere else.

[The camera zooms in to the spot (similar to entering Lantern Drawing Mode). The customization UI shows up, guiding the player to create the Decor]

2. In Décor Customization Mode, the player can:
 - a. Select the type.
 - b. Customize the shape, color, size, material of the Décor.
 - c. Exit Décor Customization Mode and go to Journal Entry Mode.
 - d. Cancel Décor Creation by tapping anywhere in the environment.

[Maybe the camera moves down until completely under the ground. It looks like the ground goes up, followed by underground (earth/soil) background and UI for entering content shows up.]

3. In Journal Entry Mode, the player can:
 - a. Add a photo image.
 - i. Browse an image from camera roll.
 - ii. Take a photo with the camera.
 - b. Add texts about the image.
4. Exit Décor Creation Mode.

Decor & Journal Review:

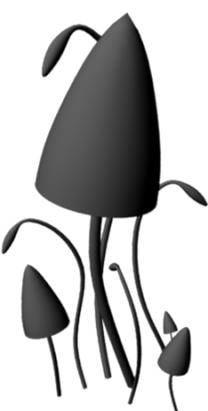
1. Tap one of the player's gems to enter Décor Review Mode.
2. In Décor Review Mode, the player can:
 - a. View the journal entry and number of being liked (do nothing).
 - b. Delete this entry (needs confirmation).
 - c. Return to the environment.

Decor & Journal Liking:

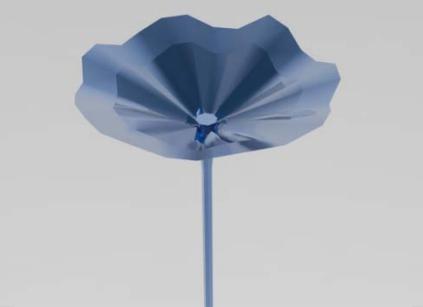
1. Tap one of other players' Decors.
2. A "LIKE" icon shows up next to the gem. The player can tap anywhere else to cancel.
3. The player can tap the button to LIKE it. The Decor glows stronger. The creator will receive a message saying "A player liked your Decor!"

Memorial Decors:

1. Mushrooms:

Shape (Sub-type)	Color	Size	Material*
	<p>The objects can have duo colors on their texture, but they should have a primary color. When the player picks its color, these colors are captured:</p> <p>Scarlet red</p>	<p>Small Medium Big</p>	<p>Wood: Something rough, solid, and has wood texture</p> <p>Metallic Something with sharp specular and high reflection</p>
	<p>Lemon yellow</p> <p>Orange</p>		<p>Paper: Something with paper's texture</p> <p>Glass: Something with transparency</p>
	<p>Pink (Crimson)</p> <p>Sap green</p> <p>Purple (Violet)</p>		

2. Flowers:

Shape (Sub-type)	Color	Size	Material*
	<p>The objects can have duo colors on their texture, but they should have a primary color. When the player picks its color, these colors are captured:</p> <p>Scarlet red</p>	<p>Small Medium Big</p>	<p>Wood: Something rough, solid, and has wood texture</p> <p>Metallic Something with sharp specular and high reflection</p>
	<p>Lemon yellow</p> <p>Orange</p>		<p>Paper: Something with paper's texture</p> <p>Glass: Something with transparency</p>
	<p>Pink (Crimson)</p> <p>Sap green</p>		
	<p>Purple (Violet)</p>		
			

3. Gems:

Shape (Sub-type)	Color	Size	Material
Ruby	Red	Small	Something like crystals
Pearl	White		
Sapphire	Blue	Medium	
Emerald	Green		
Corel	Red/Yellow/White/Magenta	Big	

Environment & Interaction & Liking System

Tap an object to interact.

The player can “LIKE” others creation by tapping the lantern or décor. The creations liked by players glow more strongly/constantly. The creator receives a message showing how many players have liked their creation. If the player taps on one of their own creations (Decors or Lanterns), s/he can view the number of being liked. **The “LIKE” button shows up with the user ID of the owner, to create a better sense of community.** The ID is defined by the player when s/he signed up the game.

Interactable objects:

Object	Idle	Interaction (Being tapped)	Variations
Lanterns	Flickers slightly	If a lantern on a lantern stand, being tapped, enter Drawing Mode If a lantern in the sky, being tapped, a “LIKE” icon shows next to it. The player can then tap the “LIKE” button. The lantern glows stronger in the sky. The creator of the lantern receives a message saying “x players liked your lantern” (x is the number being liked.)	Number of sides: 4/5 Size: Small/Medium/Big Proportion: Shorter/Longer
Butterflies	Fly around Flip wings occasionally	If the butterfly is flying, being tapped, it lands on a vine. If the butterfly is on a vine/lantern, being tapped, it flies away.	Colors (in Drawing Mode)
Decors	Swing slightly	If the player taps on one of their own decors, enter Journal Mode. If the player taps on other’s décor, a “LIKE” icon shows next to it. The player can then tap the “LIKE” button. The decor glows stronger. The creator of the lantern receives a message saying “x players liked your decor” (x is the number being liked.)	See VERBAL/PHOTO ENTRIES

Instruction/Prompt System

Prompts show up when the player first goes through a feature. If the player wants to view the prompts again later, s/he can turn them on by shaking the device.

In the Start Screen, it displays prompts, each in a sentence. The player can switch between them.

[Start Screen Prompts]

- TAP on things to interact
- “X” button allows you to quit the activity
- You can draw on the lantern
- You can have 20 Decors in total
- Drag the fireflies to light your lantern
- You can capture colors from your Decors
- The butterfly shows what color you are having

The game starts with **NAVIGATION**'s prompts when the player first launches the game.

[Navigation]

- “SWIPE to look around (with four arrows)”: The arrow disappears after the player swipe toward that direction successfully once. The prompt disappears after all of them are conducted.
- “TAP and HOLD to move”: Arrows (or a frame) shows up pointing at an object.

In case the player can't remember so many controls, start to play **DRAWING LANTERN**'s instructions when they tap a lantern.

- “TAP on a lantern”: Arrows (or a frame) shows up pointing at a lantern.

[Enter Drawing Mode]

- “DRAW on the lantern”: Highlight the lantern (canvas) somehow.
- “TAP an object to capture its color”: Highlight a mushroom (or something else).
- “The butterfly shows your current color”
- “Now, try the new color”: Highlight the lantern (canvas) again.
- “TAP on the white flower to get the eraser”: Highlight the white flower.
- “Try it on your lantern”: Highlight the lantern (canvas).
- “SWIPE to switch between sides”: Arrows show up. The player should swipe back and forth. The prompt disappear until s/he has tried both directions.

[Lighting]

- “To light the lantern, drag fireflies to it”: Arrows show up pointing at a cluster of fireflies.
- “Not enough”: Arrows show up pointing at another cluster of fireflies.

- “Almost done!”: Arrows show up pointing at another cluster of fireflies. After the player drags the three clusters of fireflies, play the animation of all fireflies fly into the lantern. The lantern floats away after the animation.

[The lantern flies away]

- “Congratulations! You have sent a lantern to the sky”: Tap to continue.
- “Now, LOOK UP to view your lantern”: Arrows show up in case they forget how to look up.
- “You can always see it in the sky until it flies too far away”: Tap to continue.

Instructions for **VERBAL/PHOTO ENTRIES** are triggered when the player taps on a treasure box on the ground.

- “TAP on a treasure box”: Arrows (or a frame) shows up pointing at a treasure box.

[Journal Entry Mode]

- “What you entered here will NOT be shared with others”: Tap to continue.
- “Take a picture or select one from your camera roll”: The player can tap on the Camera button or the Camera Roll button.
- “Add some texts about this picture”: The keyboard shows up and the player can type.
- “TAP here when you finish”: Arrows show up pointing at the lock.
- “Remember, you can only have 20 at the same time”: Tap to continue.
- “Here you can see how many Decors you have”: Highlight the “x/20” UI. Tap to continue.
- “But you can PRESS HOME & POWER button to save a screenshot on your device”: Show with instruction image. Tap to continue.
- “Also, here shows how many players liked your creation”: Tap to continue.

[Customization]

- “Now you can create a Décor for your memory”: The player can pick one from “Flowers”/ “Mushrooms”/ “Flowers”/ “Crystals”.
- “Select the shape”: The player can pick one from the sub-types (shown with plain models).
- “Customize the size”: The player can scroll with a bar to preview and select from “Small”/“Medium”/“Large”.
- “Select the material for your creation”: The player can preview and choose the material.
- “TAP here to confirm your design and go to next step”: The player can tap on the “NEXT” button to enter the content.

[The player goes back to the environment]

- “Congratulations! You have created a memory stone”: Tap to continue.
- “TAP it to review the content”: Tap the gem to view the picture and the texts.

[When the player returns to the environment]

- “You’ve learned most of the controls, enjoy exploring”: Tap to continue.

Notes

We might not have gems if we feel flowers and mushrooms are enough for capturing colors and enter journals.