

# **sun stealer**

**Game Design Document**



(Blow, P)

## Getting Started:

I decided to continue working on my action script from task one and incorporate my classmates and tutor's feedback. The main feedback other than what is required for Task 2 was around elevating the narrative from something more atmospheric to something that had more excitement and intrigue.

I could take the project in two main paths: weighing more heavily on the camera technics and creating a sort of narrative-based tutorial, or extend the magical realism elements already present and create a more compelling structured narrative around that. Considering the feedback, a game seemed like the more logical way to continue; I incorporated camera technics as game mechanics while also restructuring the story into something with a more pronounced story arch.

## So, what is it?

Sun stealer is a VR game set on Bondi Beach near Sunrise. Experience the flow of history from before colonisation to Sydney in the present. See how history is layered through human habitation. Learn how the mechanics of photography and master them to get home with Time.

# Core Game Mechanics:

## Camera:

The Camera is the key game mechanic that is different for this game compared to other adventure games. As the Player progresses, they collect lenses and film backs, allowing them to change how the Camera works.

## Lenses:

The lens's focal length dictates what Time the Camera can see into and bring objects from. A lens with a larger focal length will see further into the future, with the reverse being also true.

**10mm:** Gives the player access to Precolonial Time.

**32mm:** Allow the Player to access objects and building from the Start of Colonial times.

**90mm:** Give access to what you would find in the 80s.

## Film Stocks:

The Film stocks add a lot of spice to the gameplay, allowing the Player to drastically change the attributes and objects they can bring from different periods. Here are some examples of how different film stocks affect the world:

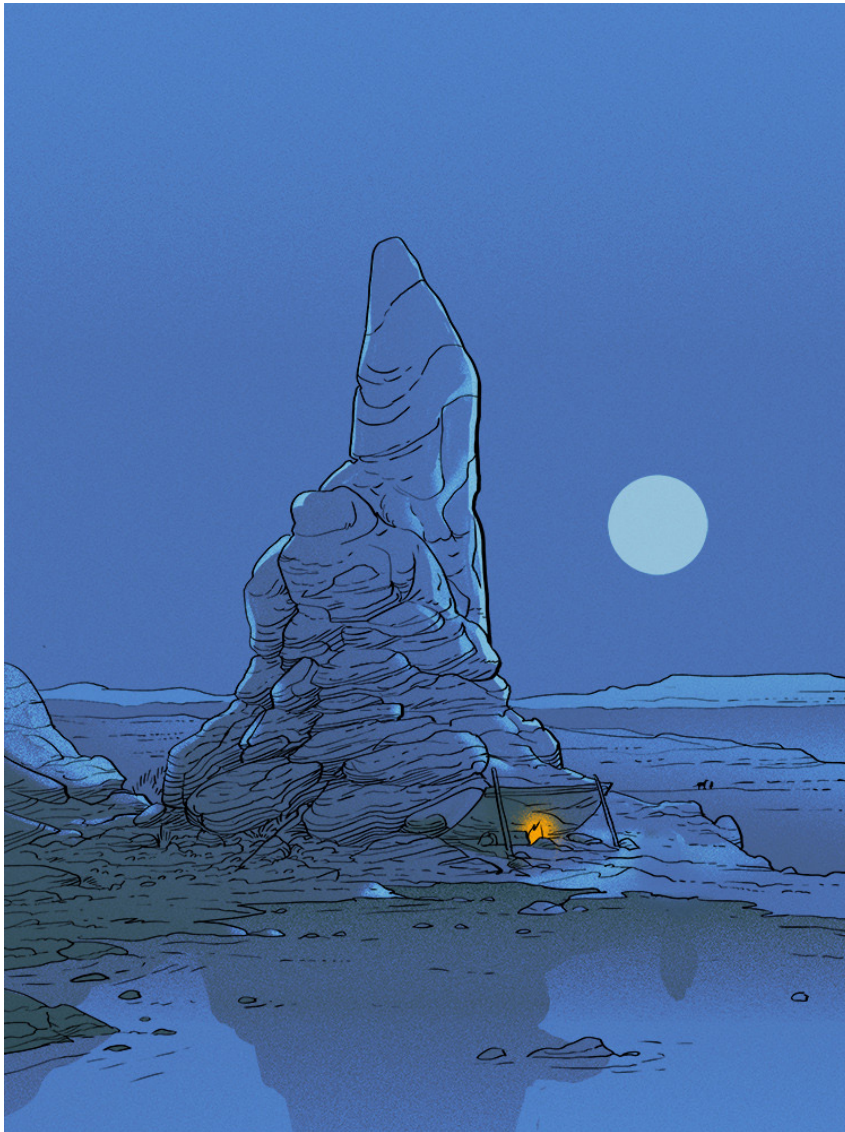
**No Film:** Without any film loaded, the Camera reverses Time in an area in front of the Player.

**Delta 3200:** This is a high ISO film allowing the Player to take elements from nighttime.

**Aerochrome:** This is an Infrared sensitive film allowing the Player to shift temperature.

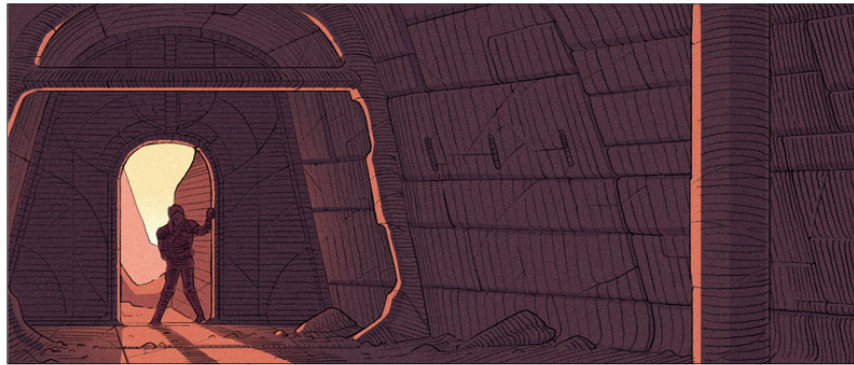
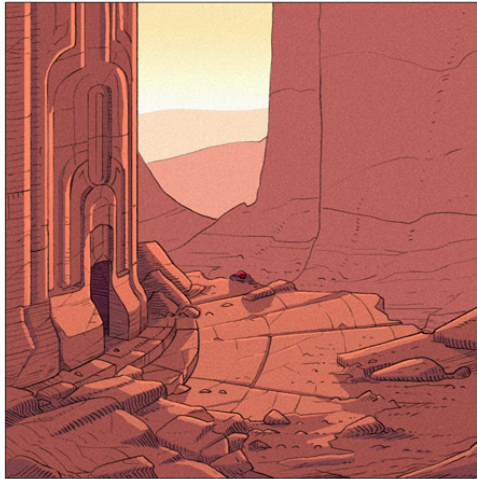
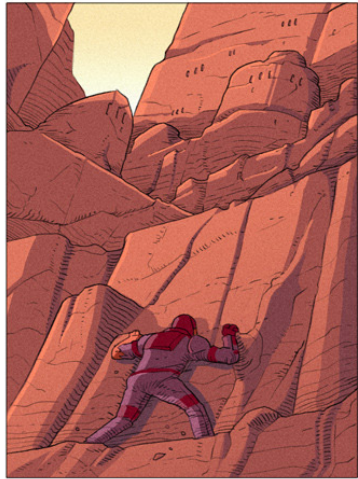
**Portra 160:** This is a film used in portraiture, allowing the Player to bring a person over for a brief moment.

**Ektar 100:** This film is used for architectural photography, allowing it to create permanent interventions from other time layers



(Galluzzi 2014)





(Galluzzi 2013)

## Non-Player Computers (NPC):

The design of Each NPC will be generated from the Player design. The Player comes into contact with different NPCs who progressively instruct the Player on how game mechanics evolve and progresses the narrative. With dialogue trees effected through player choices, e.g. how they solve puzzles and if/ how they recuse those lost along the way.

## Art Style:

Even though the game's main mechanic is taking photographs, the art style is more simplified and stylised rather than photorealistic. For two main reasons:

1. It would be hard to achieve the fidelity needed for photorealism without negatively impacting the Player's comfort.
2. Simplifying the environment's design allows us to be more creative in displaying the effects of the different film stocks, making it more engaging and immersive.

I've attached a few examples of an art style that would work well throught this document. They use a bold yet simple colour palette with a comic-inspired approach to shaping and outlining features of interest.

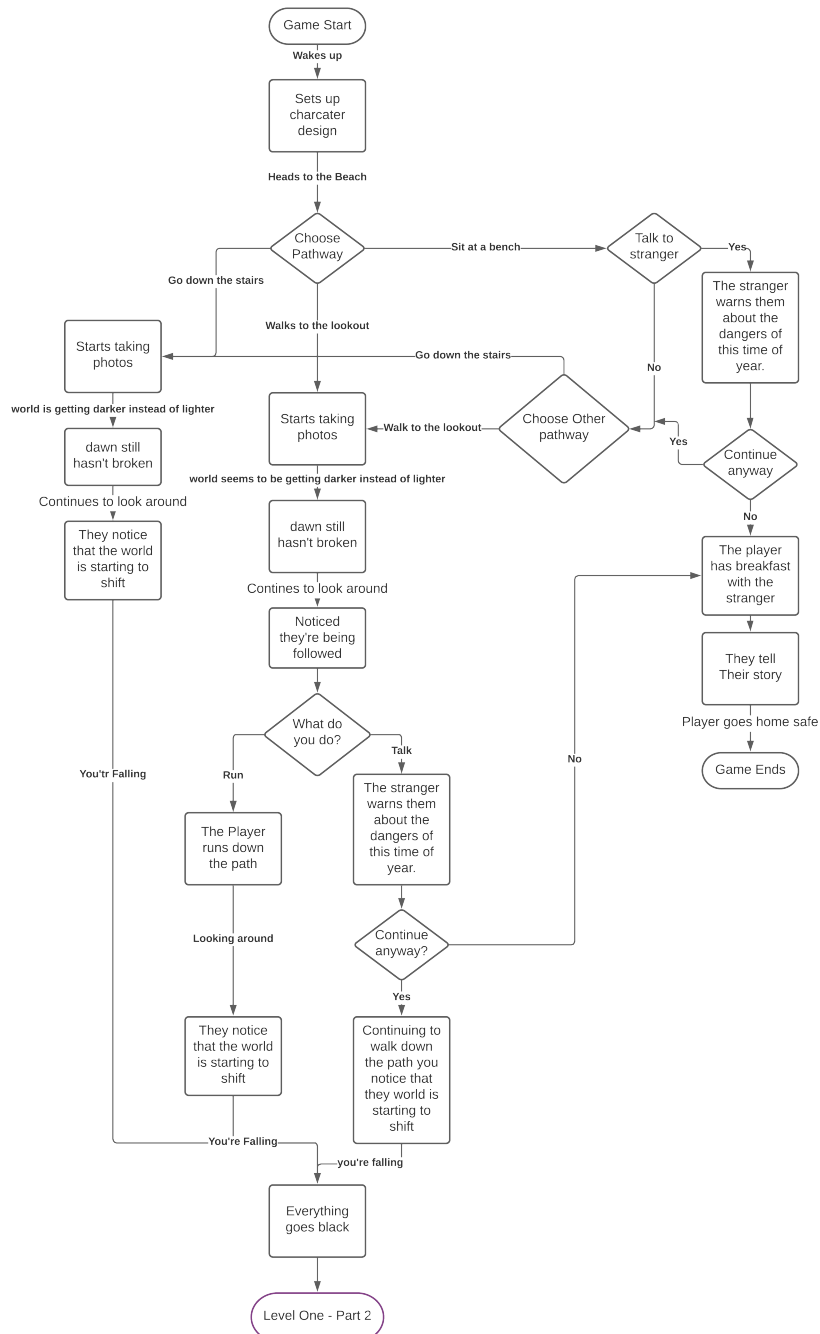
## Music:

The Player acquires a radio which will let them tune into the audio from different time layers giving them access to the music of each time period, adding a sense of immersion with the time elements of the gameplay.

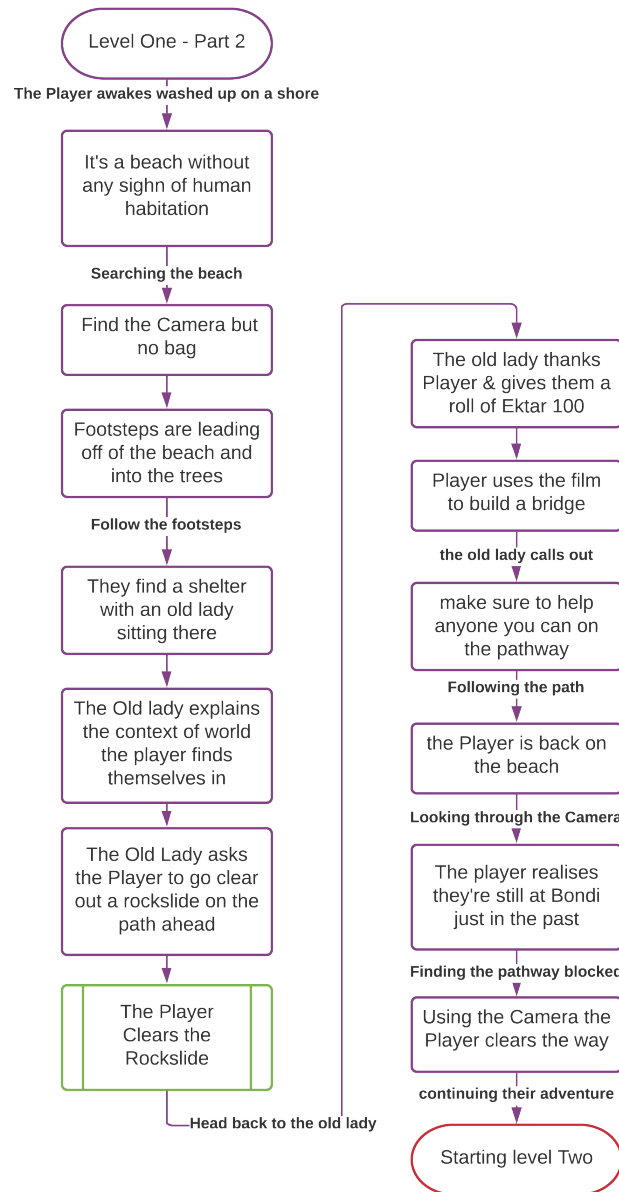
# Scaffolding the first arch of the Narrative – Level One:

## Exposition

- \* The Player wakes up in their bedroom; it's early.
- \* They get dressed and set up the design of their character.
- \* The Player then grabs their Grandmother's camera bag and heads to the beach.
- \* Arriving at the beach, they decide on a pathway to follow:
  - \* Two lead down the cliffside and into the start of the game
  - \* One keeps them out of the time loop,
    - \* Out of Loop:
      - \* They meet a kind stranger who they can talk to:
        - \* If they do talk, then they warn them of the danger ahead:
        - \* They have the option to continue anyway, which starts the main game
        - \* Or grab breakfast with the stranger, which explains the back story of the stranger:
          - \* Implying at the end of breakfast that they are both them and their Grandmother, ending the game.
- \* Walking along the Cliffside, The Player starts to take some photos.
- \* They notice that the world seems to be getting darker instead of lighter.
- \* After some time, dawn still hasn't broken
- \* Noticing they're being followed, the Player can either Talk or Run
  - \* As they Running away down the path the world starts to shift out of focus and everything goes dark
  - \* If they talk to the stranger, the Player starts to get a similar warning of the danger and the player has the choice to leave without he Stranger or continue on
    - \* If they go with the stranger they get breakfast and continue down that ending



- \* If they continue then they continue taking photos but the world starts to shift out of focus and everything goes dark

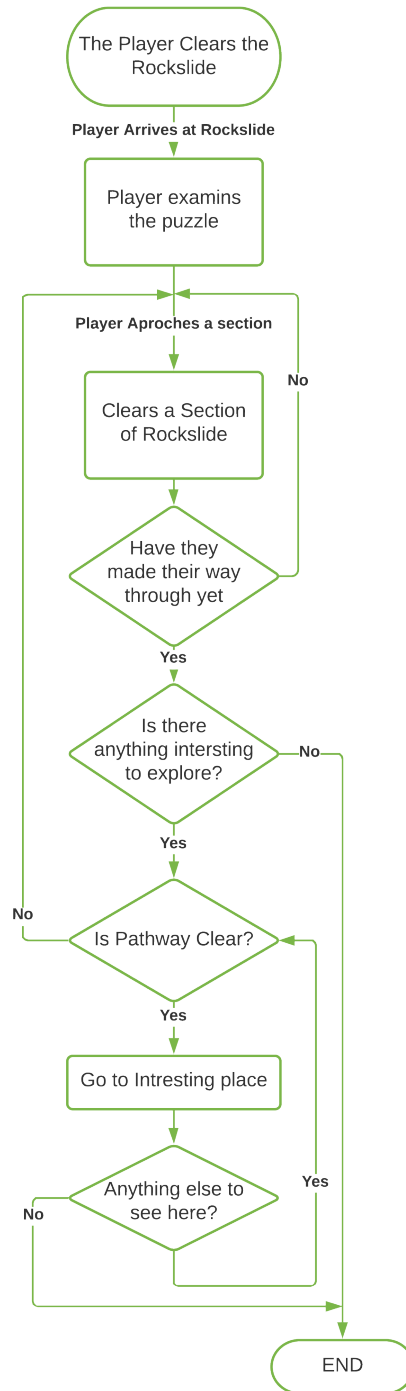


## Rising Action

- \* The Player awakes washed up on the shore.
- \* It is Bondi Beach but without any sign of human habitation, only a strange dawn light everywhere.
- \* Searching the beach, they find the Camera but no bag.
- \* Footsteps are leading off of the beach and into the trees.
- \* Following the footsteps, they find a shelter with an old lady sitting there.
- \* Through talking with her, they find out they are lost in Time:
  - \* She explains that Time is like layers of paint, each moment over the last.
  - \* During certain times of the year, the layers thin out and become fussy.
  - \* With the right equipment and a bit of bad luck, it becomes possible to mix the layers together.
  - \* She explains that Grandmother's Camera is one of these pieces of equipment
    - \* Explaining that the Camera is Temporally Polarised, allowing it to steal the light from different layers in Time and, depending on a few factors, can have very different effects on the world around them.
  - \* Objects like the Camera are super rare and have very different properties to each other.
- \* To get back home, the Player will need to find all the missing pieces from the camera bag and travel through the different layers in Time.
- \* This all needs to be done before sunrise ends, or else the Player is stuck here.

## Climax:

- \* The Old Lady asks the Player to go clear out a rockslide on the path ahead, and she'll give the Player an item.
- \* Walking down the path, the Player finds the rockslide and starts a tutorial to get used to the game mechanics.
- \* The Rockslide setting up a simple puzzle.
- \* Using the first mechanic of the Camera to reverse Time, the Player clears



sections of the rock slide to pass through.

- \* While avoiding blocking their way back
- \* After cleaning the level, they head back to the old lady.

### Falling Action:

- \* The old lady thanks the Player and gives them a roll of Ektar 100.
- \* This allows the Player to build a bridge to cross to the next section.
- \* As the Player heads out, the old lady calls out, telling them to be careful and know that Time is funny enough before you start to play with it, and some choices have consequences you can't quite foresee.
- \* It is quite common for different objects to fall out of place and not find their way back home. So, make sure to help anyone you can on the pathway as you go.

### Denudation:

- \* Following the path, the Player is back on the beach.
- \* Looking through the Camera, they realise they're still at Bondi just sometime in the past
- \* Finding the pathway blocked, the Player uses the Camera to clear the way continuing their adventure and starting level two.

## **Bibliography**

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# Apendix

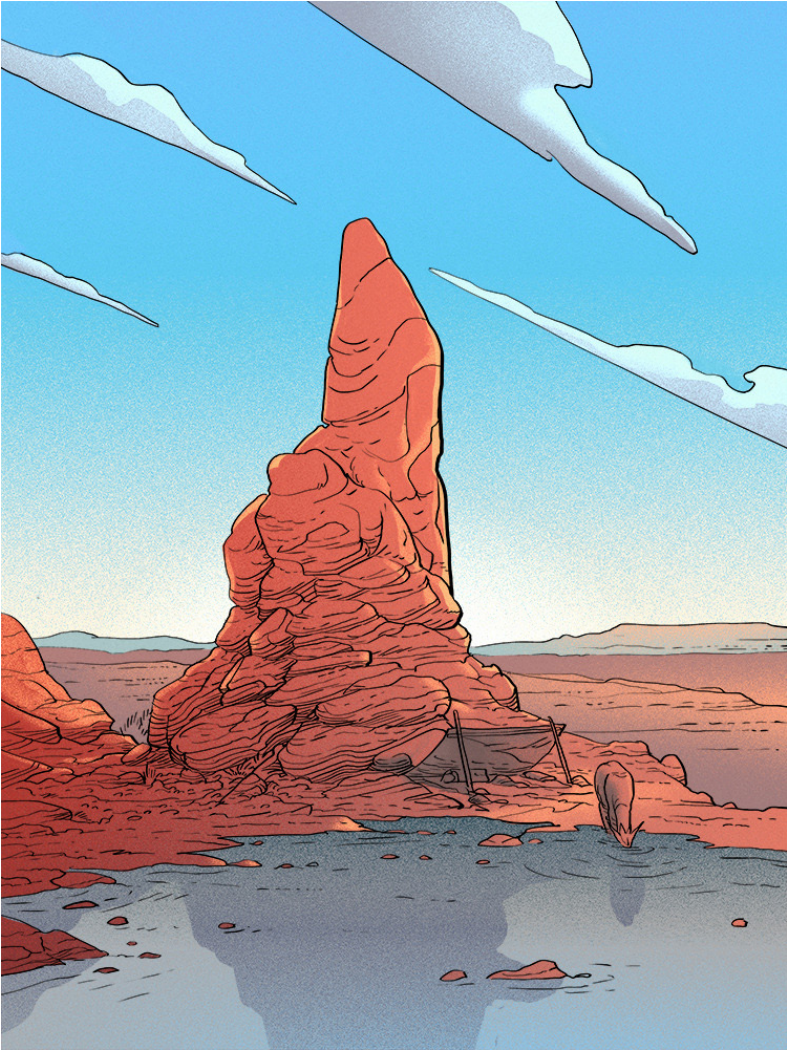


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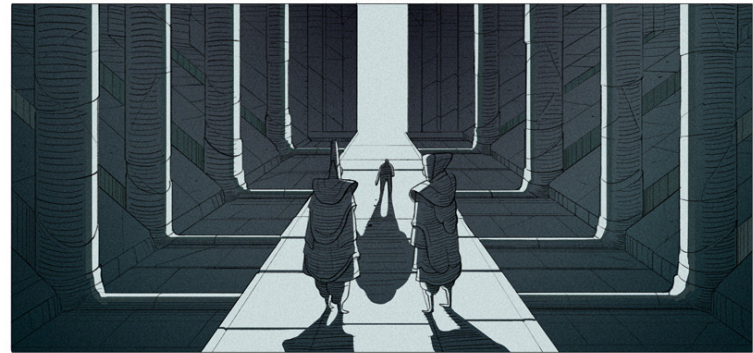
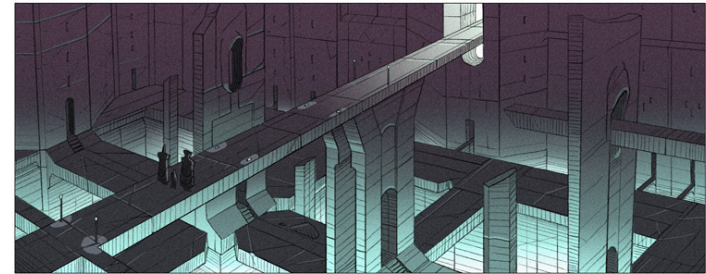
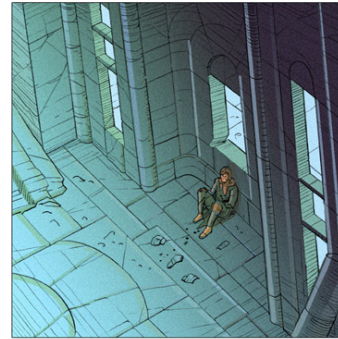
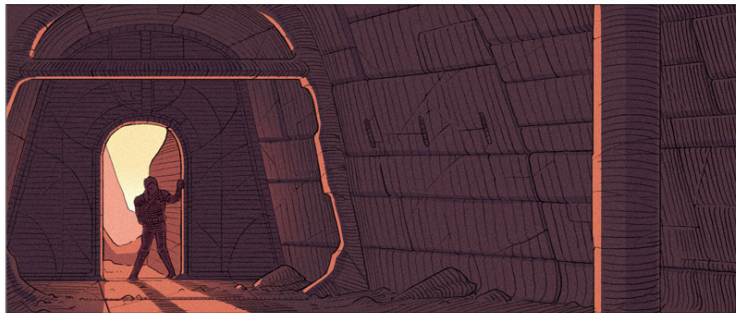
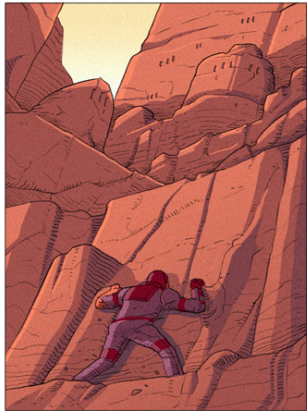




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