

Initial Concept

Quick writeup of overall concept

My game is a solarpunk/cyberpunk, corporate, ecofascist, open world RPG. The main premise of the story is the main character (Jana) is chosen by a sentient giant mecha whom tasks him with finding 5 other people to operate the other 5 sentient sleeping mechas. The city the game takes place in is under the control of a fascist, dictatorship – capitalism is rampant at it's extreme with all the working class forced to survive in the slums whereas the wealthy elite are free to reap the benefits of the technologically advanced society.

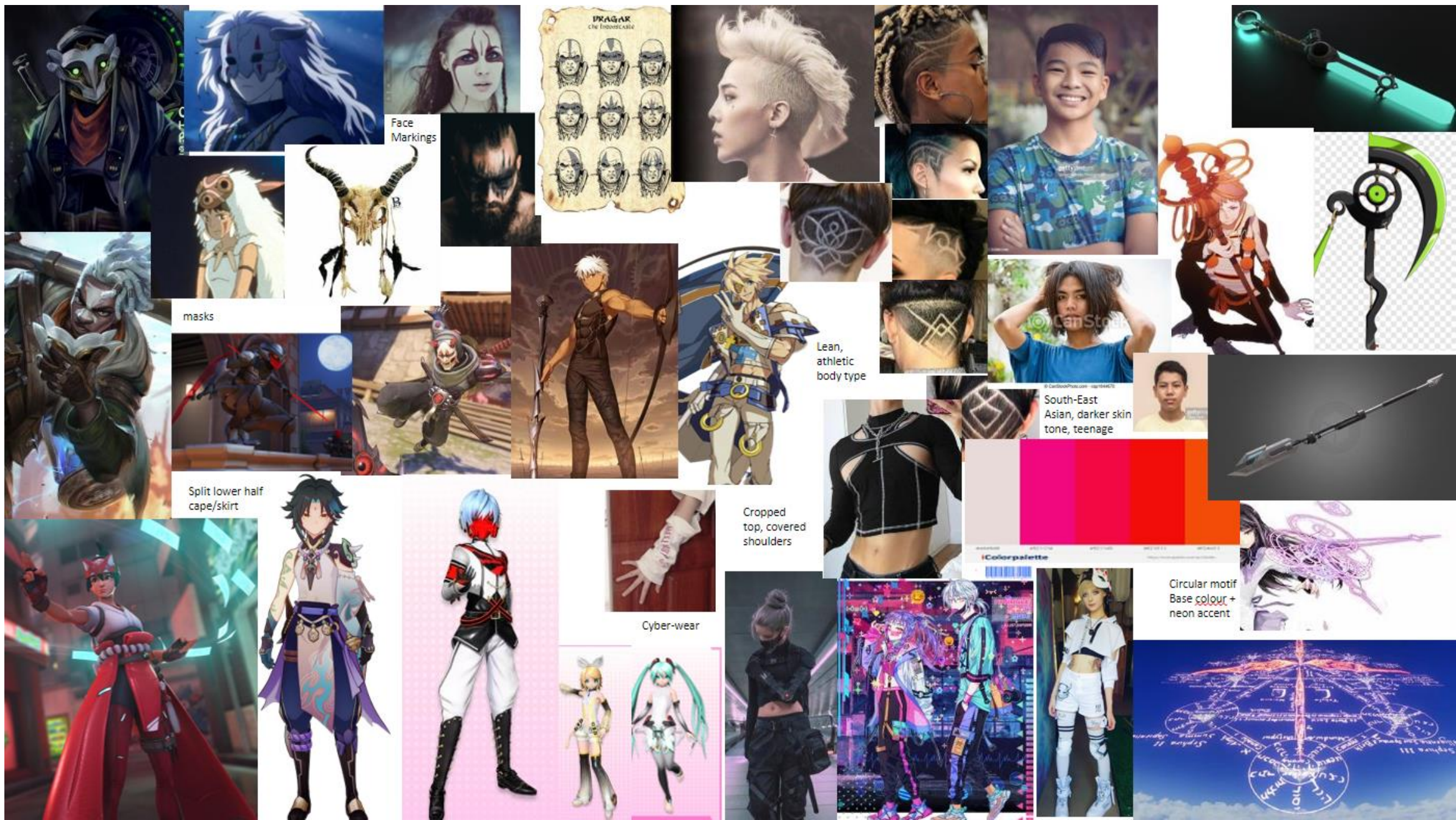
The recurring themes of my game are: politics, hyper-capitalism, race inequality, orientalism.

The story starts with what appears to be a dream sequence of Jana in the cave where the Mecha explains what he must do, Jana wakes up and spots a new baton by his side which turns out to be a portable component from the mecha that can transform into a sharp blade. Jana is then tasked with exploring the city and finding the 5 people, once they have all been found they must navigate through the city hall, into the enforcer central hub and underneath the walls to the cave where they must awaken the mechas.

The main character of my game is a young boy named Jana whom collects and sells scrap, he is very disgruntled with the state of the city.

I expect the player to play this game similar to We Happy Few, Cyberpunk 2077, Dying Light 2, in the sense that it is semi-open world – there are optional quests to pursue but the player is pushed towards the main story. The player will have to progress through the areas in a fairly linear style and will be pushed into going to certain places first like the scrap shop to learn how to get and sell scrap and to introduce the shopping and upgrading gear/tech mechanics. There will be opportunities to interact and roleplay with other characters within the game.

My main inspiration behind my design was Ekko from League of Legends, more specifically his design in the TV adaptation Arcane. I took inspiration from his face markings as they are very visually appealing.



I want the game to be set in a futuristic version of Korea, hence me taking a lot of Asian inspired cityscapes/streets. I wanted to get across the bustling liveliness and colorful feel of the city and then contrast this with the dank and dampened down aesthetic of the slums area.

Clean streets

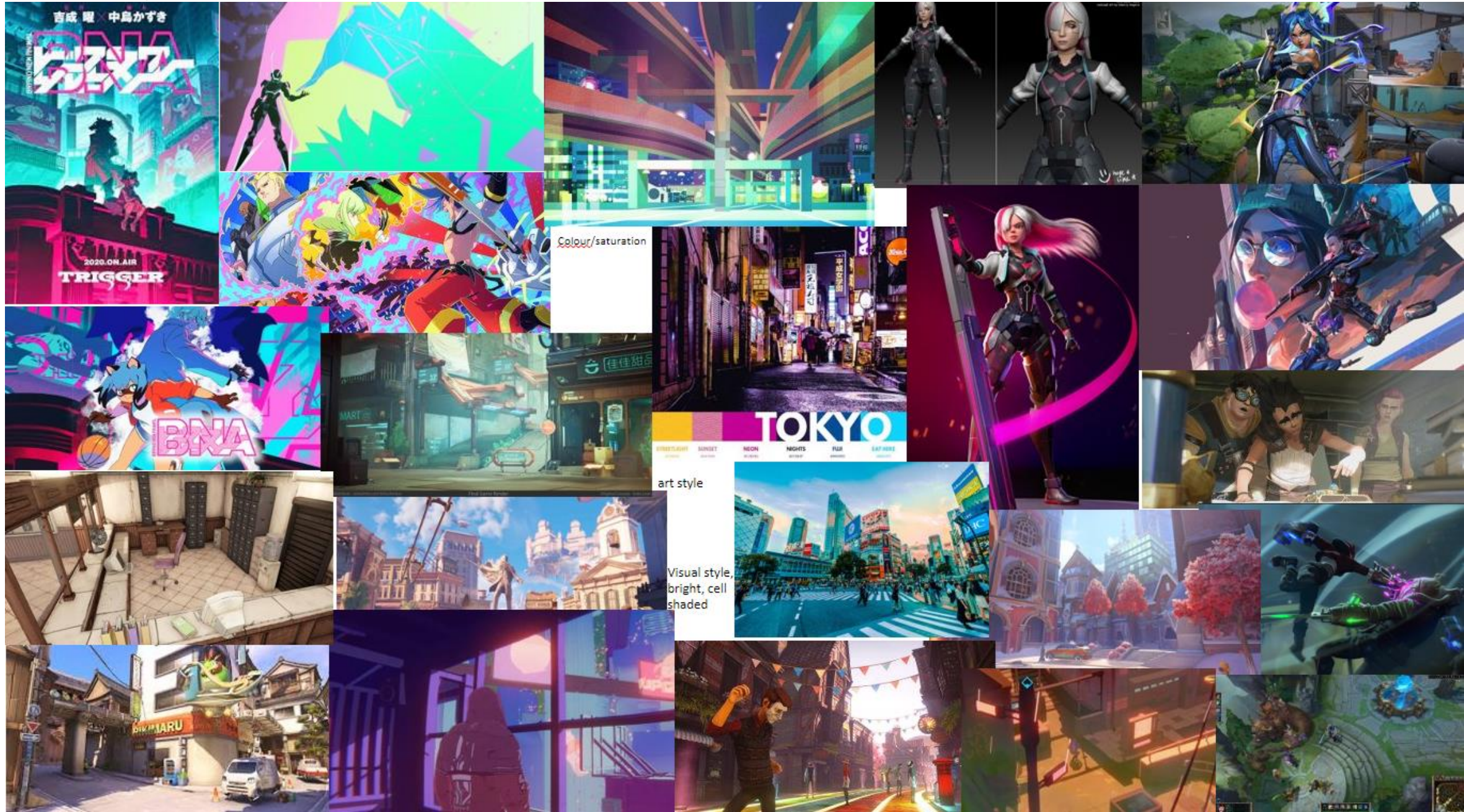
Multi-purpose moving space

No flowers just greenery

Visual Style

I want the visual style to be very bright and neon colours for the slums, toned down to less saturated colours for the rest of the city to contrast this. The city needs to feel devoid of soul, very much like when you're not on joyin 'We Happy Few'.

I want the models to look very plastic, like Overwatch and Fortnite but slightly more detailed and desaturated. The NPC models for the enforcers and the capitalists would look very uncanny to create an uneasy feeling.



Photobash



I chose the grass from this scene as it was nice and bright and green, and also perfectly cut. Unnaturally so which is the feeling I want to convey.



I chose the glass from this image as it looks very corporate with little personality, and is very clean and bright.



I chose the tree and building from this scene as I wanted a row of buildings to split the composition in the middle, the picture is also from Korea and I want my game to be set in Korea so this helps to get that feel across.



I chose the signs from this picture for the same reason as above, I want it to be set in Korea. As well as this, my game is set in a bright place so the bright signs add some more colours to the scene.



I chose this roof to add onto the shot to add some different architecture to the scene, the slanted roof is a nice contrast to the cut sleekness of the square buildings that otherwise dominate the scene with sharp cut lines.



I chose this roof for the same reason as above



I chose this bike rack as it is very sleek and lacks any personality, it's very corporate which is what I want.



I chose a few buildings from the back of this image as they look very high-tech futuristic, my game is set in a somewhat futuristic society, so they help get that across.



I chose this car as it is very sleek and clean, it fits in nicely to the sleek and cleanliness of the high street I have created for the photobash.



I chose this scooter for the same reason as above.

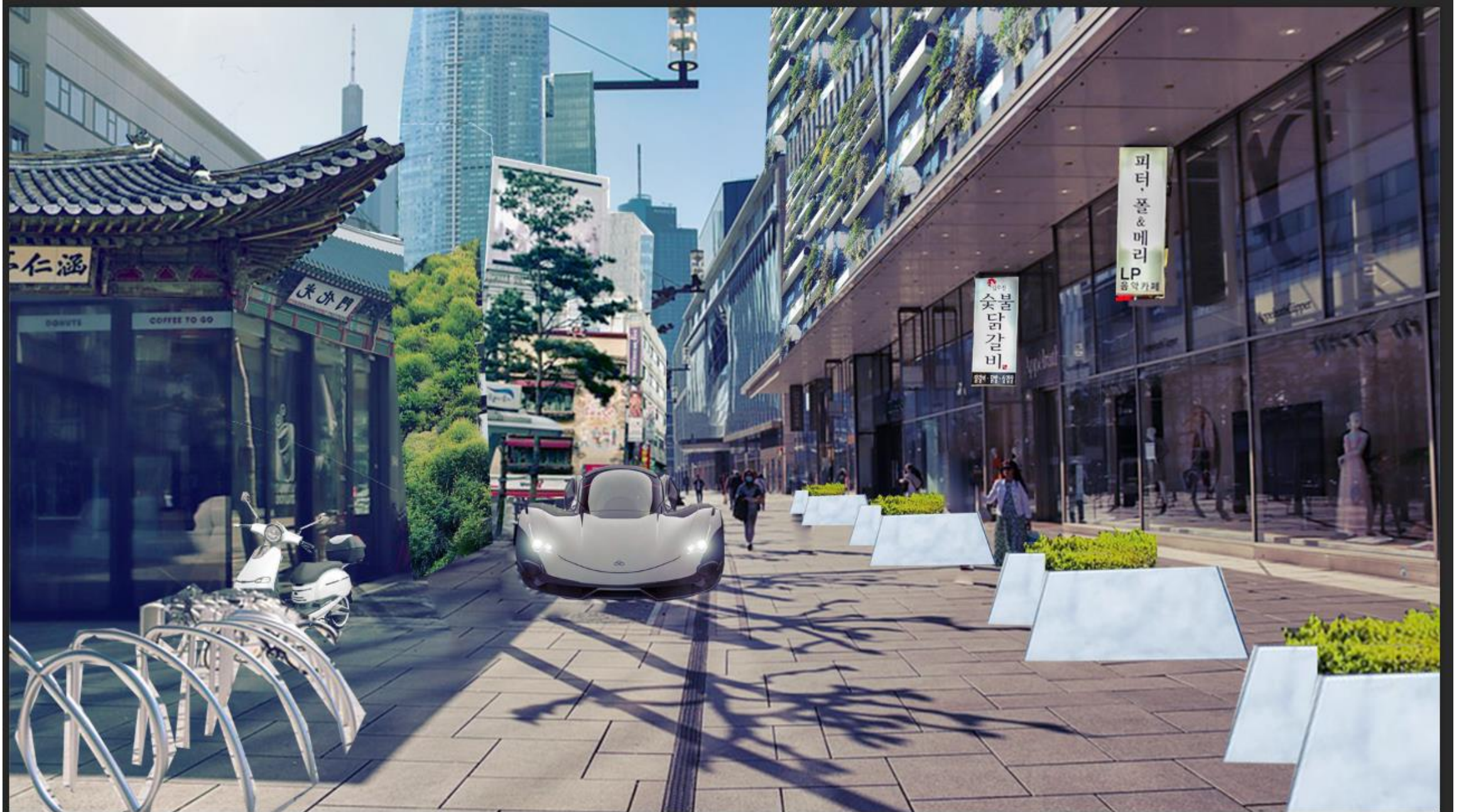


I chose this greenery to go between the shop and buildings in the middle to convey the fact that this city is eco-friendly but in a corporate sense as this is just green – no flowers, it feels very corporate

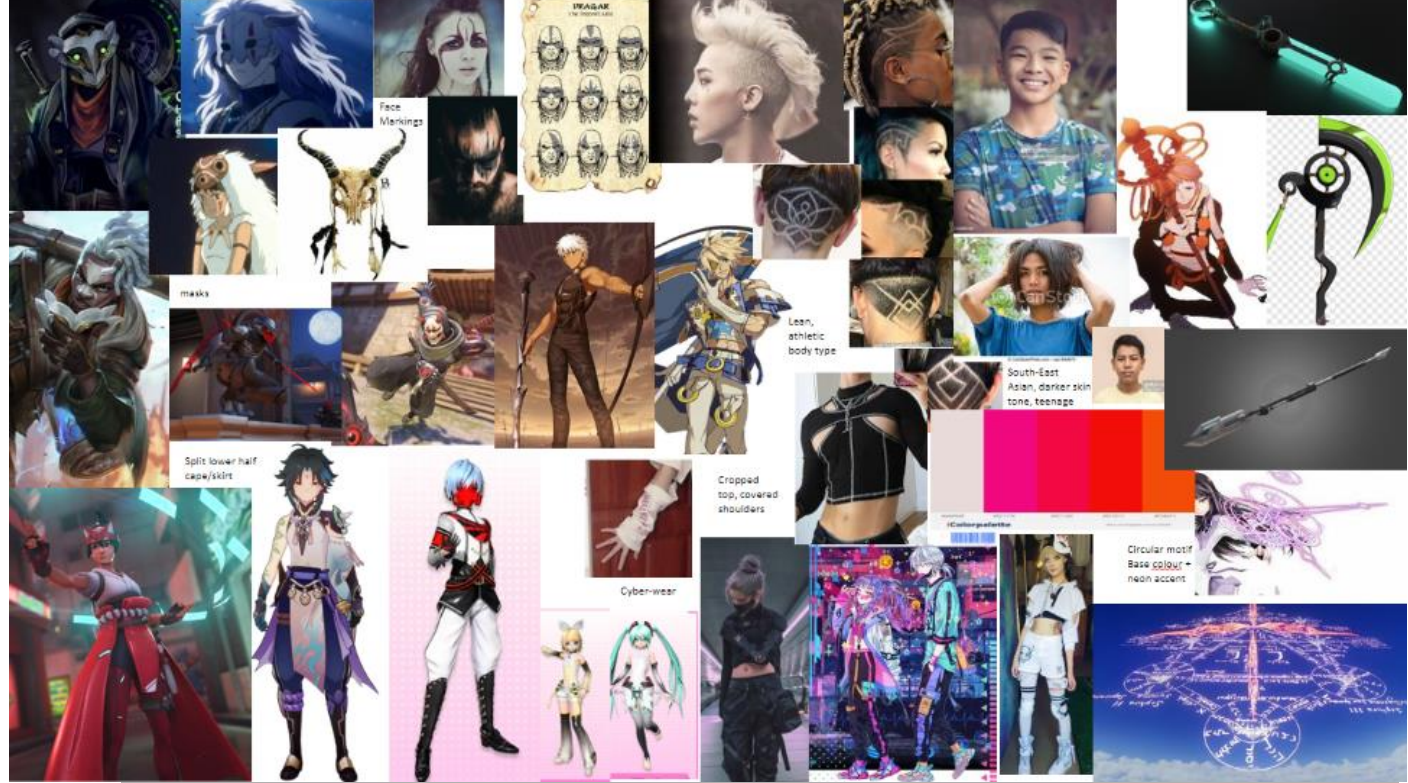


I chose this greenery to go above the high street buildings for the same reason as above – there's no flowers in these plants there's just ferns and other plants that are just green. It creates the sense that here is some life but it is very manufactured and controlled.

Final Photobash



Character Design



Name: Jana (in Malay culture they have a patryonic noun bin for male, followed by their fathers given name but this guy doesn't use that as a rejection of his heritage and repressed internal struggle with his identity)

Gender: Male (but he is gender non-conforming)

Age: 17

Ethnicity: Malay

Personality: Introvert, pessimist, narcissist, but has a good heart, has morals and respects the law

Doesn't like other people, very self reliant and believes he can only depend on himself. All stems from a fear of abandonment, has very deep self esteem issues.

What he does: collects and sells scrap, reads comics, parkours,

Motivations: survival, mostly just living to survive, loves the thrills and being alive, lives for the sun and fresh air.

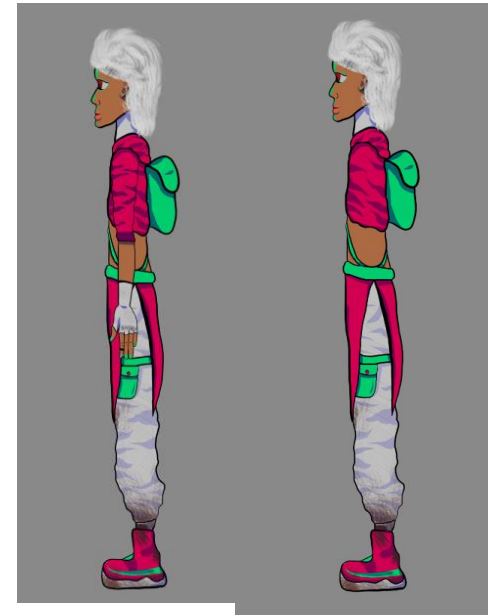
How do they do above: Athletic, knows his way around the city, very good perception so knows best parkour jumps etc

Where his story takes place: in the city, he lives in the slums which is the below ground area like zaun,

When: Future, 2030ish maybe 2040

Archetypes: The hero, the lone wolf, redemption

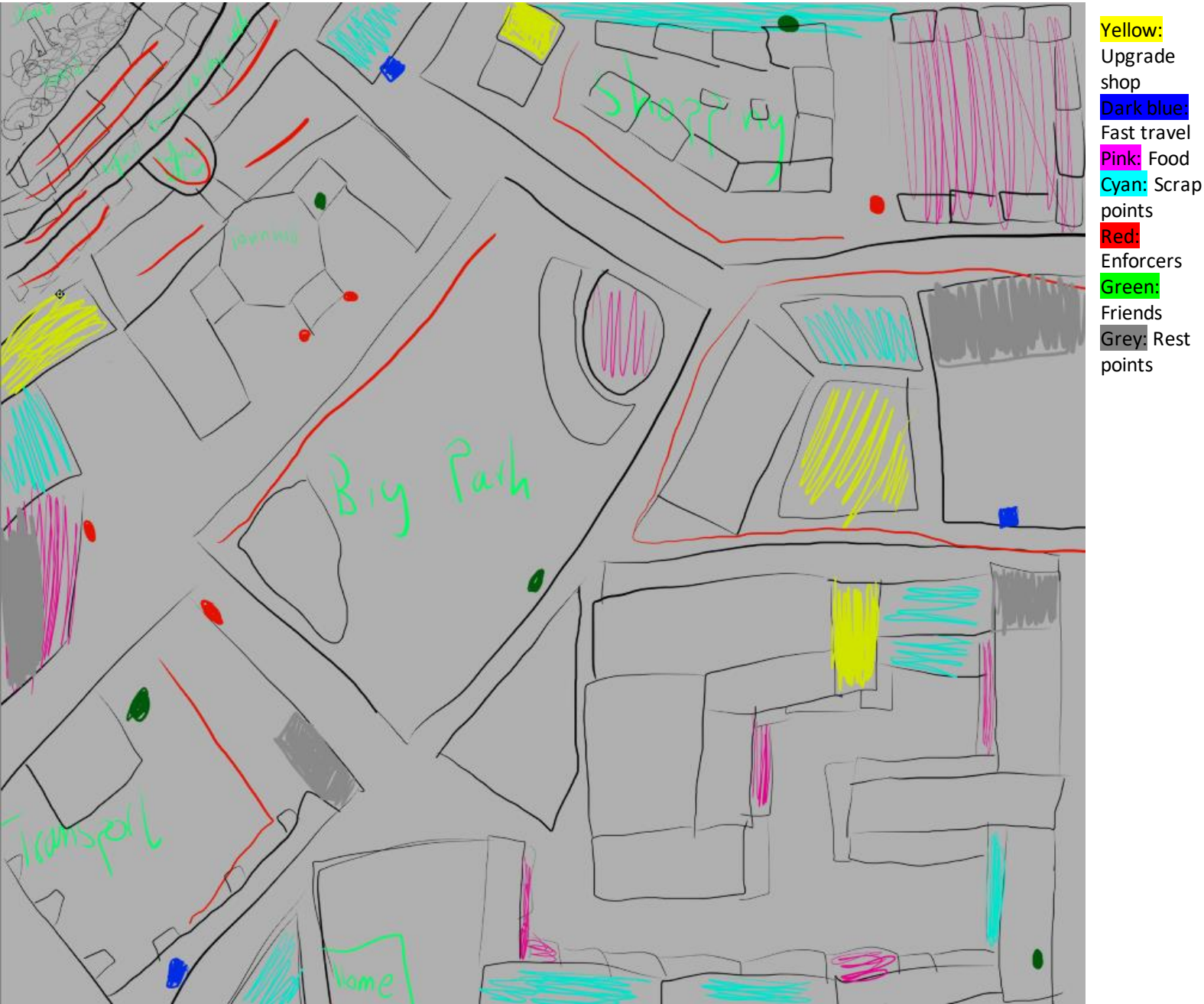
Final Character Design



Jana is a 17 year old lone wolf. He spends his days searching the city for scrap, hence his constantly dirty clothes, lean build, backpack and pockets. He makes his clothes himself as he is very frugal. He lives alone and has no relatives explaining his overgrown hair. He has little interest in creating a support network of friends for himself, he only talks to those he needs to - mainly being his local scrap dealer whom he sells the scrap to. A fear of abandonment is the main reason for him being so reclusive, this has also resulted in some deep self esteem issues. He is a pessimist with little hope for the future, he only searches for scrap to survive yet has little regard for his own safety when does so - as a result of this he has gained a scar on his stomach when dumpster diving, literally and scratching himself on a broken metal pipe. He often ends up running from the authorities; taking advantage of his surroundings, he likes to parkour across and up buildings to make his escape. He wears gloves to try and sustain minimal damage to his hands when climbing. He keeps his clothing simple as he doesn't want too many identifiers to be noted by the police, the makeup on his face somewhat aids this as it means his face cannot be recognised by digital surveillance software.

Level Design

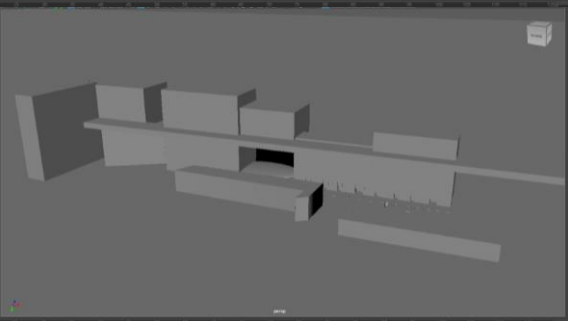
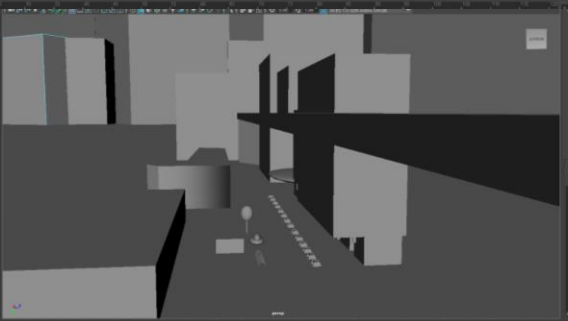
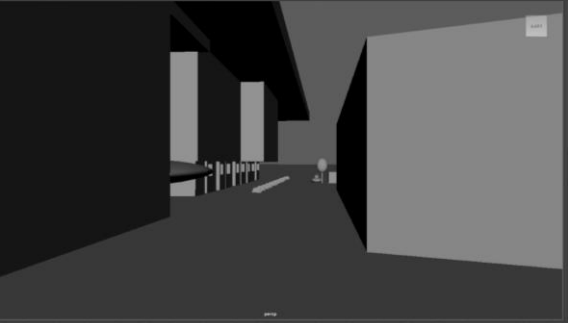
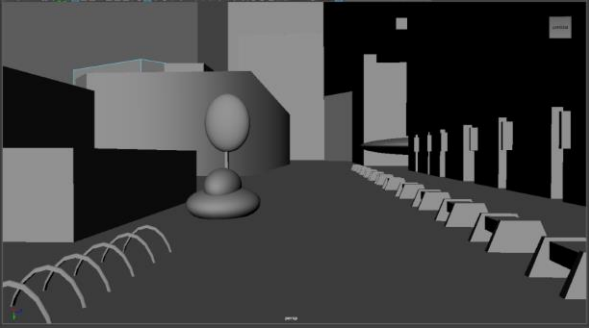
This map is a corporate-cyberpunk/solarpunk themed city. It consists of 6 main areas: The slums in the bottom right, the transport hub, the big park, the shopping centre, the town hall and the outside which is a forest before the sea



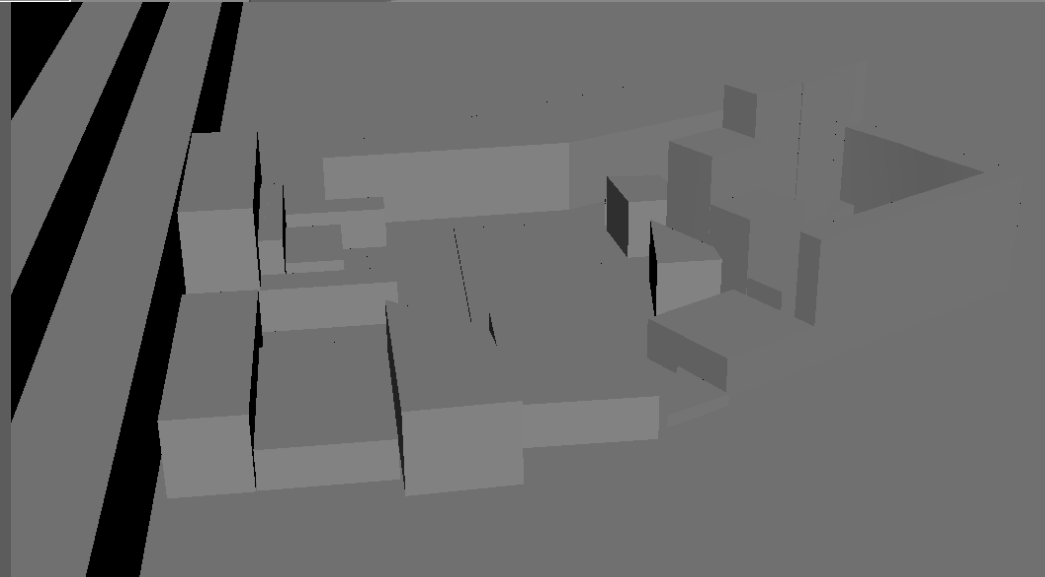
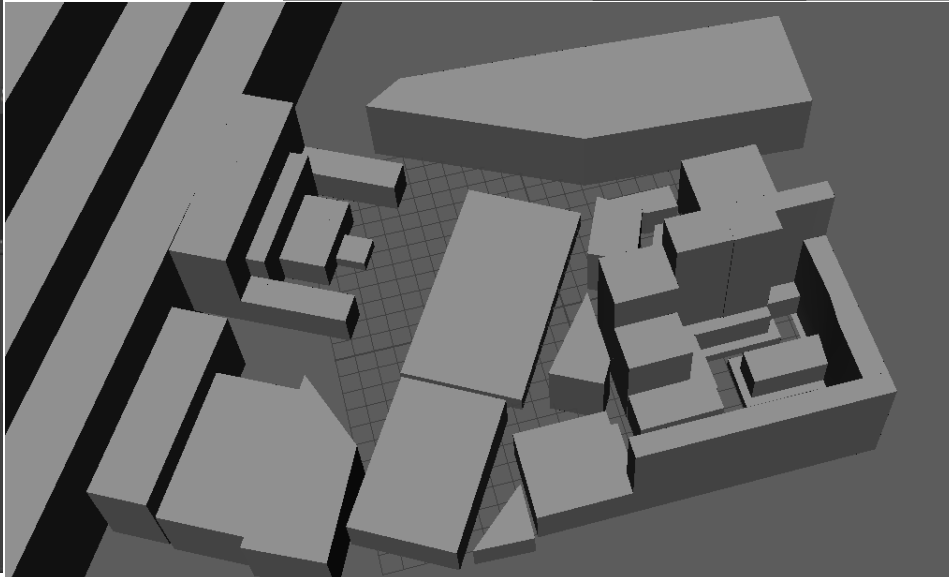
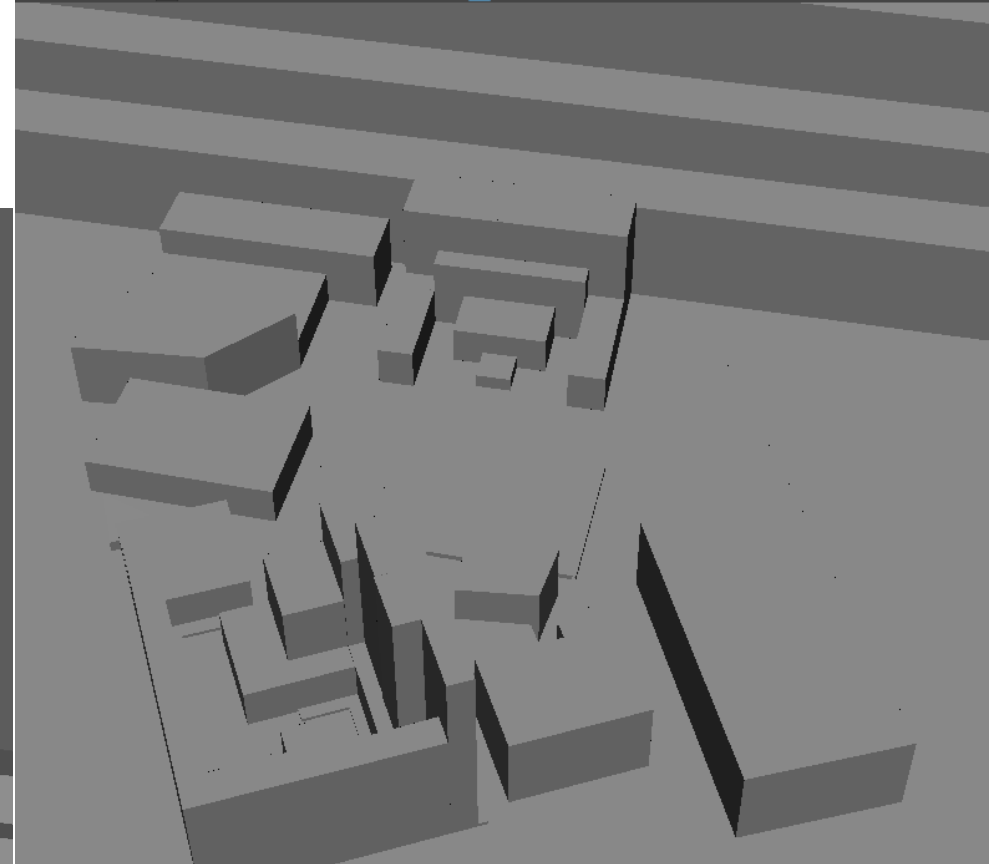
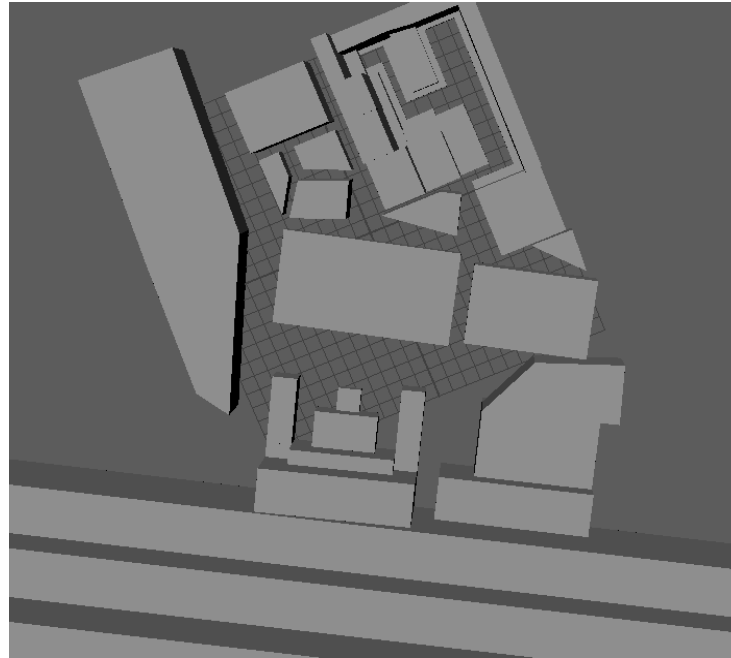
The setting for this game is a future on a planet resembling Earth. This city is heavily inspired by East Asian culture therefore it mostly resembles Asian cities – South Korean cities specifically. In this setting the government is a tyrannical power that seeks to control all of its subordinates through a highly significant wealth gap. The elite are allowed to thrive and hold an illusion of power over the suppressed working class who are forced to live in the slums and are looked down upon when they venture outside into the normal city for pleasure. They are mostly seen working in the city, with mainly just the youth causing havoc in the streets of the city. Enforcers patrol everywhere but the slums to keep the peace – or more so keep the working class aware of their low social status as they are disproportionately targeted and harassed, without reason a lot of the time.

Greyboxing

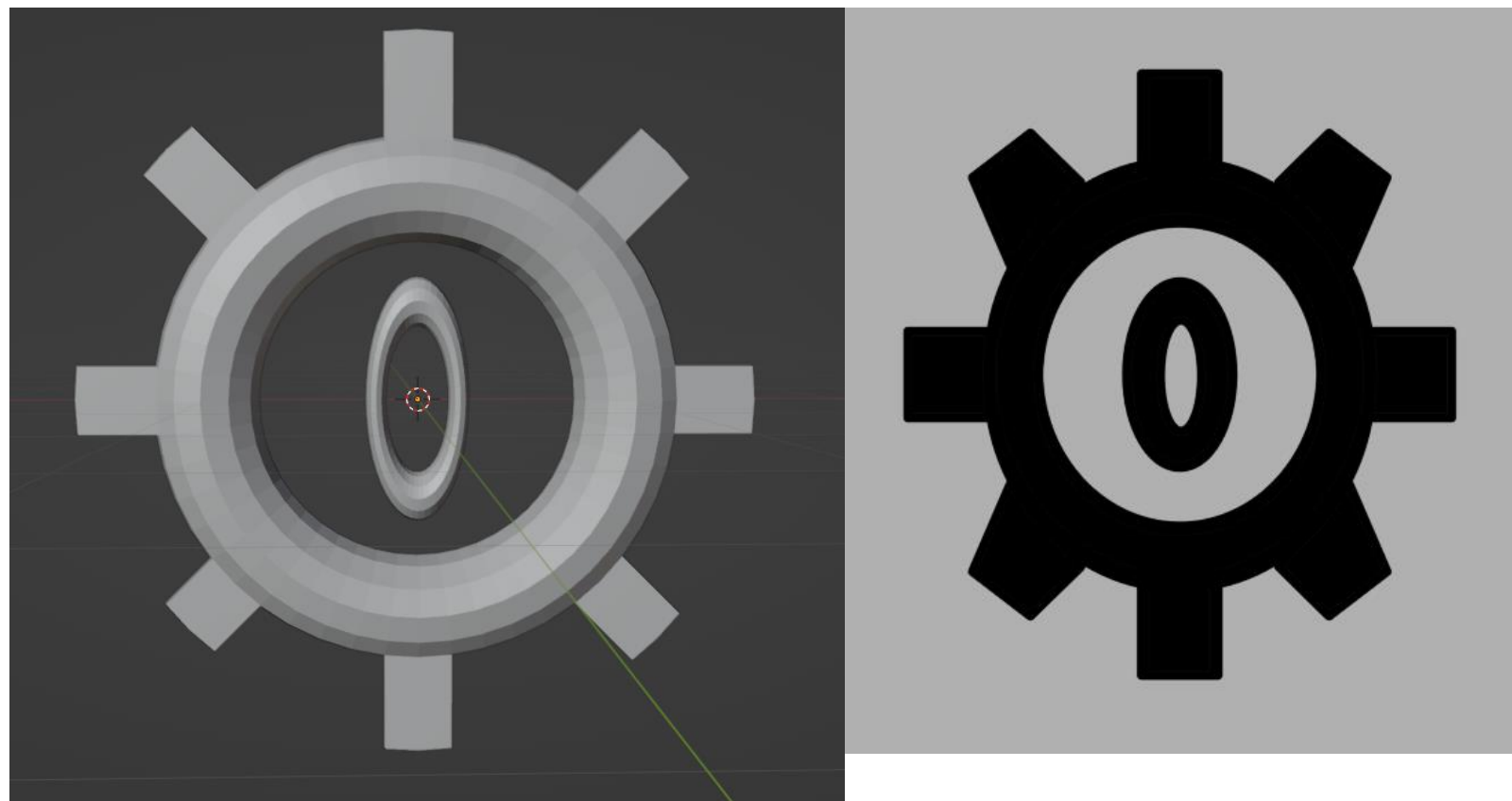
Full Map Greybox



Greyboxing for
a street that
would be on the
map from my
photobash

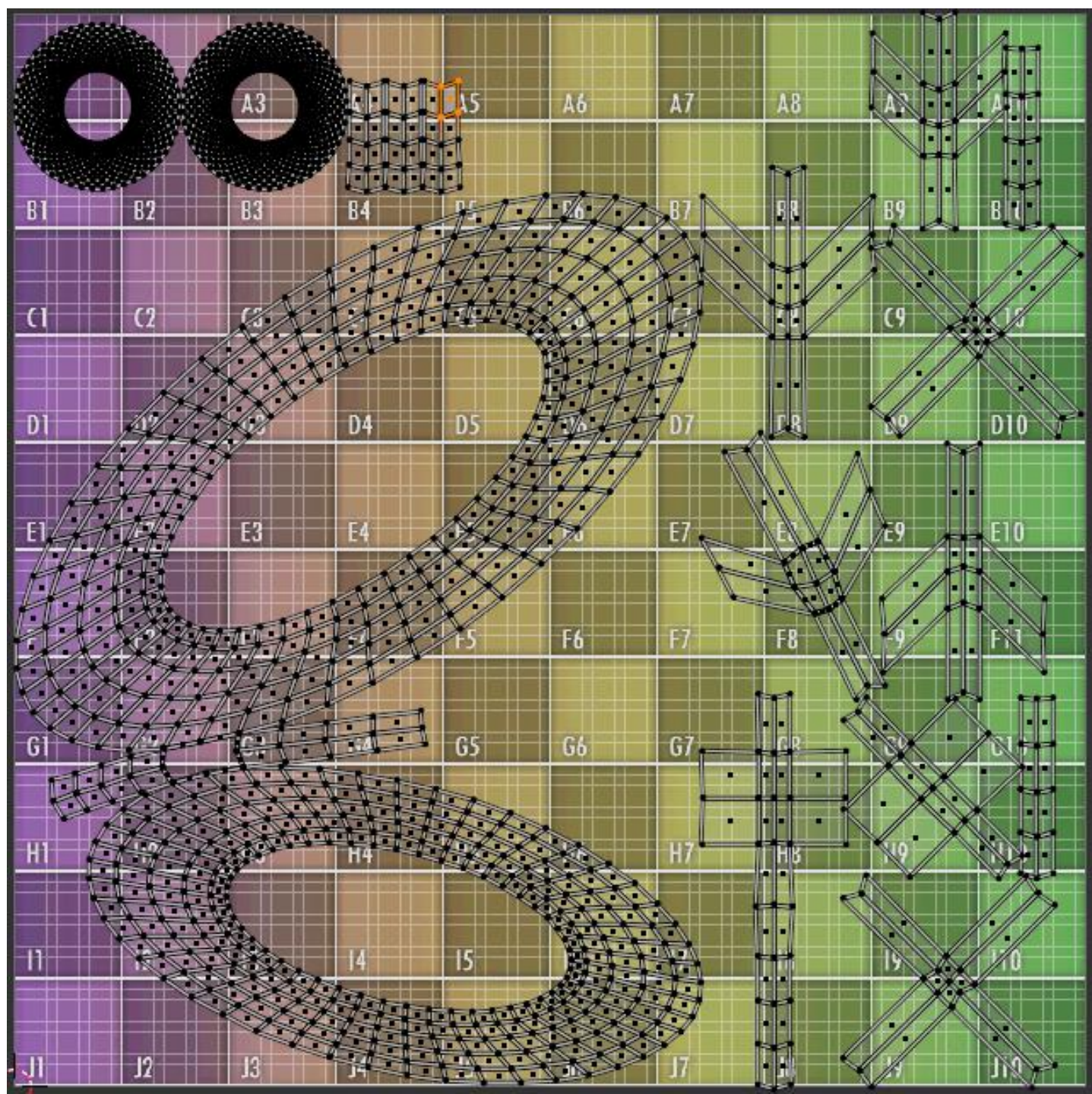
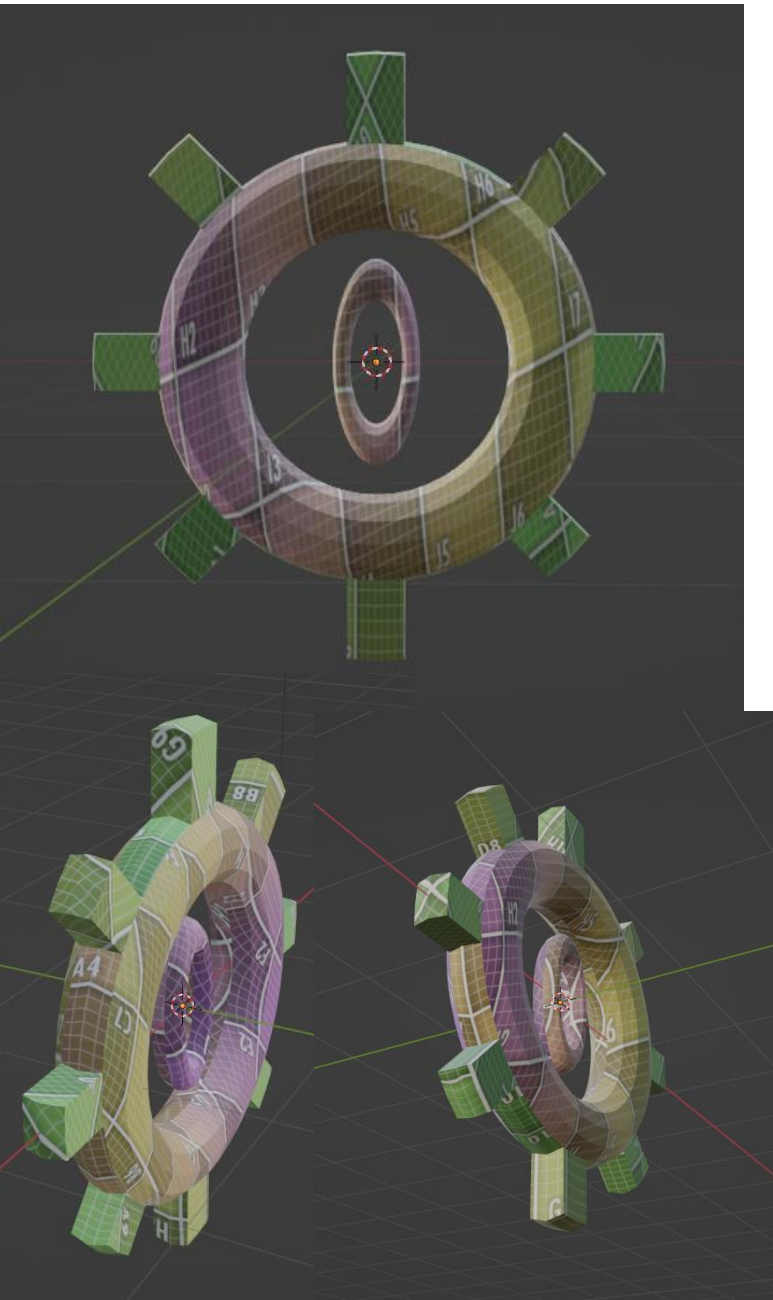


Collectable Object

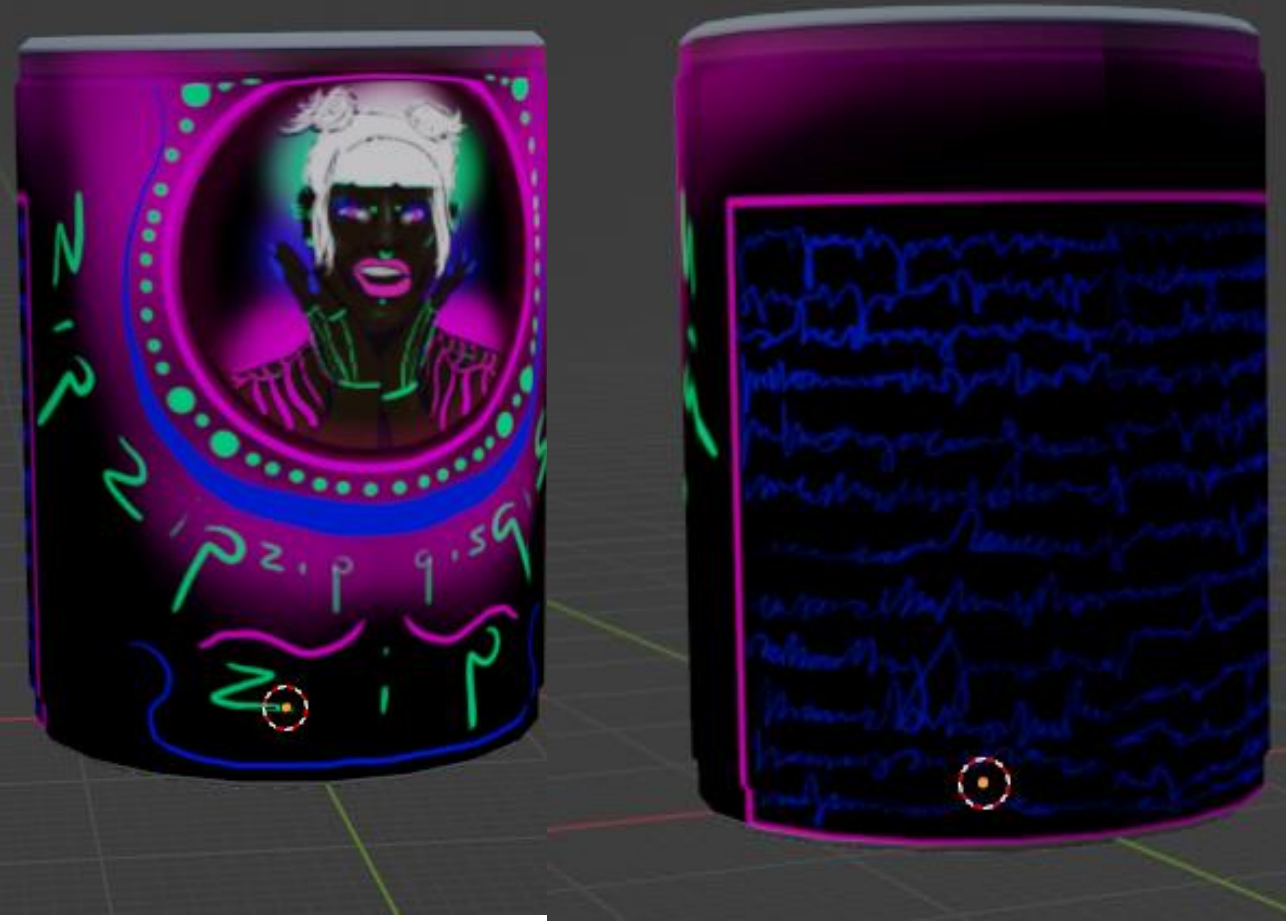


This object is a gear that's rings spin opposite ways of each other. It is an icon that appears above places where scrap can be collected. Once the scrap has been collected the icon disappears until the scrap refreshes and it appears again signifying scrap is available to be collected.

UV Mapping



Texturing WK 1



This can would be sold exclusively in vending machines in the slums. The model in the can and the can itself was inspired by the hologram woman who dances with the soda can in the background of a shot of Bladerunner 2049. The model form the can would appear in lots of places throughout the slum similar to the woman in Bladerunnner. The drink within the can would provide psychedelic affects, this strategically sold by the ruling class as a way to placate the working class and keep them content within their low living conditions.