

Story

CURRENT VERSION:

Yuya was born as a twin into a family born from the Gods. Due to this, his family developed the skills to shapeshift. His mother can shift her body to mimic people's physical features, his twin brother can shapeshift his body to mimic objects. Yuya's ability is to shapeshift into animals. He SHOULD be able to morph by will but his ability has always been uncontrollable... directly tied to his emotions. He is jealous of his family who are able to control their ability freely and act as heroes in the community.

He meets a young girl named 'Pandora' who tells him she knows a way he can train his abilities. He questions her as to how and why she knows this but she keeps the statements brief stating she knows through her parent's work and that she's really too young to know much more.

Yuya is desperate to be like his family and accepts this.

She brings Yuya to an abandoned old mansion. He has to go around and collect tapes, like drawing them onto paper for the highest accuracy. Doing this embeds his magical abilities into the book turning it into a tome.

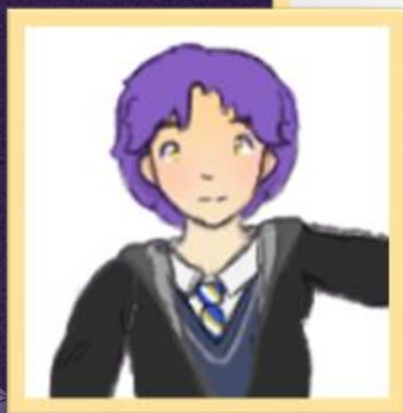
Pandora is not a good guy as revealed in the ending. Her parents are villains and she dreams of being the same but the villains are weak without any powers. Stealing Yuya's book, she is able to transform herself and tries to defeat him to assure her place in villainy.

Chosen Idea

I recalled my character Yuya from my 2nd year project "Robbery".

Yuuma (Yuya) is a young 14-15 year old magical boy who can transform into different animals.

I thought I could utilize this in the story and add uniqueness to the gameplay.



Yuya's Design from Second Year, "Robbery" project

Character Design

I wanted him to look semi casual but also bring his personality in a little.

He fashions a jumper with stitched patches of a different colour.

His trousers are also similarly patched but more of a harlequin style where half is darker and the other is lighter.

The style of clothes is more modernly-vintage. It's very popular for kids

nowadays to DIY their own thrifted clothes and Yuya is a boy who is

finding his identity during this story so I like how his clothes subtly show that

he is somewhat indecisive even with style.

He wears a backpack to explain where the character's inventory is located

because I don't like it when games have unexplained inventory locations.

There isn't too many details either so he should be easier to animate

effectively.

Rough Gameplay Concepts



I still wanted to stay loyal to the initial idea of a **2D side view horror-styled escape room**, but I decided it might be a little more fun if, instead of being an escape similar to the old games like "EXIT" (2005), it was more of a platformer like Celeste or Hollow Knight.

Since Yuya can shapeshift, I wanted to make sure that was a big part of the game, making it obvious why he is the main character. To make it more interesting to the players, I thought I would make it that he had to **UNLOCK** these different animals to be able to transform and progress further into the map.

For example: Yuya's character is able to walk and interact.
He cannot push objects, jump, climb, swim.
Yuya's bunny transformation will allow him to **JUMP**.
He will unlock other animals that allow him to do more.

When unlocked, these abilities will be: **UP ARROW** for **BUNNY**
DOWN ARROW for ??? (swim)
LEFT ARROW for ??? (push)
RIGHT ARROW for ??? (climb)

Rough Gameplay Concepts

I was a little stuck on thinking about how he can unlock the ability to transform.

I thought it would be interesting to have there be VHS tapes with recordings of the animals on them.

He must collect them and find a VHS player + old box TV and play the tapes.

He then sketches them down in his book, unlocking the movement ability.

The sketchbook would also act as a menu / guide and you can flick through pages and find the 'sketches' he did which will remind the player on the controls.

Yuya Colour Tests - Part One



I knew I wanted Yuya to be colourful but I had no specific colours for his clothes in mind other than his hair which is purple. I decided to create a bunch of variations and ask my peers (Level 7 and my co-developer) for their opinions.

1 – Bland beige pallet, minimal bright colours. My least favourite design out of all of them. I also brightened his hair a little to a purple magenta, but I think this made his skin look really unhealthily pale.

2 – Softer colour pallet with deep blues to contrast. His hair is the usual purple and his bag is brighter. This is my joint favourite option.

3 – I used a pallet for this design symbolizing spring. This is so he could contrast the dark spooky environment he is going to be working through. I like this design but personally, I think it's too much of a contrast to the story he is in. I do like the BRIGHTLY coloured bag too.

4 – I used adobe colour wheel and found a colour pallet that contrast and complimented his hair colour using the triadic option. This is my joint favourite option.

5 – I decided I would throw in a wild card and use bright colours I would never usually use to see if it could work. I don't think it does but maybe I'm bias against these colours.

First Round of Feedback Conversation

You know... I actually like the 5th one – *Ryan Crehan*

I like the third one but I can see from Ryan's perspective where it brings out the purple hair more. But I feel like with 4th the colours are too saturated together which can make it hard to see everything overall (the main green, brown and orange, not the patches) - *Sophie Woodward*

I really like the 1st and the 3rd one! I agree with Sophie about the 4th ones saturation if they were less saturated I think it would be one of my favourites too

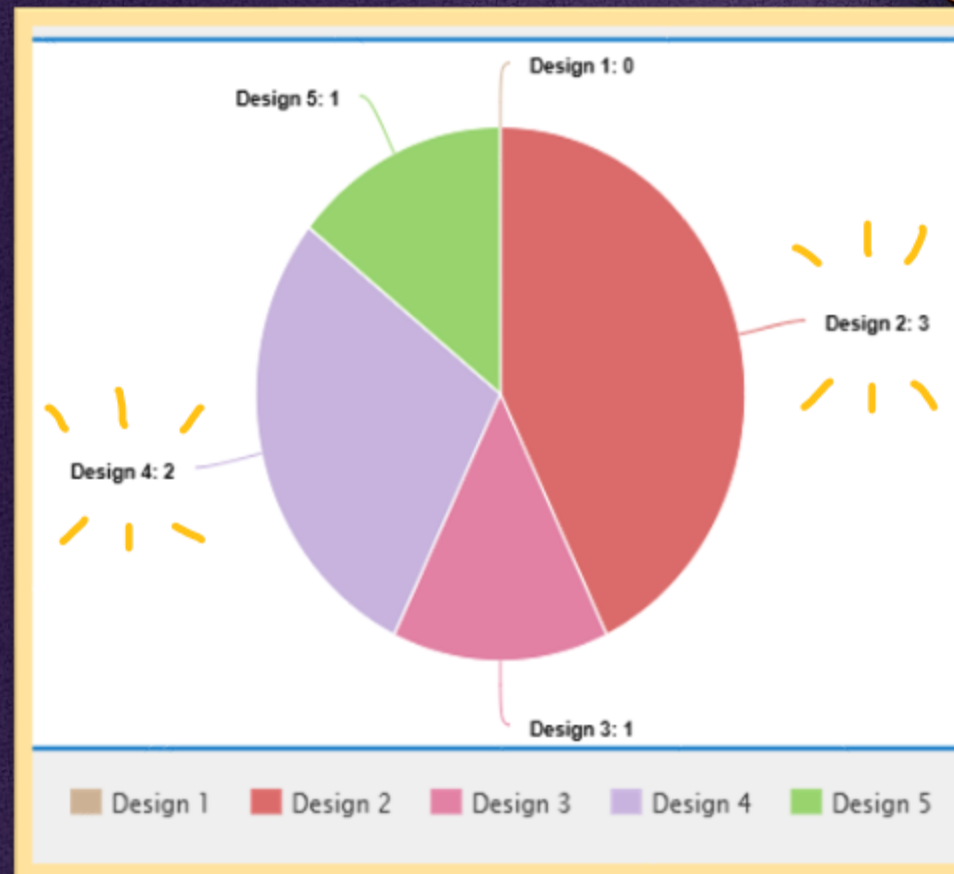
But I love green so I'm bias – *Stephanie Patton*

3rd kinda looks like a frog somehow - *Me*

I see what you mean, I think its the green and light blue trousers

I love what you've done with the patchwork its so cute

If the clothes are duller and you've got one thing bright then it'll draw the attention to it more (In reference to bright bag)



Results Pie Chart

Yuya Colour Tests - Part Two



Since it wasn't an astounding victory for any with the 2nd and 4th designs being almost tied for favourites.

I decided I would try combine the best elements pointed out from each of the previous designs.

I brightened the bag for all designs. I warmed his skin for the middle design and inverted the light and dark of his trousers. I also changed the colour of the trousers to be a light and dark of one colour instead of a deep blue and a brown as a few people pointed out they weren't fans of it.

I took this to the same people I just asked to gather new information and make any final improvements before starting to colour the old animation with the correct colours.

Second Round of Feedback Conversation

You know I really like the second one

I like how saturated the bag is compared to the rest of the colours, it really stands out – *Stephanie Patton*

3rd

I like the coolness of the 3rd just makes them feel cosy in my opinion – *Savio Almeida*

I like how soft the 3rd one is but I also agree with the second one as its a really nice balance of colours and saturation They're just really cute – *Sophie Woodward* 😊

I like number 2 – *Wiktor Krysa*

The 2nd one bc the 3rd one is too much similar colours – *Ryan Crehan*



And with that, the **2nd design won!**

I was bias towards the 3rd design if I am being honest but I do also really like this 2nd one. I think the red really works nicely with his hair without it matching.

Sprite Progress 1 - First Week - 13th April - 19th April

Here are all the sprite sheets I have created within the first week of working on this game project.

I used the website https://www.finalparsec.com/tools/sprite_sheet_maker to create the sheets in a way they would work in Unity.

TURN - R to L
14th April



TURN - L to R
14th April



TRIAL -
Precolour
13th April

WALK -
Right
14th April

WALK -
Left
14th April

IDLE -
Right
16th April

IDLE -
Left
16th April

Sprite Progress 2 - First Week - 13th April - 19th April

For the poof animation, I did not create it.

I was struggling so I bought a poof animation from *Omakase Animation Studio* and recoloured it to suit my animation.

I managed to complete 11 animations for the game this week.



POOF –
Pink Bunny
Transition
Blue Yuya
Transition
19th April



TRANSITION
Right
19th April

TRANSITION
Left
19th April

Sprite Progress 3 - Third Week - 27th April - 3rd May

DETRANS-
Right
28th April



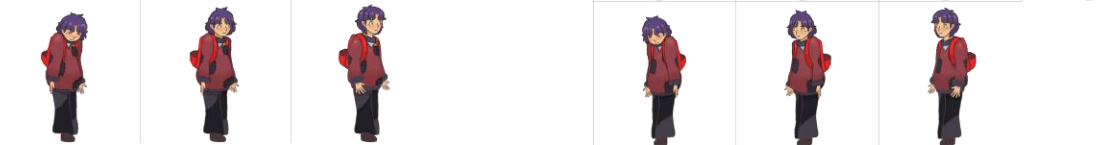
DETRANS-
Left
29th April



PICK UP -
Right
2nd May

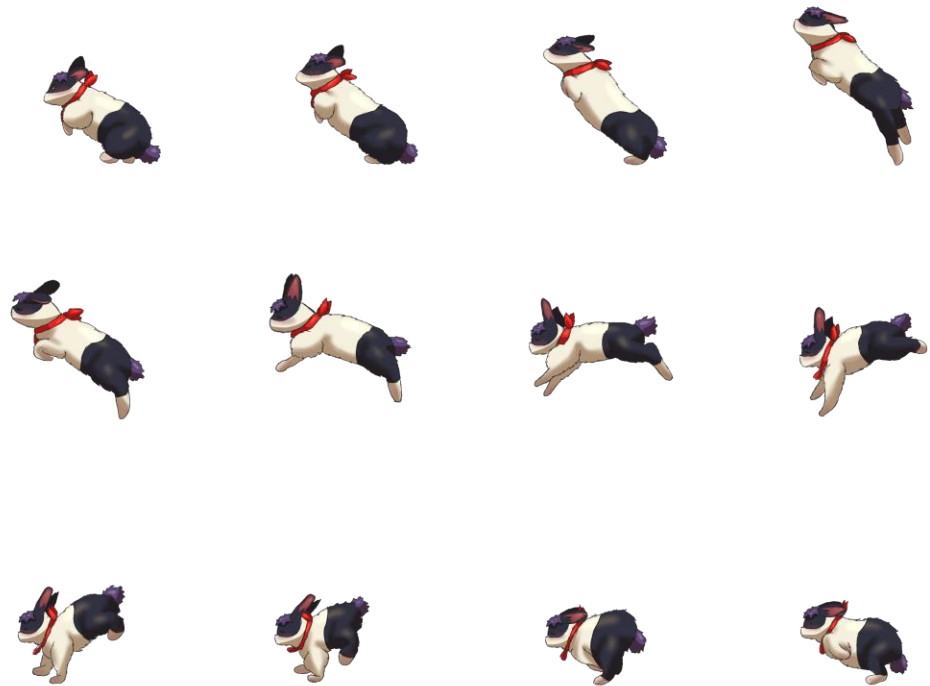


PICK UP -
Left
2nd May

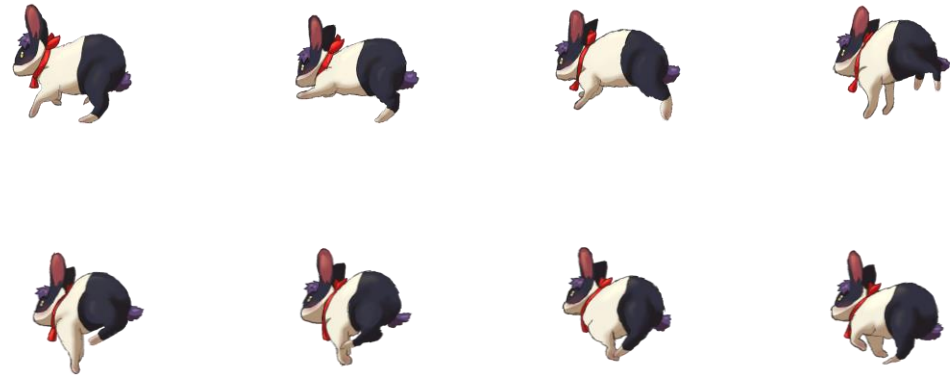


I encountered a slight issue with the detransition animations that came from a glitch in my Clip Studio Software. All my animations and PNGs began exporting with the camera frame included as a black box I could not erase. I had to reinstall to be able to fix this for the next sprites.

Sprite Progress 4 - Fourth Week - 4th May - 10th May



RABBIT JUMP -
6th May



RABBIT WALK -
6th May

Poof Animation

CREDIT - [OMAKASE ANIMATION STUDIO](#)

omakase
animation studio

After attempting to create an explosion effect for roughly an hour. I accepted defeat and recognized there was not enough time for me to animate this myself.

I decided to go and find an explosion effect to use for free.

I discovered and purchased an explosion animation from Omakase Animation Studio and redrew over every frame so I could recolour the animation to use in my project.

I would have rather spent the time to learn how to animate it myself but as I am really tight for time, this will do for the meantime. I have bought it either way and will credit so it doesn't make much difference.

I decided the poof would change colour based on the animal he is transforming into. Pink for bunny, Blue for returning to human form. The rest of the animals are undecided and uncoloured so far.



Yuya Dialogue Sprites



I created rough dialogue sprites for both Yuya and Pandora. Despite Yuya being the main character, he is older and more serious than Pandora and will therefore be less animated overall when speaking in the final product.

I'm going to animate these above the video of final gameplay so give the effect of what the final product would theoretically look like.

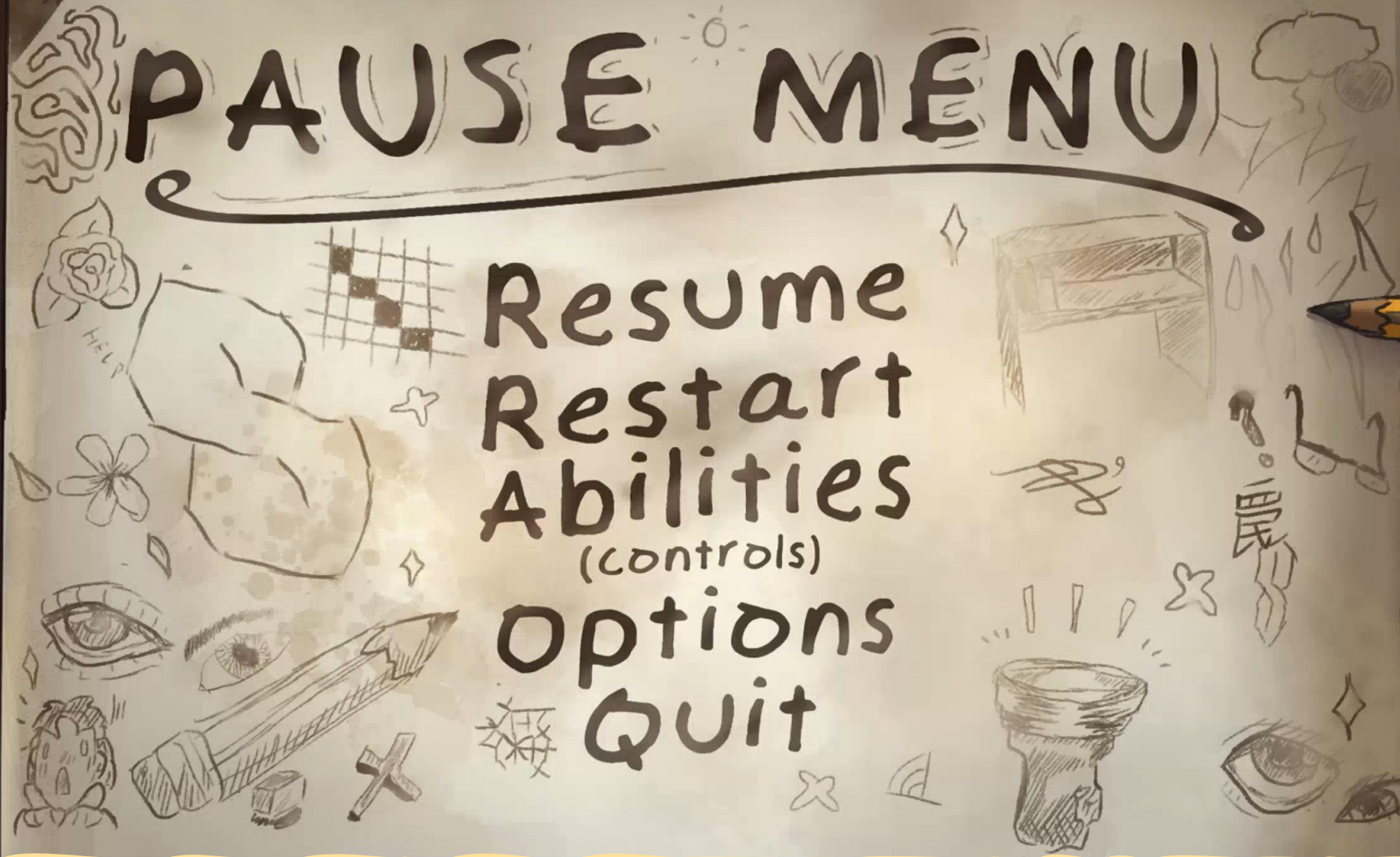
Pandora Dialogue Sprites

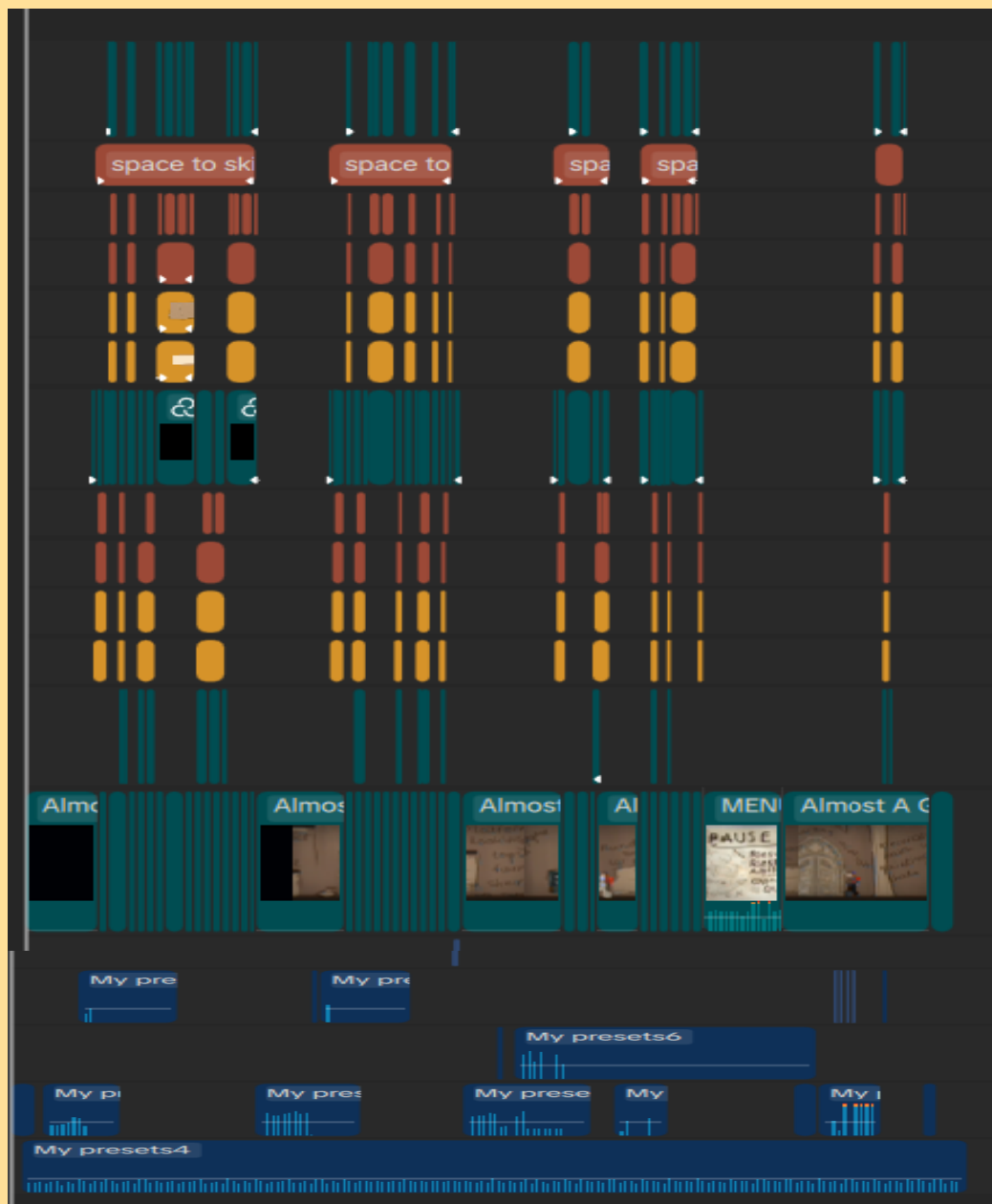


Pandora is much more animated and thus has a few more exaggerated facial expressions and variations than Yuya. She is playing a clueless young sassy girl to lure us into trust, so it's important she is likeable and interesting.

PAUSE MENU

Resume
Restart
Abilities
(controls)
Options
Quit





Video Editing

Creating the final video was incredibly difficult and took an entire day to work on (8 hours).

I wanted to make sure it looked as complete as possible.

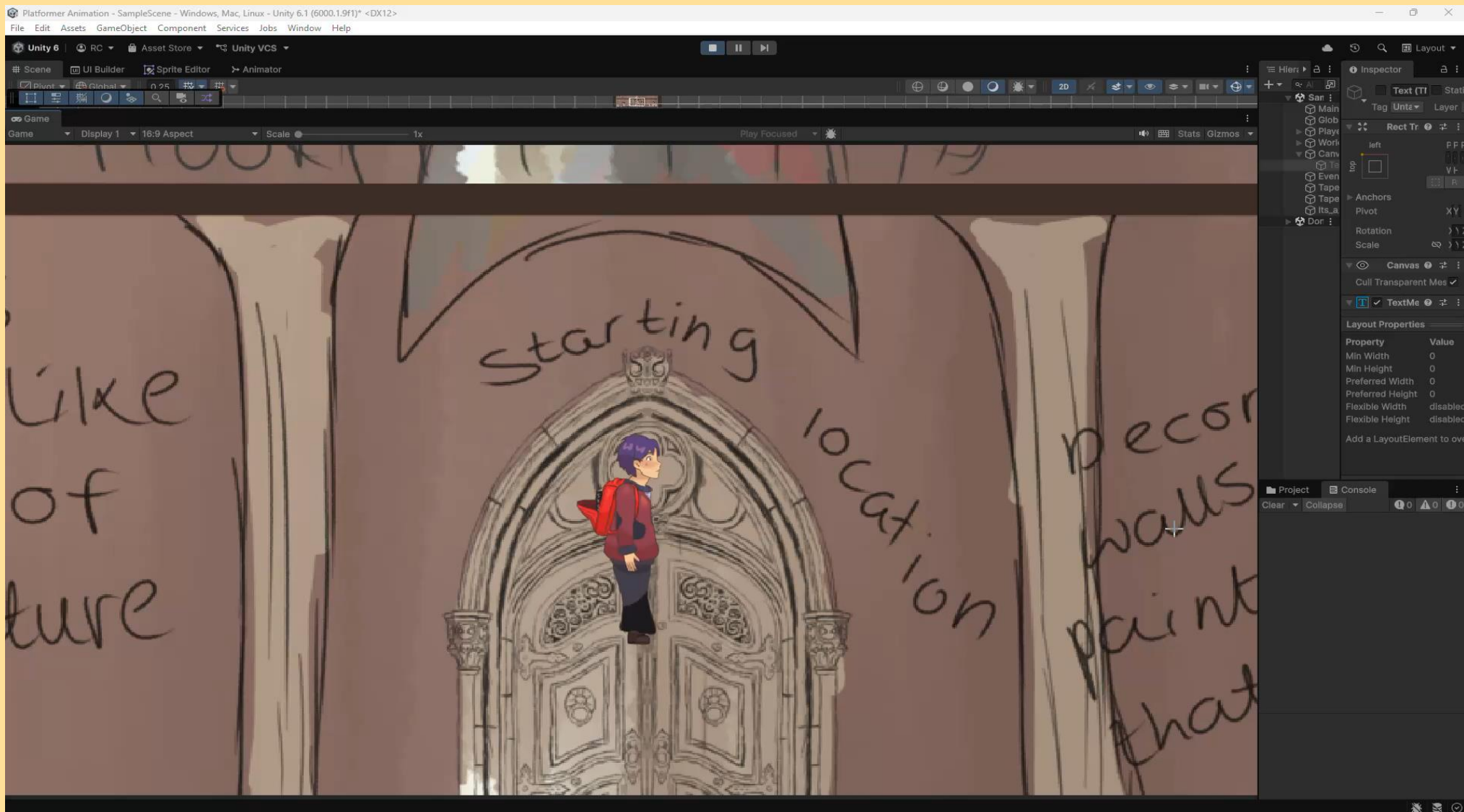
I played through the game, making sure to take pauses in between each area where I believed a cutscene should be. I wanted the background to still be animated during the cutscenes to allow the scenes to stay alive rather than freezing up.

I added animations in and out to every single png and text. Video effects over the scenes to separate them from gameplay and highlighting the items / menu.

The sound effects were more difficult than I thought to implement as there are so many sounds that would overlay over each other during gameplay and we had yet to add anything into the actual game.

All sound effects I used are free and available to use on Capcut.

Before Video Editing



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