
DIGI-PATH

GAME PROTOTYPE & CHARACTER DESIGN



GAME PROTOTYPE



Digi-Path Game Proposal – December 2020

Based on the research of existing games, we will create an adventure game which includes dialogue between characters and puzzles to solve by the TCNs. The puzzles would relate to the process in which TCNs need to go through in real life and therefore prepare them for the real world.

Example. TCN needs to speak to a certain character who gives them information required to access public services online. They then need a password to access the library computer with the information



Dialogue with characters to progress in the game

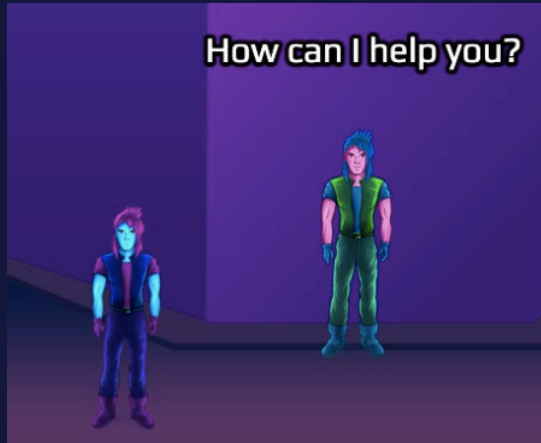


Find items to solve puzzles



Items stored in inventory

GAME PROTOTYPE – FEATURES



Player can have a conversation with another character to progress in the game

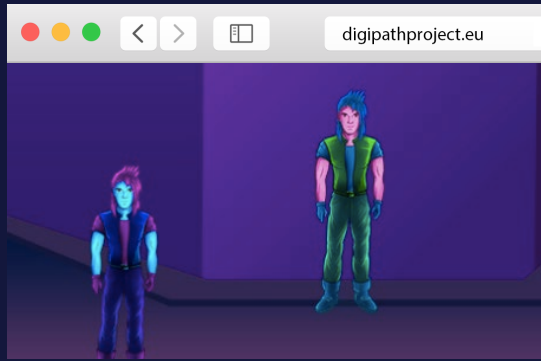


Player can move the character in a specific walkable area and in different 'rooms'



Basic inventory: pick up and receive items to solve puzzles

GAME PROTOTYPE – PLATFORM PROGRESS



BROWSER

Can be played in
Chrome, Safari, Firefox



iOS NATIVE APP

Works on iPhone & iPad
When the game is
finished we can publish
it in the Apple app store



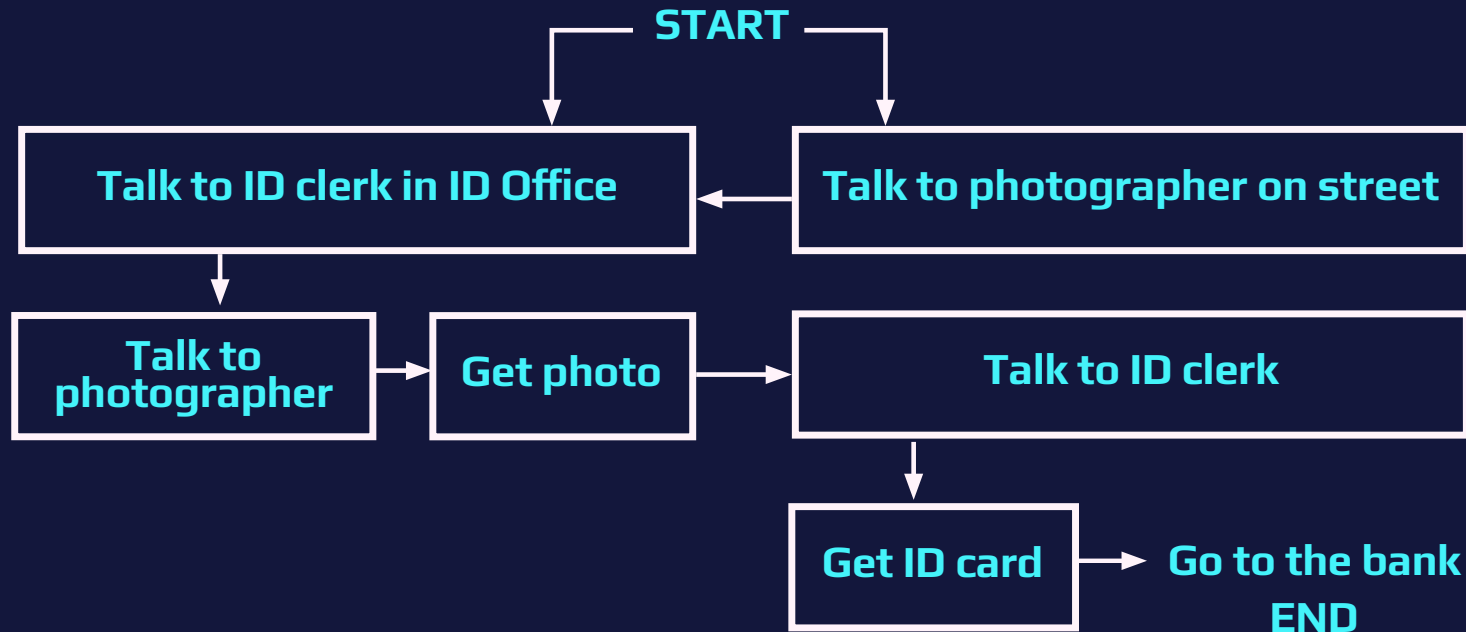
ANDROID APP

Running in simulator
Needs to be tested on
Android device



GAME PROTOTYPE – PUZZLE CHART EXAMPLE

OBJECTIVE: GO TO THE BANK & OPEN AN ACCOUNT



GAME PROTOTYPE – DIALOGUE CHART EXAMPLE

ID CLERK – DIALOGUE – ROUND 0

PLAYER ID CLERK

Do you know about
identity cards?



Yeah what do you
want to know?



Go to the
next round

Don't I know you?



Nope don't think so

Have you noticed anything
strange going on?



How should I know?
I'm just an office clerk

Nevermind



End dialogue



GAME TO DO LIST

- Story and gameplay need to be finalised – based on questionnaires
- Background art for locations
- Female Character Design
- Inventory
- Non player character designs (NPCs)
- Character animation (Main Characters & NPCs)
- Testing on multiple platforms
- Tutorial – how to play
- Translations of the finalised dialogue





MAIN CHARACTER DESIGN FRONT & SIDE VIEW

- Branded character using the Digipath colour scheme
- Female version of the character design – coming soon
- If there is time we could allow TCN to choose face type, skin colour etc.





MAIN CHARACTER DETAILS

THANK YOU

**euro
geo**