

Merry Crisis

Game Design Document

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MA Virtual Reality

Game Name

Merry Crisis

Tag line

An AR experience that sees the future of the ocean and jellyfish.

Team

Independent AR experience

Date of the last update

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Game Overview

Project description

Merry Crisis imagines the future of jellyfish and the ocean environment under the current context of jellyfish bloom. This interactive experience encourages players to explore the AI-generative ocean and connect with the evolved jellyfish in order to have a better understanding of the jellyfish crisis.

Genre

Genre: Casual

Gameplay

Players need to scan the given trigger image on the folded book to instantiate and connect with the jellyfish.

Targeted platforms

iOS

Core Game Mechanics

1. Players need to scan the given trigger image on the folded book to instantiate the jellyfish.
2. Players can flip through the folded book to scan different images.

Ethics of the Experience

This experience may encounter ethical challenges during this experience, which would need to be considered during the project development. Bias is an important aspect of ethics in this experience. The shape and colour of jellyfish to show the evolution and mutation is my imagination based on the current situation. Observing the variant of jellyfish is the most significant part to convey the idea, so for future development, I may consider combining my thinking with AI generator to increase the accuracy of depiction.

Level Design

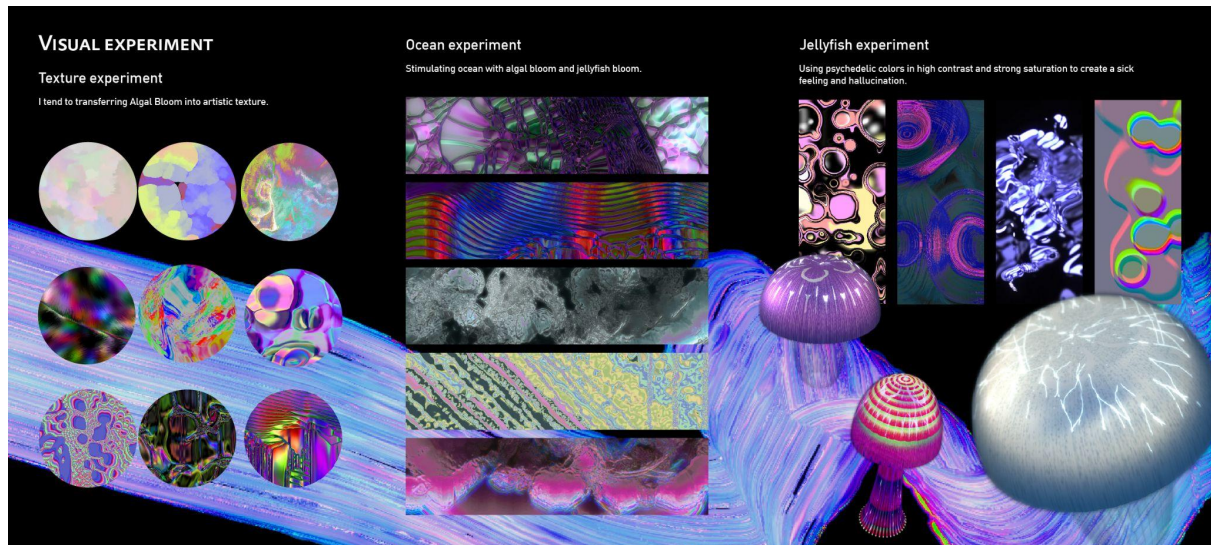
Themes

1. Jellyfish
 - a. Mood

Mysterious, psychedelic
 - b. Objects
 - i. *Ambient*
 - Side Jellyfish
 - ii. *Interactive*
 - Main Jellyfish

Art style

Overview



1. Colour

a. Ocean

I chose neon and unusual sea colour to represent the pollution of the ocean.

b. Jellyfish

I tend to use neon and psychedelic colours to signify the unconventional jellyfish.

2. Visual style

a. Environment

I attempt to use generative software to simulate the wave of the ocean.

b. Jellyfish

For Jellyfish, I tend to use smooth neon gradients.

Assets Needed

1. 2D

a. Textures

- Jellyfish

b. Trigger Images

- Ocean
- Folded Book

2. 3D

a. Environmental Art Lists

- Jellyfish

3. Animation

- Jellyfish Swimming
- Jellyfish Movement