

# PROJECT 5

## ART GAME DESIGN

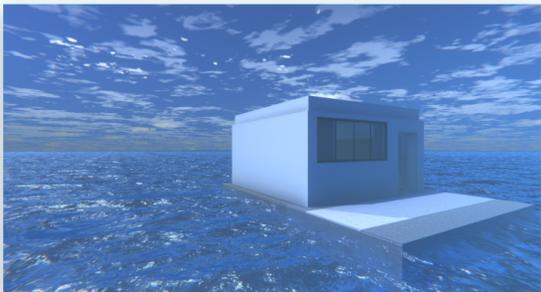
### DRIFTING MUSIC BOX

This project is an expressive art game that is implemented with Unity3D. It is the final project of CMU 60-419 (Experimental Game Studio). It is designed to be a virtual music box that allows the player to enjoy different music, but at the same time try to discover the non-linear story behind the dream-like world.

## GAME OVERVIEW

Drifting Music Box is a **Music Box Simulator**, and an expressive cozy game.

There are classrooms drifting on the ocean with shifting weather. There is a recorder in each classroom, automatically playing. The player may visit each classroom with an arbitrary order, enjoying different music.



Also, the player may see the messages on the blackboards or doodles on the desks. They have the freedom to choose if they want to find any possible connections behind these messages and a potential interpretation of a inherent story.

# 2 EXPRESSIVE STATEMENT

This is an expressive art game - it is designed to evoke some emotions, or some certain feelings from the audience.

This game delivers the following emotions through interactions.

## 01 Atmosphere

### Melancholy

Drifting is not describing the houses. It's describing you.

You will be the **only life** in this vast ocean. Wherever you go, you see, you hear, you meet **no one** else in this world. Don't you enjoy this **loneliness**? Why not?

## 02 Interaction

### Aimless

Following your mind instead of a goal. Walk without a map.

The classrooms will be drifting in a **random path**. There are **no linear relationships** between the classrooms so go wherever you want. It's like a **random playlist** in your phone. But this time you need to switch to the next on your own feet.

## 03 Aesthetics

### Detached

What is in the dream and the reality? Are you off this world?

Are you, the player, the wanderer, a mankind? Do mankind lives in a **dream**? Is this a dream, or a part of the **reality**? Nobody has the answer, but that has nothing to do with the **music** around. Finally it is nothing more than some music boxes.

## 04 Empathetic

### Nostalgic

Do you remember when you were here? Do you remember somewhere similar?

This is a classroom. A small classroom. A cramped classroom. This is a space. A small space. A cramped space. This is a memory. A small memory. A cramped memory. This is a sense. A small sense. A cramped sense. This is a past. A small past. A cramped past.

# GAME DOCUMENTS

The following is the link to the game executable and the game demo video:

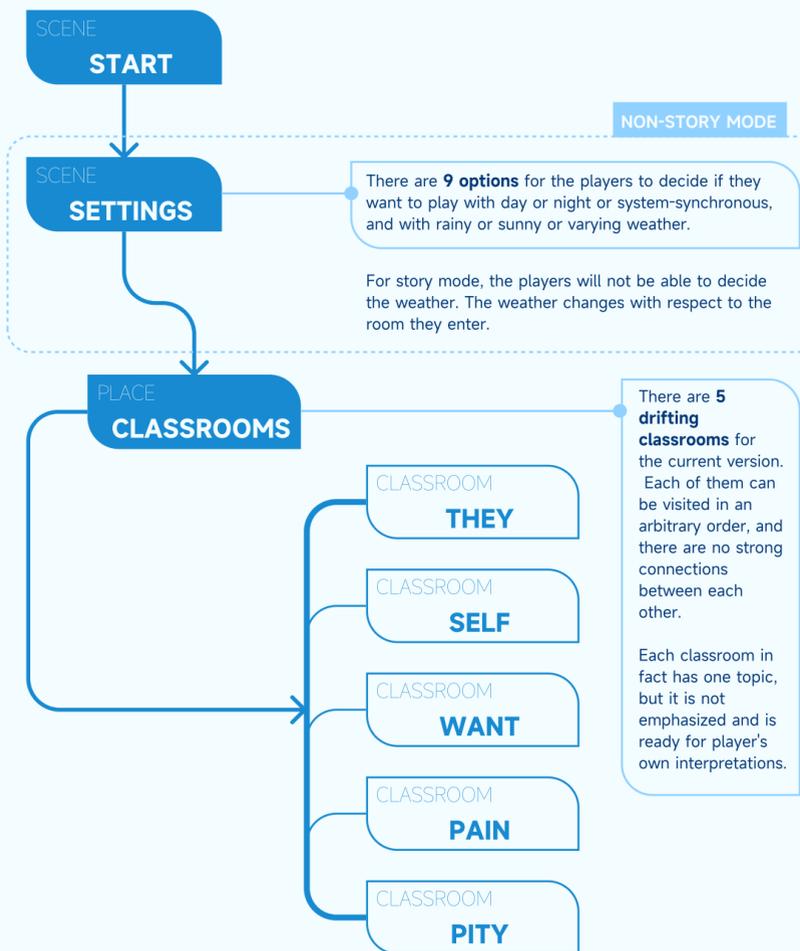


[https://drive.google.com/drive/folders/1Q3fwMj2oAA\\_n-e5wljdrak649gHwHKFB?usp=share\\_link](https://drive.google.com/drive/folders/1Q3fwMj2oAA_n-e5wljdrak649gHwHKFB?usp=share_link)



# 4.1 GAME FLOW

Since this is an experimental and experiential game, it does not have a rigid game flow. The flow is quite as simple and intuitive.



# 4.2 GAME OPERATIONS & CLASSROOMS

You can play with the following operations.



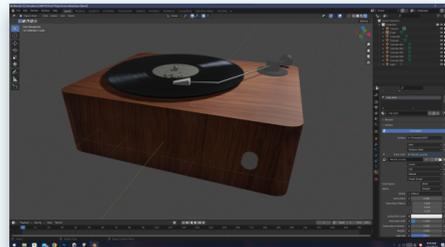
Each classroom represents an abstract topic. The player can interpret the symbols, objects and any messages in the classroom freely. Entering each of the classroom will result in a change of weather.

THEY	SELF	PITY
Those I once knew became memory.	Those I once was became memory.	Those I once lost became memory.
<b>Blackboard Messages</b> (Nick)Names of my middle school classmates.	<b>Blackboard Messages</b> My drawings blurred.	<b>Blackboard Messages</b> Welcome back. On Duty Tony.
<b>Background Music</b> Theme of Lala Land by Justin Hurwitz	<b>Background Music</b> The Waltz of Loneliness by Yao Zhang	<b>Background Music</b> Improvisation of 20220204 by Teacher Whale
<b>Special Feature</b> All of the things are opaque in this room. (Things in other rooms are transparent)	<b>Special Feature</b> Each time you enter the room the drawings may be different.	<b>Special Feature</b> The music can be paused only in this room.
WANT	PAIN	
Those I once desired became memory.	Those I once hated became memory.	
<b>Blackboard Messages</b> Operation instructions. Welcome back. Prepare a Christmas gift.	<b>Blackboard Messages</b> -	
<b>Background Music</b> Muji-2020 by Sakamoto Ryuichi	<b>Background Music</b> Tender Like Water by Wenyu	
<b>Special Feature</b> This is where the player spawned. Tutorial happens here.	<b>Special Feature</b> There is no blackboard in the room. There are no desks and chairs in this room.	

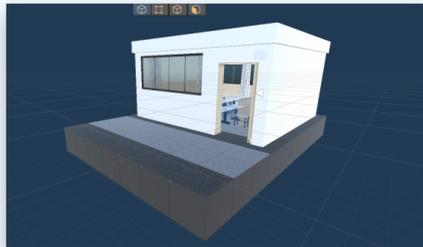
# 5 ART ASSETS

Most of the 3D art assets are modeled with Blender and textured with substance painter or Photoshop. There are also some assets from the Unity Asset Store.

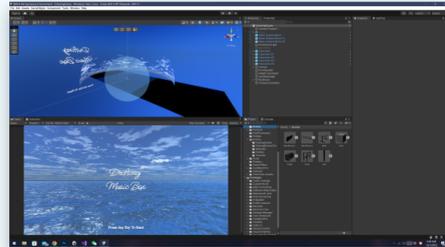
## 3D Models



Recorder Player

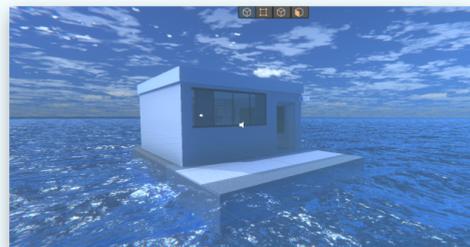


Classroom



Scene Skybox & Terrain

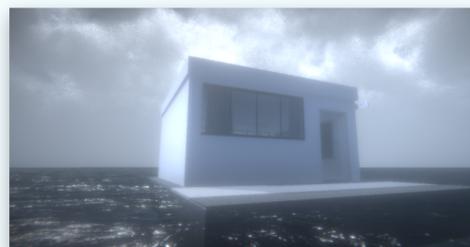
## Scene



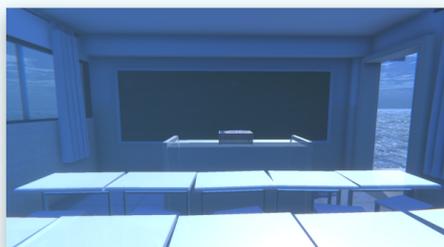
Classroom Placed In The Scene



View from the windows



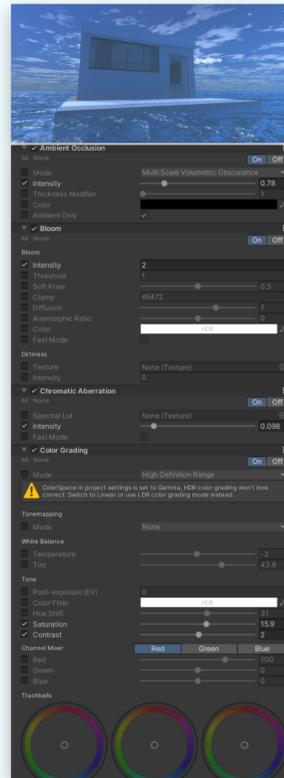
Stormy/Rainy Scene



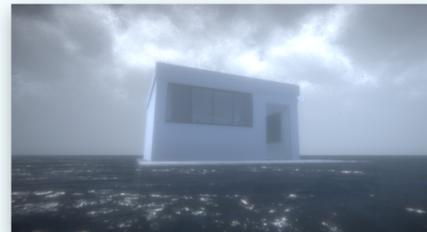
Crammed Classroom Layout

# POST EFFECTS & IMPLEMENTATION 6

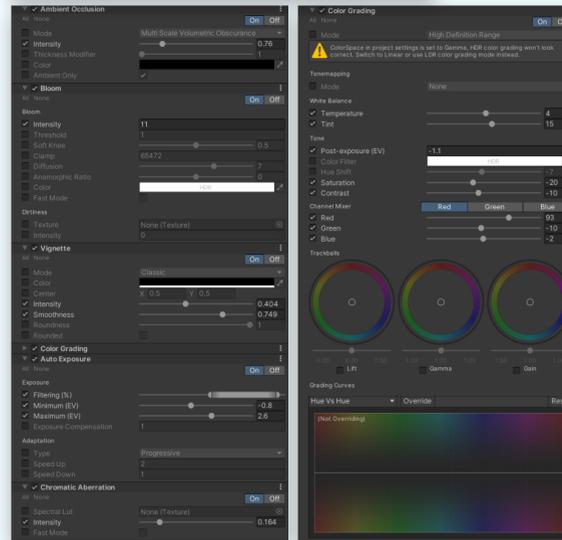
## Post Effects



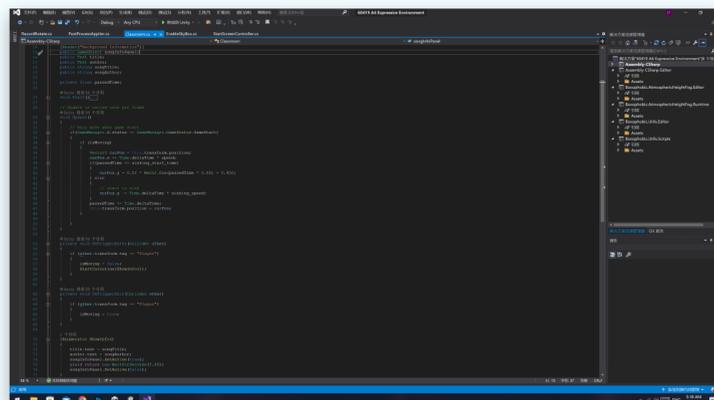
Sunny Post Process Effect



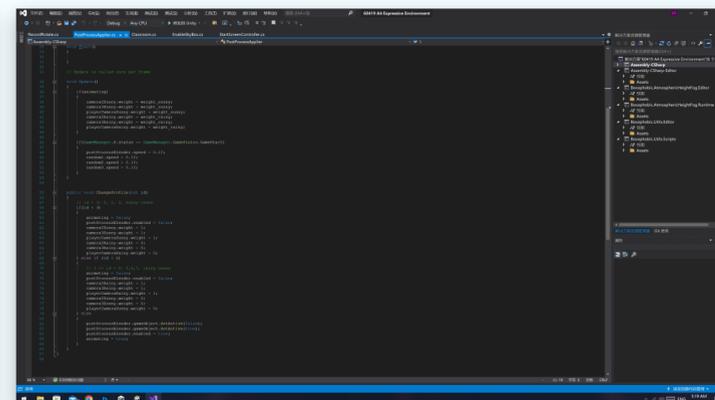
Rainy/Stormy Post Process Effect



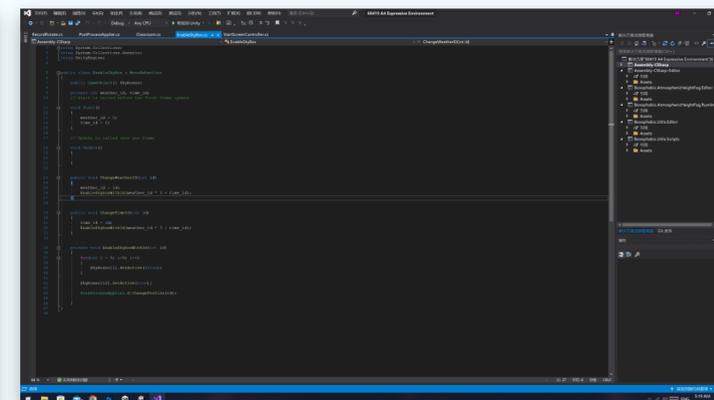
## Programmings



Classroom Movement Script



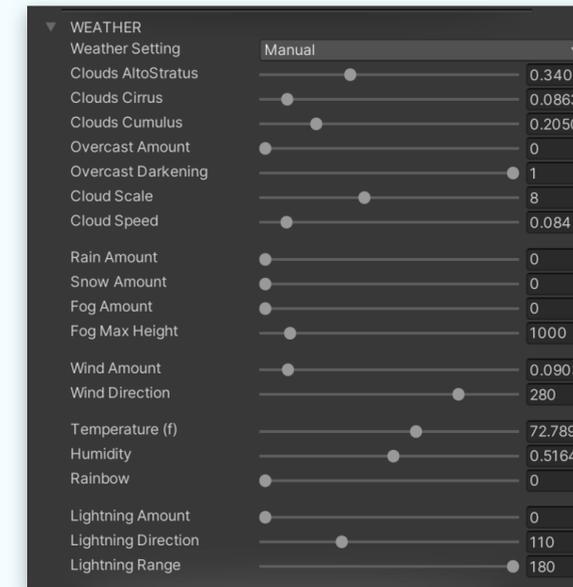
Post Process Controller Script



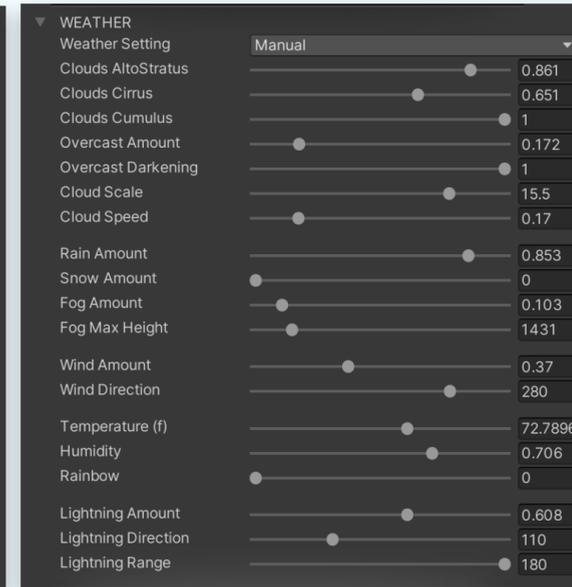
Skybox Setting Script

## Skyboxes

I used the Asset **Tenkoku Dynamic Sky** from Tanukidigital for making the skyboxes and animations.

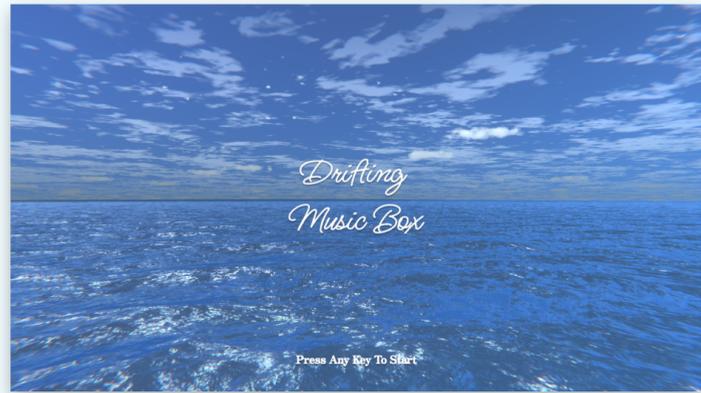


Sunny Skybox

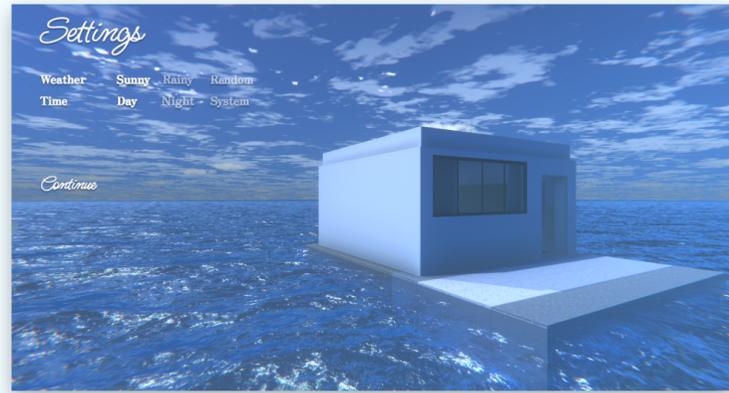


Stormy/Rainy Skybox

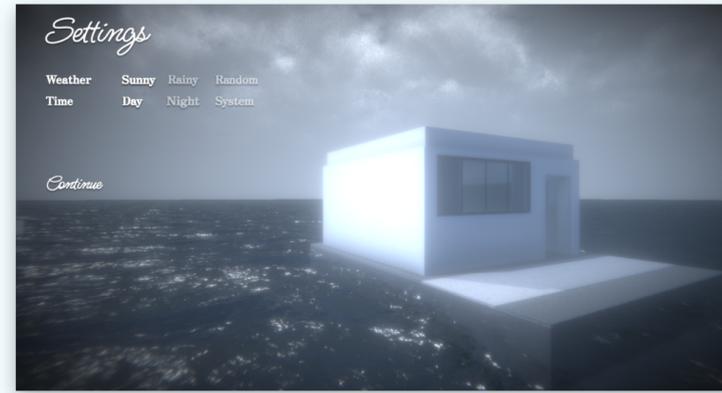
# 7 USER INTERFACE & FINALIZATIONS



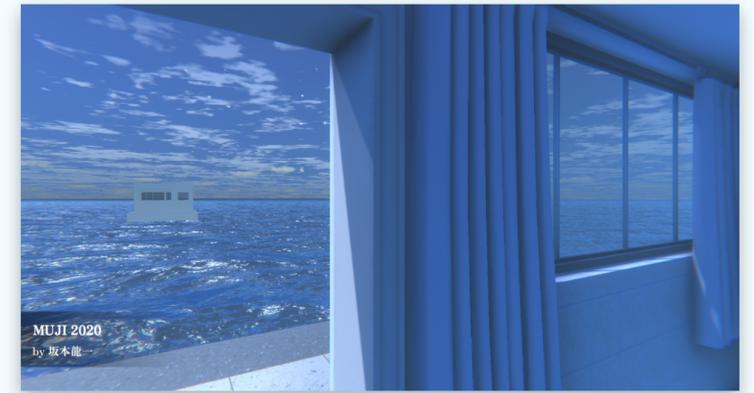
Start Screen



Weather Choosing UI - Sunny (Non-story Mode)



Weather Choosing UI - Rainy (Non-story Mode)



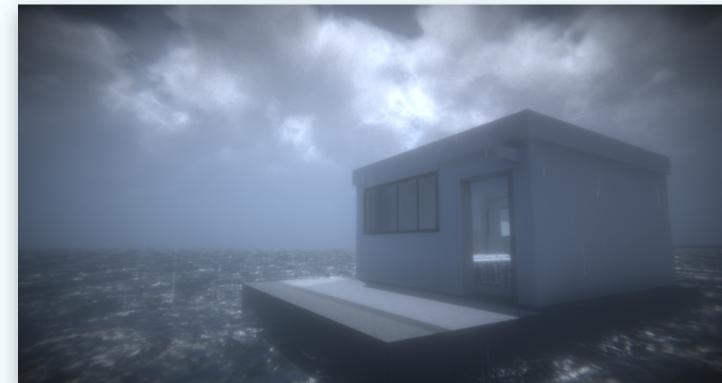
CD Name & Artist Information UI



Blackboard & Recorder (Sunny Weather)



Vague Messages On the Blackboard (Rainy Weather)



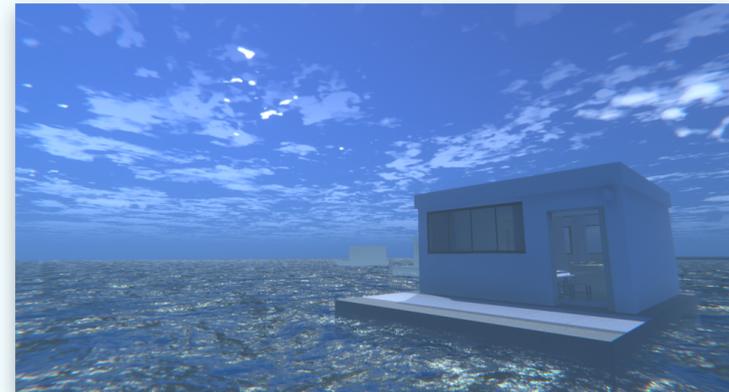
Stormy Drifting Classrooms



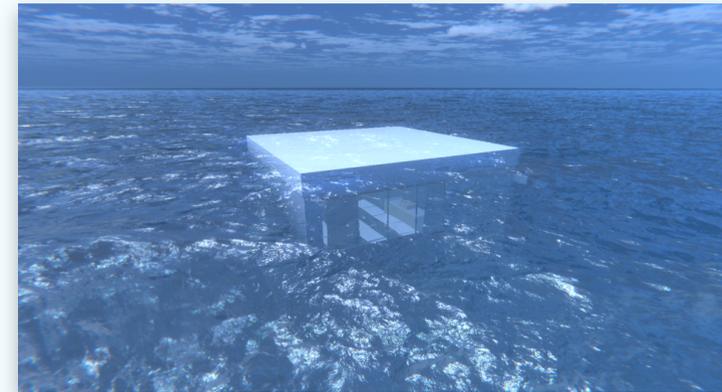
Classroom Gate



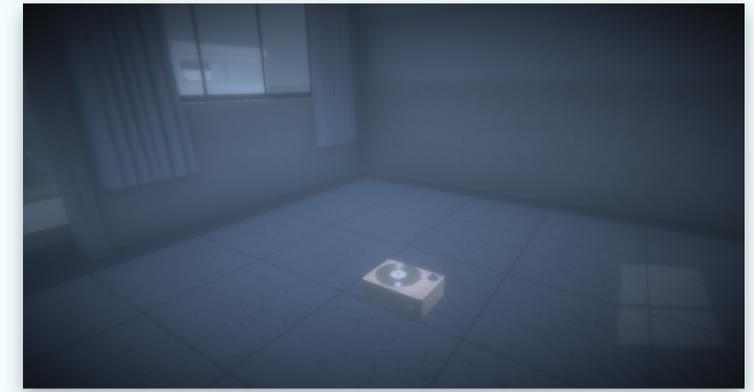
Gate & Windows View (Sunny Weather)



Sunny Drifting Classrooms



Sinking Classroom When It Is Too Far Away



The Only Record Player in the Pain-Classroom