

Cal Arts Narrative Design

Course 5: Capstone Project

Assignment 6

FRITZ & FIREFLY GAME DESIGN DOCUMENT

LOGLINE

In a whimsical world reclaimed by nature, the last remaining robot and its best friend Firefly help young players (ages 2-8) practice mindfulness and flexible thinking skills as they find and build the perfect present for Oldest Bear's birthday.

SYNOPSIS

In this mobile click-and-stick crafting game for 2- to 8-year-olds set in a whimsical forest, Robot (PC) and Firefly (NPC) need to choose a path, collect supplies, and build a present for Oldest Bear's birthday. They also need to deal with an unexpected obstacle—as soon as the present is almost complete, a curious raccoon accidentally breaks it! The player will need to choose and implement a solution to fix the present. Once that is complete, they'll have the option to play in a sandbox version of Oldest Bear's birthday party, choosing outfits, sharing treats, and trying out dance moves!

There are 3 paths with 3 separate presents that can be crafted, so the player can choose to replay with a different experience. Each path is made up of 5 very short chapters which end with cut-scenes designed to help players practice breathing, flexible thinking, 5 senses, and other mindfulness techniques. Each path should take no more than 10-15 minutes of play time, at which point, the player will be encouraged to find objects to craft with off-screen.

Chapter 1: Choose & Collect Materials/Tools

Robot and Firefly need to choose one of three chapters/paths. Each short path through the forest leads to materials Robot can collect (tapping on an item will add it to the inventory).

Chapter 2: Craft a Gift

Once materials and tools have been collected, the crafting can begin—Path 1) a designer pinecone, Path 2) a useful hive-picker tool, Path 3) a dance party. Using click-and-stick functionality and a menu of collected tools and materials (and sounds for Path 3) Robot makes design choices and begins to build the present.

Chapter 3: Unexpected Obstacle!

Unfortunately, as soon as the present is almost complete, curious Raccoon gets in the way. Path 1) wants to play a game and steals the “football” pinecone, 2) rides by on a bicycle and accidentally crashes into the hive-picker, 3) invites them to a tea party and spills tea on the speakers.

Chapter 4: Solution

First, Robot will be guided to pause and take a deep breath. Then, Firefly will have a “lightbulb moment” offering 3 possible solutions for Robot to choose—Path 1) trade food for the pinecone, play rock-scissors-paper for the pinecone, invite Raccoon to join them at the party; Path 2) fix the hive-picker with duct tape, glue, or pipe cleaners; Path 3) use a blow-dryer to dry the speakers off, use a screwdriver and wires to rewire the circuits, skip the speakers and use an old-fashioned wind-up victrola instead.

Chapter 5: Sandbox

No matter what solution Robot chooses, it works perfectly and the final scene is a birthday party sandbox where the player can play with balloons, change outfits, and celebrate as long as desired.

POTENTIAL MARKET & GENRE

This educational game is geared towards ages 2-8 and helps teach the important skills of flexible thinking, being open to change, task persistence, and breathing to moderate emotions. In addition, the stick-and-click functionality will build fine motor skills. Players of this game will mostly be pre-readers, so text should be minimal if used at all. Players will often play with the sound low or off (entertainment to keep them engaged while busy parents are doing other things) so the gameplay should be engaging and fun even without audio. Players will likely be users and fans of mobile and computer-based PBS games like Daniel Tiger and Alma’s Way.

CHARACTERS

ROBOT is a relic of the past, the only remaining solar-powered robot in a world completely reclaimed by nature. Think WALL-E but in the Hundred Acre Wood rather than a garbage planet. ROBOT’s features are round rather than sharp, and every button, knob and highlight is created with bright, cheerful colors that show off ROBOT’s creativity, optimism, and constant willingness to give it another try!

FIREFLY is cheerful and full of ideas! Every time FIREFLY has an idea, a happy sound plays and FIREFLY lights up like a lightbulb. Idea time!!

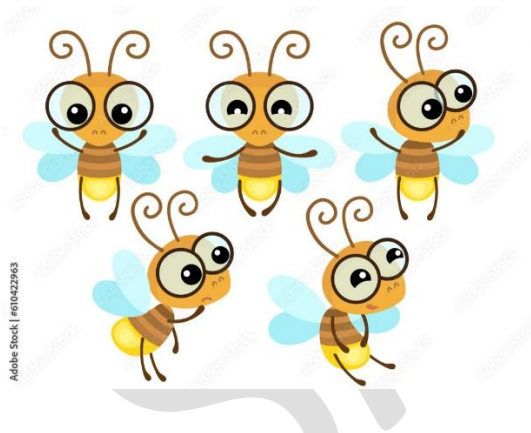
RACCOON is mischievous, full of energy, and always up for a game. Unfortunately, Raccoon’s energy and enthusiasm tend to cause accidents!

THE FOREST

This is a very simple mobile game for very young children, so the visuals should be clean, simple, and cozy. For each chapter, we will be on a single screen, not traveling through a world. Colors should be inviting and bright, but also calming, especially during the MINDFULNESS MOMENTS.

REFERENCE MATERIALS

Inspiration/mood (from Adobe Stock Images)



PROTOTYPE (flowchart)

