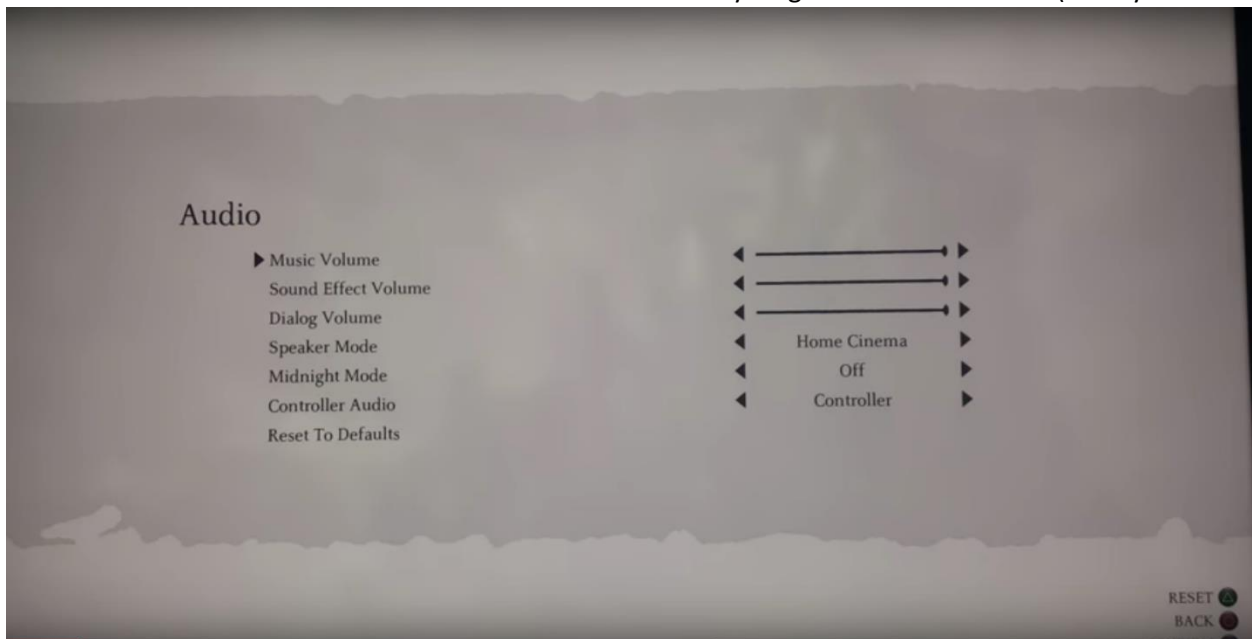


# Game Inspirations

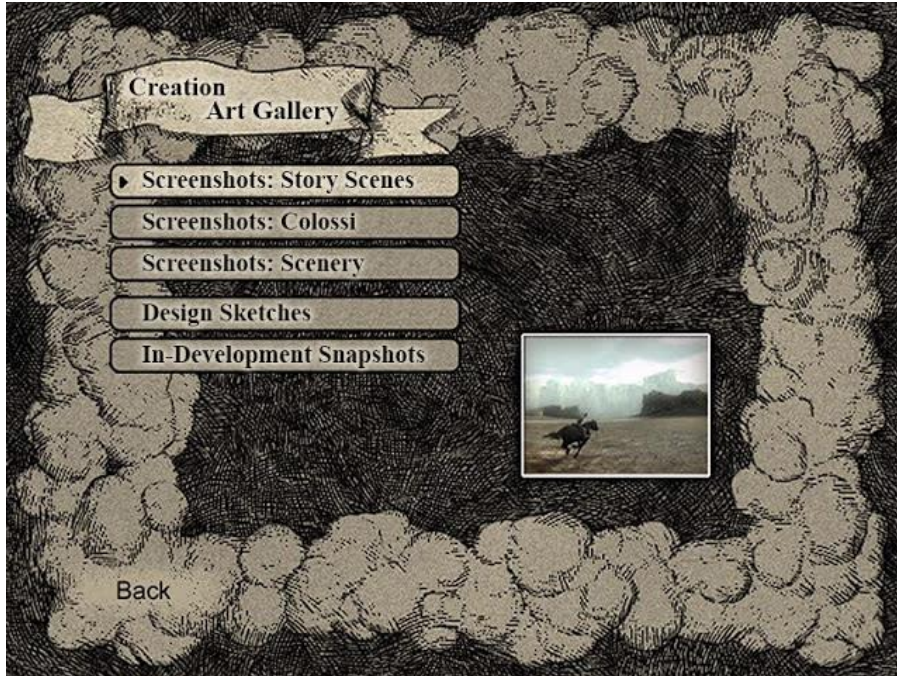
## Shadow of the Colossus



The things that *Shadow of the Colossus* does well that I wish to emulate is the general composition of the main menu (remake only), and the sound effects used in the menu. The sound effects enhance the feelings of loneliness, isolation, and mystery with their hollow reverberations. The main menu feels minimalist beyond those components but is very elegant in its minimalism (I really like the



font used as well). This minimalist style extends to the settings menu. In this menu, the background becomes much lighter, dominated by two grey tones. However, there is also a heavily blurred image added to the background of the darker tone, which I think adds a lot to the ephemeral tone of the menu as a whole.



I certainly do not have the artistic talent to pull it off, but I also want to highlight the menu for the art gallery (I can't remember if this menu is changed between the original game and the remake). It has this sketchbook style depicting obscuring objects (darkness and clouds/fog) that really lends itself to evoking feelings of venturing into the unknown. The sketchbook is reminiscent of a map (including the map used in the game), which further reinforces these feelings.

## NieR: Automata

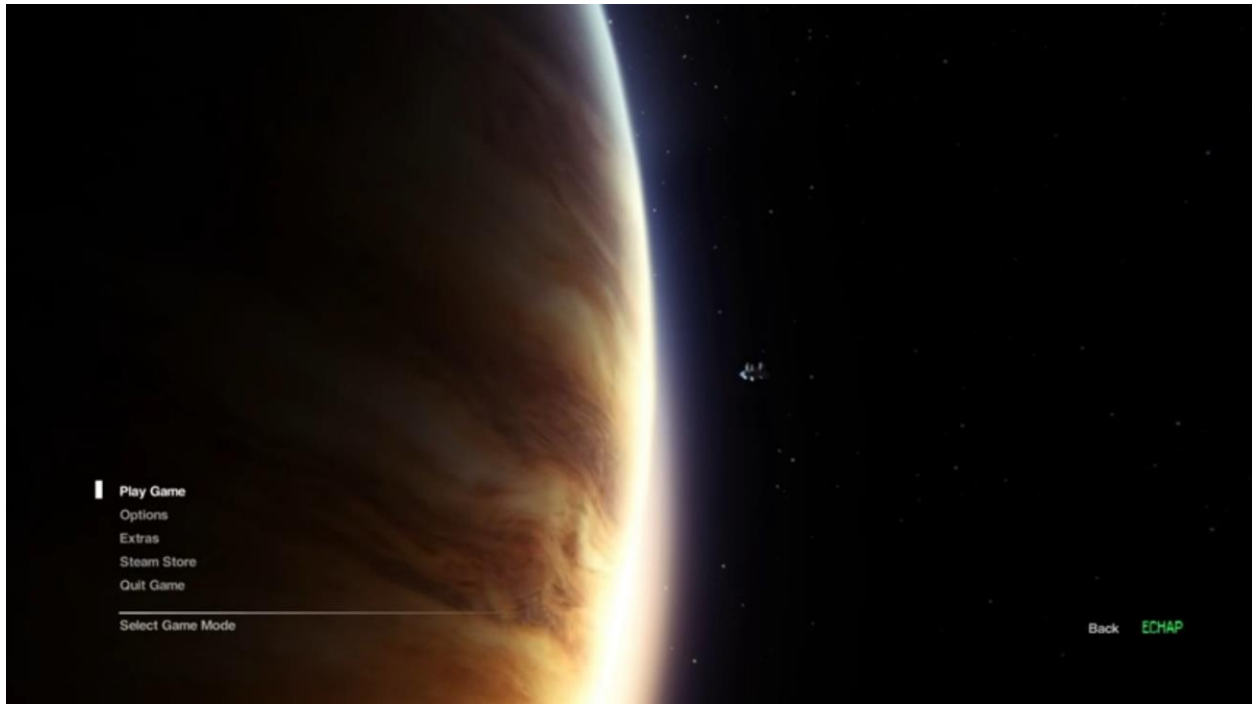


I am also taking inspiration from the UI of *NieR: Automata*. First, the composition is beautiful. The lighting draws the eye to the title and buttons extremely well. Using contrast like this to draw the eye to the options on the menu is something that I would also like to do. I really love the effects that play on the menu. The effects fit very well with the theme. The highlighted button gets this glitchy filter, as does the game title, and light particles rain from the sky.



The settings menu is also very inspiring to me. It makes tremendous use of just three colors and looks very beautiful. It's not quite as minimalist as *Shadow of the Colossus*, but it's nowhere near over the top. It feels very elegant, and information is very easy to parse. I particularly like the reversal of the colors for the selected object. All the dark elements of the highlighted object switch to light and vice versa. I also really like how the sub-menu does not obscure or overlay the main settings options. That is a layout that I want to adapt for my settings menu.

## Alien: Isolation



This menu really succeeds in making the player feel small and isolated. These are feelings that I would like to evoke in my game (a contrast between the small player and a vast desert). The planet takes center of the screen and dwarfs everything else by comparison. The UI elements feel hidden and tucked away, which is what this horror stealth game is all about. It's very cool to see the main menu reflect the gameplay in the way that this one does.



The settings keep the same style and composition as the main menu (I cropped it, so it looks zoomed in), so there isn't a lot to add here. I do notice that some of the options are difficult to see due to the brightness of the planet, which seems like kind of an oversight.

# Intro

Game Engine: Unity

Game Type: 1<sup>st</sup> person walking sim

Genre: Realistic

Mood: Isolated, desperate

Prototype: <https://www.figma.com/file/67YLNZPcuyWcW77FKdlWxh/GAT261-Prototype?node-id=0%3A1>

## Description

For the main menu screen, I am trying to evoke feelings of being alone in a scorching desert. I plan to render the menu as a 3D scene in Unity, with the text options appearing in-line with the dunes. The selected text will acquire a bright glow effect, while other options oscillate between two intermediate levels of opacity (for example, 40-80%) and slowly shift positions. The purpose of this effect is to play into the hallucinations that occur within the game by making the text appear ephemeral. When an option is selected on the main menu, I want to have the text dissolve and be swept away to the right, as if it is being blown away. I plan to also incorporate a heat wave effect over the image, which is what the blurred and shifted lines in the prototype signify. I intend to use sound effects that are like the ones used in *Shadow of the Colossus*. They are very deep and hollow, like blowing into a large pipe. They convey the feeling of emptiness that one can feel in a barren place far from civilization.

Upon selecting the settings button, I want to make the camera rotate 90 degrees on the y-axis and move downwards, as if the viewer is falling into the sand. The camera would then look at the sky, with a hot sun beating down. The sky would serve as the backdrop for the settings menu. The main submenus live on the left third of the screen, with the sun being on the right third. When submenus are selected, the options for those menus appear on the right 2/3rds of the screen, with a darkened panel below them so that they are easily visible against the sun. Since the submenus are still visible when a submenu is open, players can move between submenus without returning to a central menu. For the options themselves, there are drop down menus, sliders, and boxes. I'm intending for this game to be playable only with mouse and keyboard, so drop down menus work better than the arrow style of multi-selection that is seen in titles like *Alien: Isolation*. The sliders have input boxes as well, as that is often more convenient for players using m/kb.

For the pause menu, I want to have the character exhale and use an effect that looks like the character is closing their eyes (black comes in from top and bottom of screen). The Resume, restart, settings, and quit options appear here. Behind the text I intend to have a highly transparent brown dust effect moving around to add some dynamism to the menu. Upon resuming the game, the eye closing effect reverses (also known as eye-opening), and the game resumes. As a note, going into settings from

here would not have a camera panning effect, since there are problems regarding the player's positioning when this occurs.