# Emotional Damage

Emotional Damage is a 2D story-orientated adventure game focused on the emotional evolution and conflicts between player and four different NPCs. I am in charge of the creation of art assets, the story flow, and the connection between programming, art, and the story teams. This is also an one week Game Jam project.

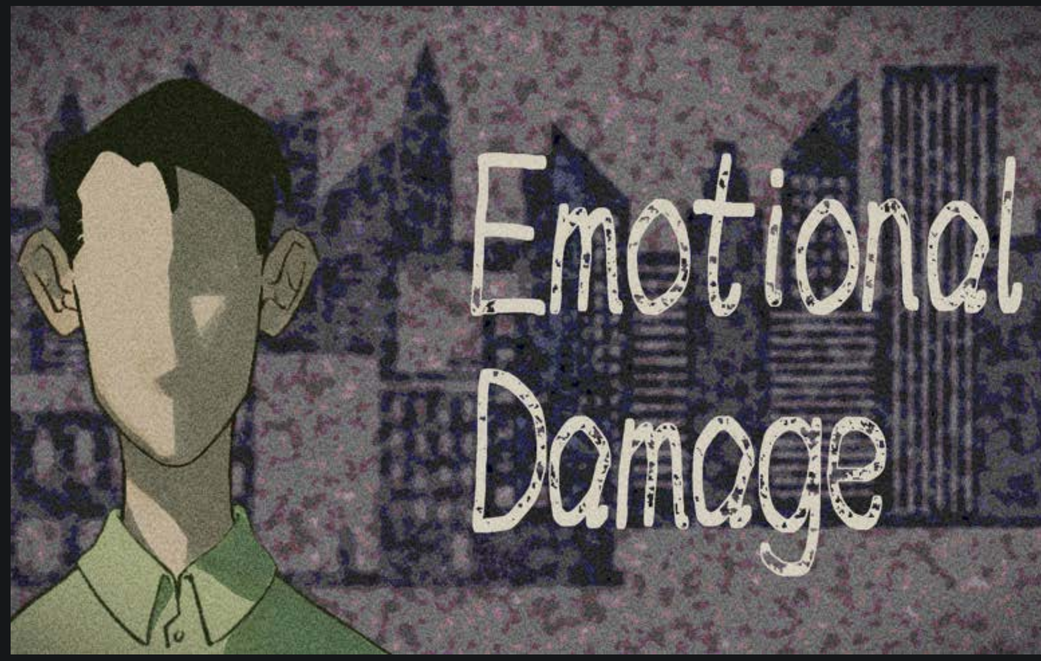
GROUP

ART PRODUCTION

2D STORY-BASED

November 1, 2022 to December 1, 2022
Game Off Submission Link: https://itch.io/jam/game-off-2022/rate/1816770
Game Demo Link: https://rod233.itch.io/emotio
https://emotional-damage.blogspot.com/








# Concept Build and Inspirations

## Introduction

Where do emotions come from? What do they have in their relationship with us? Are people complete with these emotions, or they are just exaggerating some emotions from others?

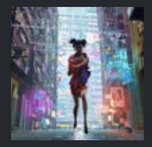
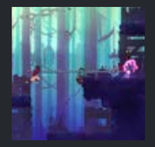
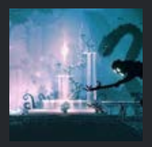
Facial expressions are always combined with our inside emotions. The cliché "if look can kill" is demonstrating we are consistently having an "emotional battle" with other people. What if You are just a normal guy who had to get to work every day with boring jobs, emotion is not much needed for you as that does not increase your salary, but the mysterious figure appeared night after night in your dream.

Who is 'it'? What are the stories hidden behind four distinct figures you may encounter through your adventure? What does "emotion" mean to you?

With the game continues, you can unlock more (face) expressions that can affect your stats and skills.

## GameOff Topic: Cli-che

We drew idea from the typical chi-che "if looks could kill, (I'd be dead right now)" that describes someone having angry facial expressions, which would be capable to "kill" someone. Here are some inspirations for reference:


more about the Game Off blog can be found here>



Multipole scenes that different NPCs in. Players interact with them in different scenes



The player can travel horizontally in the world and interact with the scenes in the playground.

The conflict should have an emphasis on emotion. Maybe the boss has some emotion that players do not have and then they have a conflict (verbal argue).

Conflict

Scene

Game Genre

STORY

ARTS

PROGRAMMING

World Settings

Player and NPCs

Gameplay



A bit near future, some cyberpunk.

The player should be the center of the conflicts, why does him have conflicts with the bosses. The conflicts should be originated from diverse weird bosses.

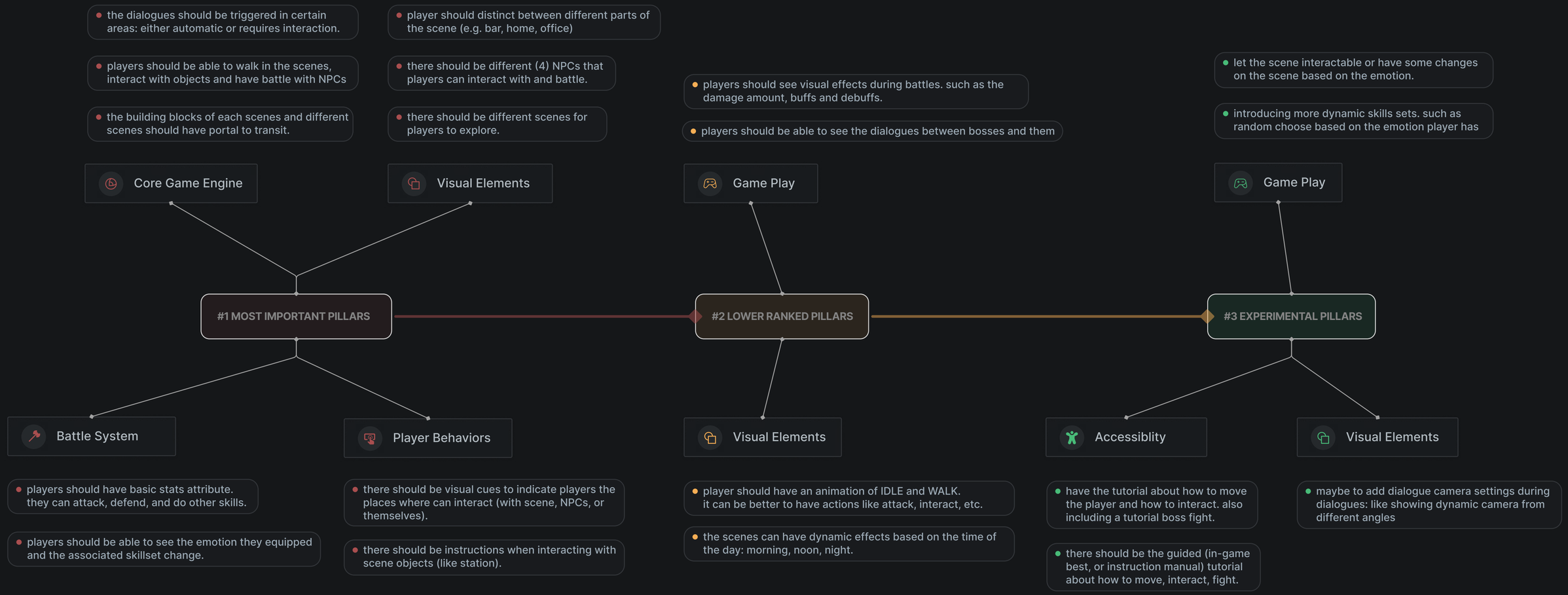


Some weird NPCs with non-understandable behaviors.



Player travel from one scene to another scene by teleporting: maybe elevator, stairs...

# Core Pillars

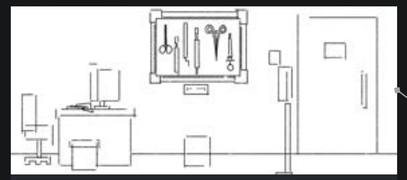



[The Theme Figma Map can be found here>]

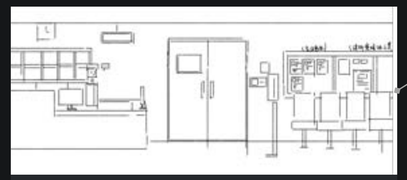
# Art Themes and Drafts



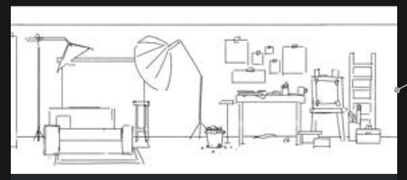
Main Character's Home



Boss's Room



Dr. Maston's Clinic



Sim's Room

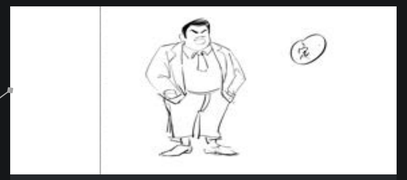
HOME PLACE

OFFICE STREET

RESTAURANT PLACE



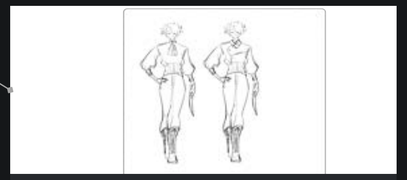
Dr. Maston



Boss



Charlie



Sim

## Map Design and Player Flow

There are four distinct bosses that players can encounter:

- Boss: holding anger emotion, located at the office. He is the boss of the player and always wants to get more power and fame. He conflicts with the player because he always wants his employees to work insanely hard without rest.
- Charlie: holding vanity emotion, located at the Feast restaurant. She is constantly using human parts from Dr. Maston to make the meal. She conflicts with the player because the player will somehow find this secret kitchen.
- Sim: holding lust emotion, located at the bar and their room. They are watchers in the bar to catch and enchant innocent people for lust and money. They conflict with the player when they try to hallucinate him in their room.
- Dr. Maston: holding greed emotion, located at Maston Clinic. He is the doctor in this small clinic and sometimes kills people secretly for the "raw materials" for Charlie. He conflicts with the player because the player is his next target to kill.

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the outline and map structure draft can be found on this Fig Jam>

## Scenes and Arts

The map is going to be divided into three parts: the main character's home, office street, and restaurant places. There will be a subway station to transit from place to place:

- Home Places: here is where the main character lives. He is a normal worker with a low-paid job so the street should be messy and poor.
- Office Street: this is the urban place where he goes to work every day. There will be a tall building of offices and Dr. Maston's Clinic by the side.
- Restaurant Places: this is where the Feast restaurant and Indulgence bar is located. The Feast is an upper-level restaurant so the street will be richer than the street of his home. Sim's home is also located on the 2nd level of the bar.

# Art Process

REFERENCES | LINE DRAFTS | COLORED | FINAL







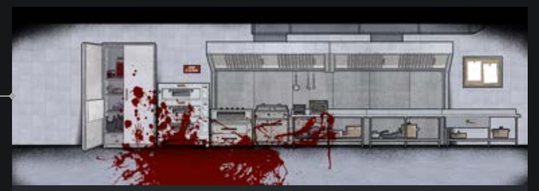




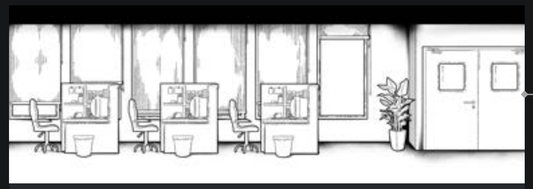
Kitchen with lines, tables, and a fridge.



Kitchen with flat colors.



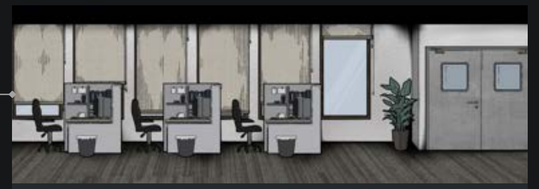
Kitchen with materials, textures, and details.



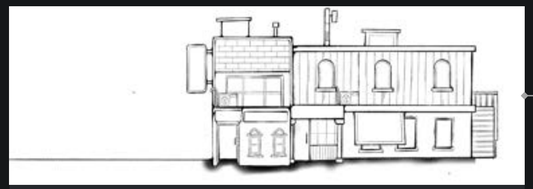
Office with lines, shadows, and structures.



Office with flat colors.



Office with materials, values, and depth.



Restaurant Street with lines and street views.



Restaurant Street with flat colors,  and depth.



Restaurant Street with materials, and corresponding station.

# Storyline and Structure

## The Story Structure

The story starts with the inside speaking from the main character in the room. There will be the first tutorial fight with his thought when he is in the dream. Then the next day after he finished work, there will be choices for the player about which storyline he/she wants to enter first. The four reasoned choices are:

- to have a meal with the Boss (and therefore encounter the Boss bribing his supervisor for promotion)
- to have a body check with Dr. Maston (and therefore figure out the secret deal doctor is dealing with Feast)
- to have a small drink at the bar (and therefore encounter Sim and they try to enchant him)
- just head back home (and therefore encounter Charlie on the street and accept her invitation to Feast)

The matter does not affect the process of the gameplay but each story will have the version of the first choice and the version when the player has already finished another boss's plot.

After the player has finished all 4 bosses' plots, the main character comes back home and enters another self-dialogue; after that, players have to face the inner dreamed personality after (the player) unlocking all the emotions. Eventually, he will find a way how to live with these emotions together or he will be manipulated by these emotions just like the other bosses did.

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the more detailed plot of the story can be found here>

## Story Integration

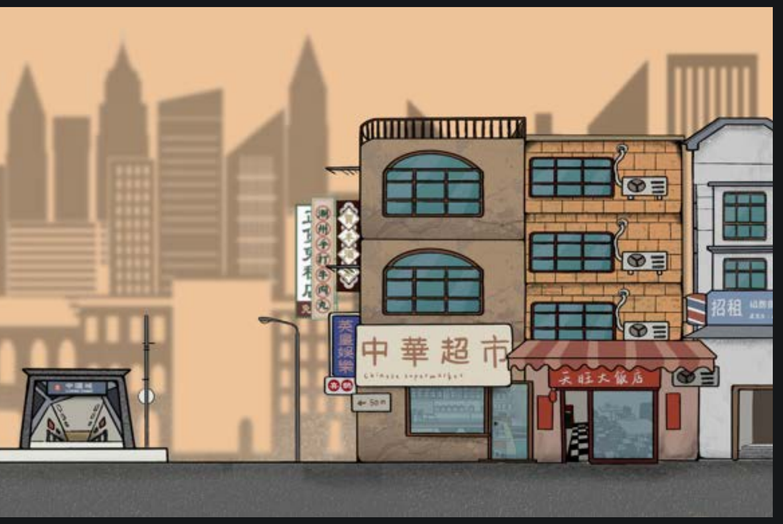
- For the dialogues integrated into Unity, we used INK files to handle branches and selections. We are using #hashtags and metadata after each line to manage the speaker of each line, and the parser function in Unity to manage handlers of different branched selections.
- We are also using INK to manage interactable objects in the scene by simply dragging the script and a pointer to the correct INK file.
- Some dialogues are triggered by the player's interactions (like interactable objects design), and some are triggered by entering some area (like detected by the empty collider).

**(A Sample Plot) opening.ink**

-(openning)

You gasped, soundlessly, powerlessly.
You were lying still in the middle of nothing.
Nothing, except the giant bulb of light slowly rising, probably floating.
You squinted, not fast enough to block the light that have forced through your eyeballs. Tears began to form around that delicate part of your body.
Laughter. High-pitched, trembling, hysterical, familiar. You know that voice. You know it, for some unpleasant reason which you have no clue about.
And that face, and that touch, and that warmth from the coarse fingertip. Fingernail scratched the thin layer of skin that were now tightening painfully around your trembling arm.
Your eyes were wide open before you realized. You were startled, trying to get away from that omnipresent...being. How impossible.
"Stay away from me!" #speaker:P #portrait:neutural #tachie:none
The laughter, again, closing and rising, until as if sound only has filled every corner of the space and denuded your sanctuary of nothingness.
You stared at that bulb of light, of flesh, of yourself.
You were staring back at you. A you.
YOU, much more primitive, much more advanced.
Fuller, beams with love and hate and want and all the things you failed to recognize.
Definitely not nothingness, eh?
What are those things that lightened you? You, that YOU in front of this you.
You are overwhelmed with things completely outside of your understanding.
Love of what and hate of what? One who carries all of these feelings and is consumed by them?
Light was bending, twisted and distorted your face and limbs. No, it's not light.
It's all that love and hate and desire. It's so sharp ... ...
.....

The Structured ink files can be found here>









# Thank You!

The following buttons can navigate to gameplay demo on itch.io, and document page on Blogger.

All credits were given to PassbyKamenRider, Rod, BUBUFF, Hachi, Luna Wang, Bucket Fish, SnBerry, Jessica, Ryui, Carrot_Yu,, David Zhu, Joy, Xinyu Wu, Shinya.

GAMEPLAY DEMO

DOCUMENTATION