

Regarding the game world, I repeatedly read the content in the GDD concerning the aspects of the world and the scenes.

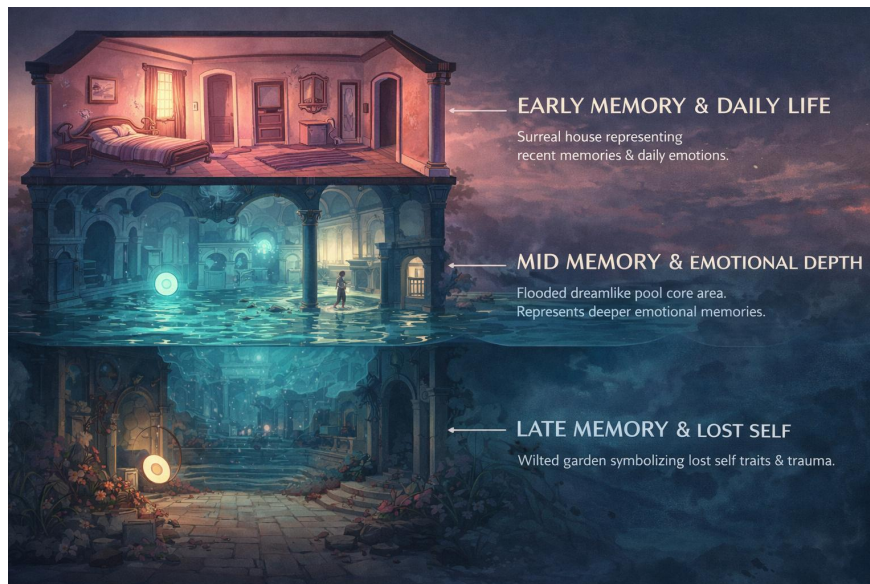
The entire game consists of only three stages: "Early", "Mid", and "Late".

According to the information provided in the GDD, these three stages and the corresponding emotional changes are quite significant. Due to our technical and time constraints, I have put forward three suggestions:

1. "Build a three-story building. Each floor should be designed based on the corresponding game stage and the puzzle design."

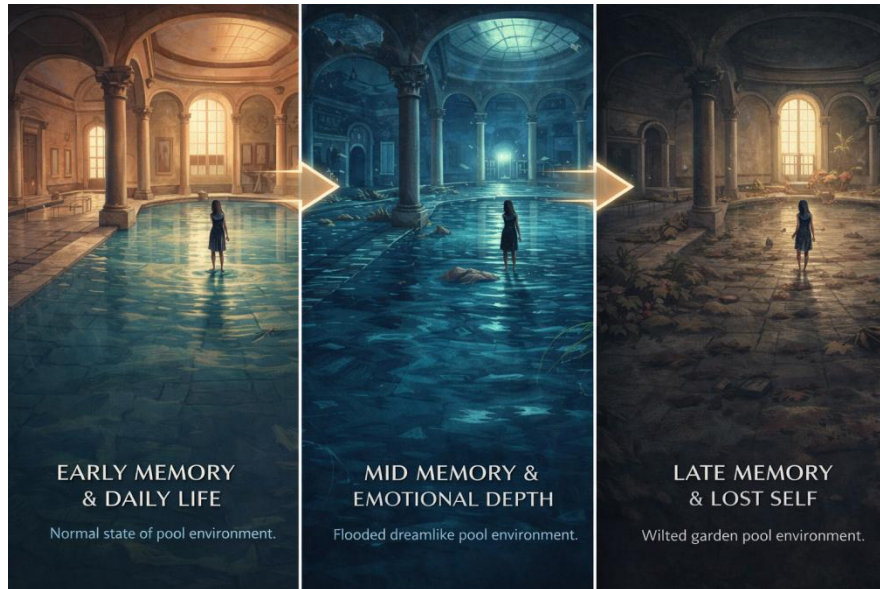
The starting point for the players can be set on the top floor or the bottom floor. In the initial stage, we can design it more simply because this part mainly aims to help players familiarize themselves with the game operation and solve some simple puzzles. Then, our focus should be on the middle floor. In this part, we inevitably need to use some water-related technologies. We can try different methods. If solving the water-related puzzles is too difficult for us, we can abandon the water-related puzzles and just use water as a visual effect.

On the final floor, we can simply arrange some scenes and no longer design puzzles. We can create a few interactive items to tell players what happened in the game.



(I generated a diagram using AI to facilitate understanding. It is merely for reference.)

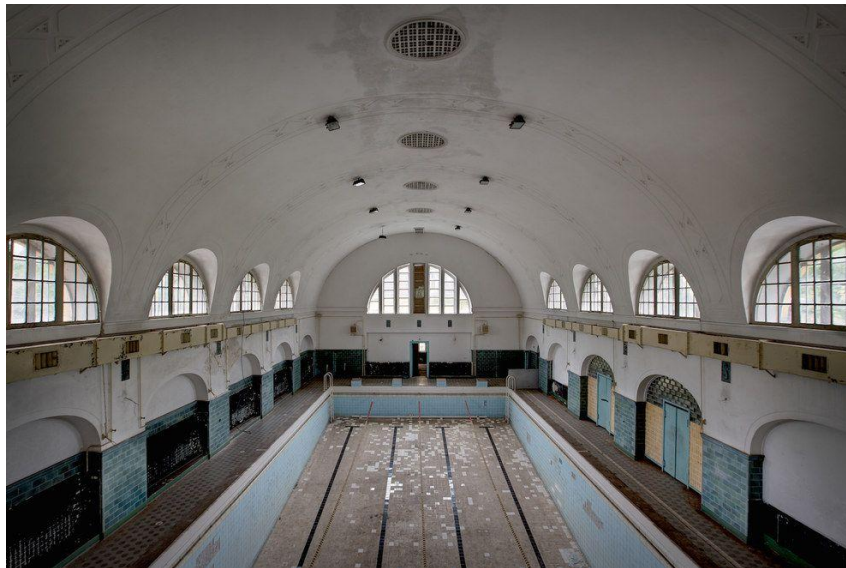
2. We only build one game building, but design three different versions. Use animation transitions or character teleportation to achieve the scene transformation. For example, we designed a pool. We can use this pool to create three different versions: "with water", "without water", and "broken". These represent different stages and emotions of the game.



3. Similar to what we roughly discussed last week, we will focus on creating one level, discarding other parts, such as the garden and bedroom mentioned in the GDD. We will create a delicate pool level. This is also the easiest to implement.

Regarding the style research, I believe that our choice is not a problem. I am quite confident in modifying the game's storyline. I used to be a novelist and I have studied several common styles.

Soviet style

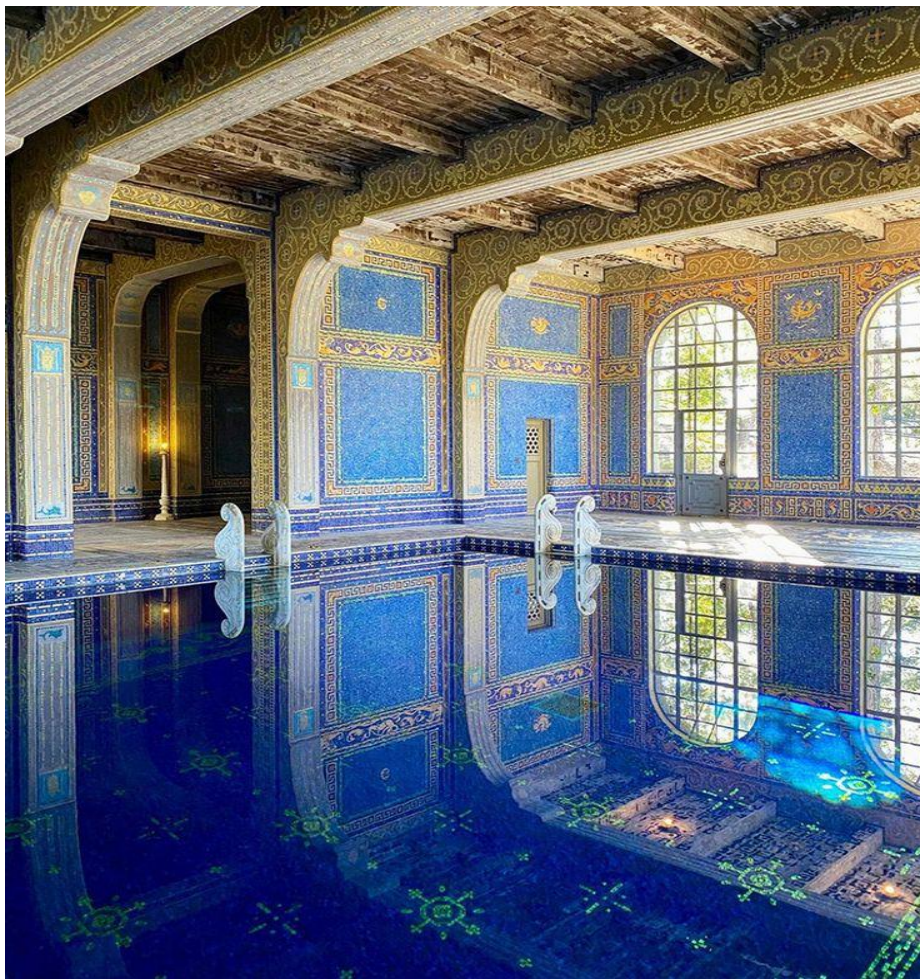




British royal style



French Victorian style



Japanese style



Modern urban style



I think these style choices are not really a problem. Our group of four members come from three different countries, and each of us has our own most familiar style.

Regarding the story of the game, after we have determined the scenes, the puzzles, etc., I will start writing it immediately because it needs to be coordinated with the characters in the game and the various details within the scenes.