

Game Design Document

Möbiusband

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Möbiusband

Level 1

Premise

- The opening cinematic finishes (Infancy and early childhood)
- The child stays at his own room and gets hurt when he accidentally hears parents' squabbles

Goal

- Move the protagonist or his teddy bear to save him from the incoming damage
- Avoid the growth of the "dark seed" (a value which symbolizes the protagonist's inner fears and insecurities)
- Survive at least 120 seconds

Game Characters

- The protagonist (the child)
- The protagonist's teddy bear

Items and Game Props

- None (Pending)

Controls and Gameplay

- Stage 1:
 - Gameplay:
 - Dark seed grows slowly at a fixed rate
 - Use the keyboard to control the protagonist's movement to avoid the "sentence bullets" (aggressive sentences in the form of arrows or other flying props) fired at him, which if shot will cause the dark seed grow rapidly
 - If the dark seed value is full, the game is over
 - Control:
 - Press A to move left, D to move right, Space to jump and Control to crouch down

- No mouse controls
- Stage 2:
 - New Gameplay (compared to stage 1):
 - Use the mouse to control the teddy bear movement to interact with “paragraph drops” (aggressive paragraphs in the form of dumbbells or other dropping props), which if hit the protagonist will cause the dark seed grow rapidly
 - If the dark seed value is not full within the time limit, then level 1 is passed
 - Control:
 - No keyboard controls
 - Move the mouse to control the teddy bear to roam around the scene, left-click the mouse to make the bear resist the incoming damage

Level 2

Premise

- The child’s mother ignored and stepped on his paintings, then asked the child to study more rather than doing what he likes. The child wants to protect his own artwork from being destroyed by mother.

Goal

- Collect the paintings and bring them back to the protagonist’s room
- Avoid being caught by mother
- The number of paintings collected by the protagonist must be greater than that by mother

Game Characters

- The protagonist (the child)
- The protagonist’s mother

Items and Game Props

- Closet (for hiding inside)
- Table (for hiding underneath)

- Glasses (for creating sounds)
- ... (Pending)

Controls and Gameplay

➤ Gameplay:

- The mother wanders around the house trying to clean(destroy) all the paintings, and if she collects any paintings before the protagonist, she scores
- The mother will be attracted by sounds (sounds come from interactions between the protagonist and game props)
- Use the keyboard to move the protagonist to collect the paintings scattered around the scene, and use the various props in the scene to avoid/attract the mother's attention and bring the paintings back to the room to score
- If the protagonist is within the mother's cone of sight, the protagonist will be forcibly sent back to his room and lose any paintings that was being carried along
- If the protagonist is found three times by the mother, the game is over
- If the mother collects more paintings than the protagonist when all of these paintings have been collected, the game is over, otherwise the level is passed

➤ Control:

- Press A to move left, D to move right, Space to jump and Control to crouch down, X to interact with props in the scene

Level 3

Premise

- The high school student has got an offer from his dream university; However, his father disagrees with his choice and tries to force the young man to obey the father's will

Goal

- Type the shown letters or characters in each sequence as quickly as possible
- Notice the difference in colours of the characters and type in only the correct ones

Game Characters

- The protagonist (the teenager)
- The protagonist's father

Items and Game Props

- Paintbrush (beneficial to the protagonist)
- Painter's cap (beneficial to the protagonist)
- Banknotes (beneficial to the father)
- House (beneficial to the father)
- Car (beneficial to the father)
- ... (pending)

Controls and Gameplay

➤ Gameplay:

- The father and the protagonist each occupies a half of the screen, with the father on the left and the protagonist on the right
- The father's part keeps pushing to the right constantly against the protagonist at an increasing rate
- Use the keyboard to keep typing the given letters or characters which are one after another; If all characters in one sequence are entered correctly, the protagonist's part pushes a little to the left, and the next sequence appears; If any characters are incorrectly entered then the current sequence will be skipped, the protagonist loses one chance to push against father
- As time passes, the father's part will eventually take over the screen completely and the protagonist will definitely lose (for storytelling purpose)

➤ Control:

- Use the keyboard to enter the characters needed in each sentence
- Move the mouse to roam around the scene, left-click the mouse to collect props

I. Name of the game: Möbiusband

The *Möbiusband* has a philosophical connotation. When you cut the ring along its length, you will get a loop with two twists in it. As a result, the ring represents that our world is always connected. The whole ring is a one-sided surface with no positive or negative side. There exist conflicts in our life while you have no way to solve them all. The Möbius strip symbolises the never-ending journey. In our game, Möbiusband represents the never-ending consequences of family conflicts and emotional neglect on offspring.

II. Storylines and Game Scripts

ACT I. Infancy: a time of happiness

[The screen gradually starts to display texts after the game cover]

"I have a happy family"

The animation begins with a child in the cradle opening his eyes to see the delighted faces of his parents.



[The screen slowly switches to a long animation of the child's development from 0 to 3 years old, with heartwarming images.]

Mother holding the baby and his father looking at them.

Parents stay beside the child watching him learning to crawl, while smiling happily.

Parents and the child celebrate the third birthday together.



[The screen advances to zoom in, followed by a dark, shaking screen with the sound of glass breaking]

Parents arguing



[The scene eases in]

The child hides behind the door with tears in his eyes.



Early childhood (innocent and naive, not understanding what is going on between the adults): the child gets hurt when he accidentally hears the parents' squabbles, the sound of smashing things around, arguing, and some blames towards the kid (parents venting their stress).

Enter the game level 1.

ACT II. Adolescent

[The scene eases in]

A Primary school aged child sits on the floor and draws happily.



[The screen flashes and vibrates]

“!!!” [appears in the middle of the screen]

[Flicker screen enters]

The mother shows no respect towards the child's drawing, ignoring the kid's interest, when the kid is lying on the floor and drawing what he likes. The mother stepped on the drawings when cleaning the room. (The drawing is the Mobius ring)

[Dialogue eases in]

Child:” Don't step on my painting!” “Please don't step on my painting!”

Mother:” It's just a painting, you can paint another one.” [This sentence repeats]



Enter the game level 2.

ACT III. Adulthood

[The scene eases in]

The college-aged child is holding an offer of an arts program and sharing the good news to his parents with a smile on his face.

[Black screen shakes]

The father keeps interfering with the child's choice of work and his interests. The father shows rejection by snatching the offer letter and slapping it on the table, frowning.

(Note that the parents are getting older, add wrinkles where appropriate)



[Dialogue eases in]

Father: "Choosing an art major is not a good way to find a stable job in the future."

[Black screen].

"Good ----" (slowly appears in the center of the screen)

Enter Game Level 3

ACT IV. Ending.

[The screen slowly enters, the shape of the black screen eyes open (INCLUSIO)]

The final animation starts with eyes closed first, then open to see and welcome the child in the cradle. The protagonist's own child falls asleep in front of him.



[Screen slowly switches to the black screen, adding sound effects of slow footsteps]

The man walks slowly forward with the child holding in his arms. (With sound effects)

Only showing the half of the man's body, not his face.



[Slow transition]

The man stands in front of the mirror with his child.



[Black screen]

The man opens his eyes and looking at the mirror, (pupils constricted) suddenly realising that he looks exactly the same as his dad in a mirror. He is shocked and stunned in place. (Wearing the same work clothes as the father wears in ACT III)



[Ends abruptly, and texts appear in the center of the black screen]

"I have a happy family"