

“Nightmare”

Concept Art and Game Design

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Define Game Genre

After the estimation of my skills and time restrictions, I have decided for the visual novel in psychological horror style.



Example in such genre (“Tiny Bunny”)

Define Core Idea of the Plot

Since the psychological horror was chosen as the genre of the plot, I've made a decision to wrap the story around the mental issues of some uncalled narrator and his nightmare. All the characters are representing either his vision of his own self, or his perception of the world around him. As a basis of the character development I've used the psychoanalysis model of Sigmund Freud (psychosexual development, plus separation of the personality to Ego, Super Ego and Id). The whole story is about experiencing all his life in reversed order: from now on, when he arrives to the church to become a monk, up to the early childhood that he doesn't remember at the beginning. All the events are about to be shown in a symbolic and unclear way through some visual and audial associations to leave the space for the free interpretation. In the end of the story this uncalled narrator reaches the inner peace and unconditional love.

Inspirations

1. My experience of talking to the orthodox monk on the Solovki island.
2. Some of my own dreams.
3. Video Games like “Layers of fear”, “Amnesia: The Dark Descent” and “Silent Hill 2”.
4. My experience with psychoanalysis model of Sigmund Freud.

Requirements to be fulfilled

1. Prepare character designs.
2. Prepare backgrounds.
3. Prepare computer graphics (so called cgs, playing some important role of pointing out some emotionally weightful moments in the plot).
4. Prepare interface design

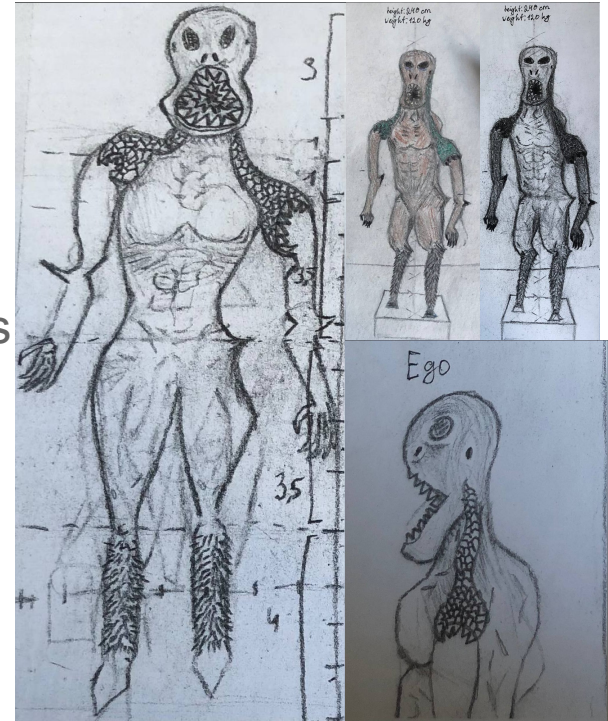
Character Design



And my interpretations of it

Ego

- Represents the self-image of the narrator;
- His scoliosis corresponds the scoliosis of the narrator;
- A lot of reptile and demonic components in his appearance are showing that the narrator observes himself as repressed ugly demon;
- Main conflict is based on the strong attachment of the narrator to this character;
- At the end he dies;



Natura

- Represents the way narrator sees the nature and its rules;
- Intended to look creepy (thousand eyes instead of seeds), but fragile (light weight and low height);
- It leaves a toxic trace after itself (and is toxic by itself);
- Narrator accepts the nature at some point and Natura follows us up to the end);



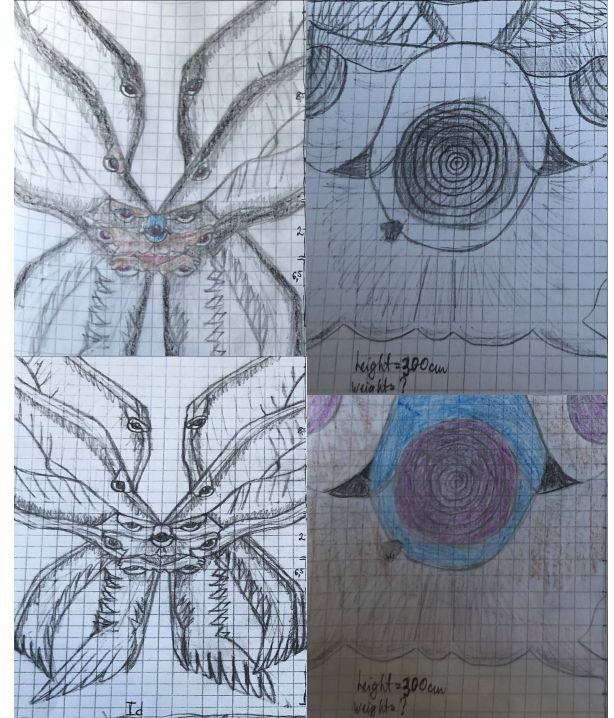
Super Ego

- Represents the morality of the narrator, and what he secretly wants to impress and fulfill;
- Her appearance (ghost-like movement, blindness, blades instead of hands) show that the narrator was grown by a single mother, who was emotionally unavailable and strict;
- The narrator accepts it as his own core values and finally understands his mother and forgives her (maybe she wasn't that bad as he remembers)



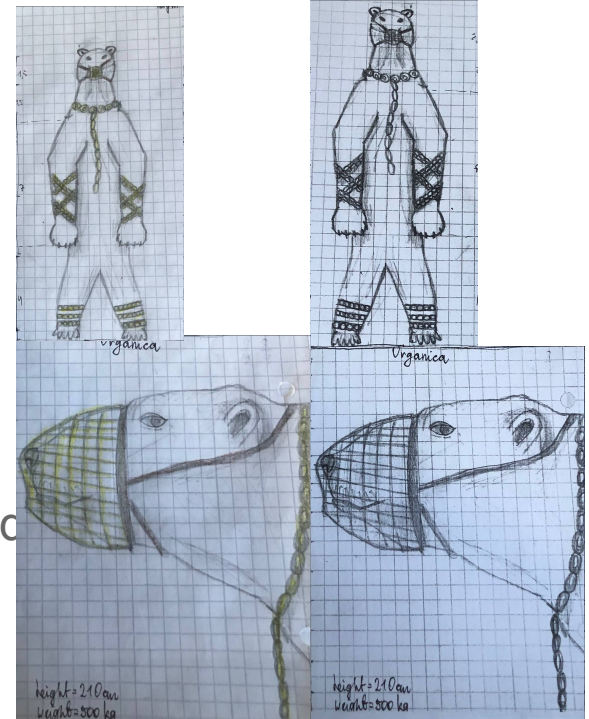
Id

- Represents the core animalistic nature of the narrator (what it is without consciousness);
- Looks like Bible-accurate Seraphim (one of the angels, namely the one closest to the Lord);
- Its appearance is based on the religious feelings of the narrator, and basically shows that the animalistic core of human being is the closest to the God;
- Narrator meets it in the end, as it was preparing to it the whole game;



Organica

- Represents the organic substance itself;
- Basically shows the other side of the nature, which is strong, powerful, but enchained (so not really free);
- Narrator reaches the compassion towards the wild nature that can be violent tho, but also is lead by the absolute unconditional love;
- Narrator accepts the inevitability of the changes, and accepts the weak-willed Organica in the end;



Backgrounds Design



And my interpretations of it

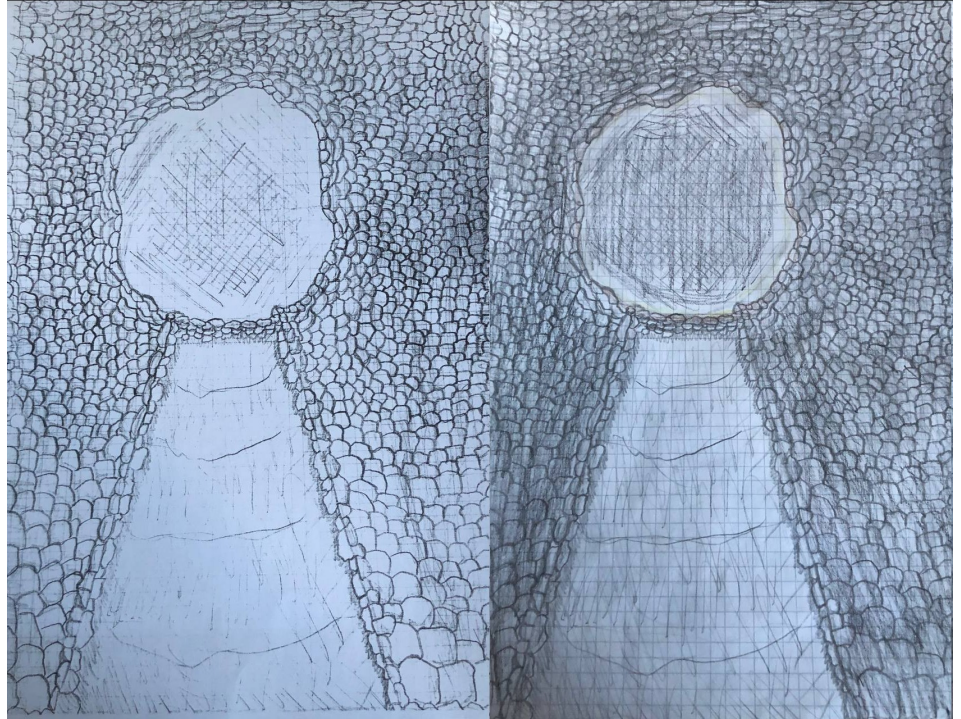
Church

- Is narrator's start point in the dream;
- Combines architectural details of orthodox and catholic church;



Cave

- First met at the church, leads to the nowhere;
- Will appear multiple times during the story;



Computer Graphic Design



And my interpretations of it

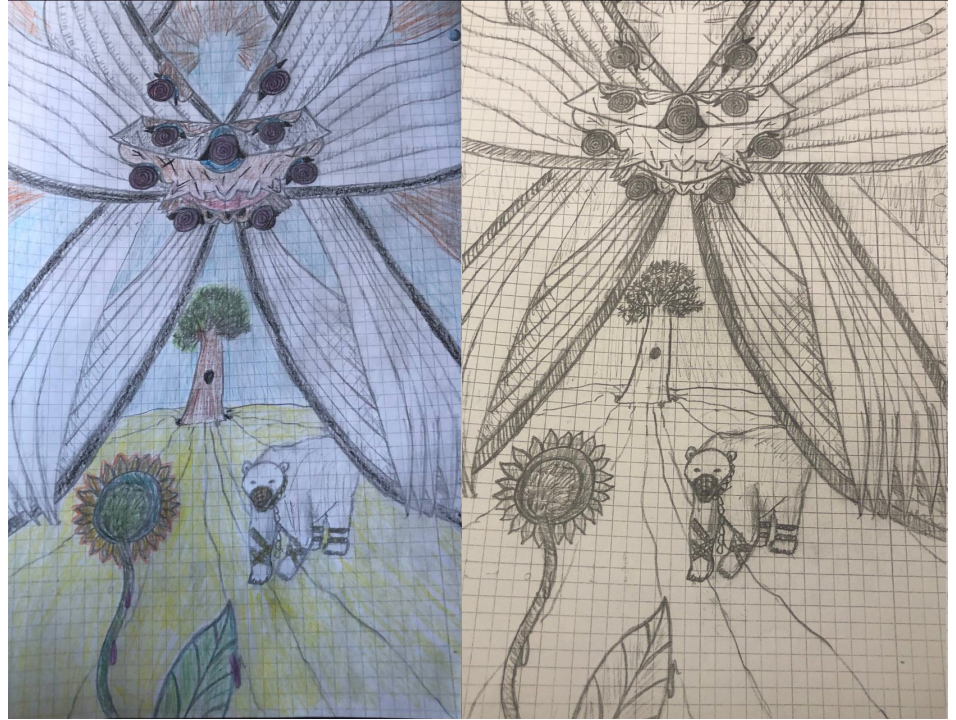
Confrontation

- The scene describes one of the sharpest events of the whole story;
- Basically represents the death of the ego (actually it is more like transformation, but doesn't matter);
- Super Ego wins and causes the crucial changes in the narrator's personality;



Final

- The final point of the story;
- All crucial points build up together;
- Narrator forgives all surroundings,
- accepts nature, and forgives himself;
- Tree represents Yggdrasil (=the tree of the Universe);

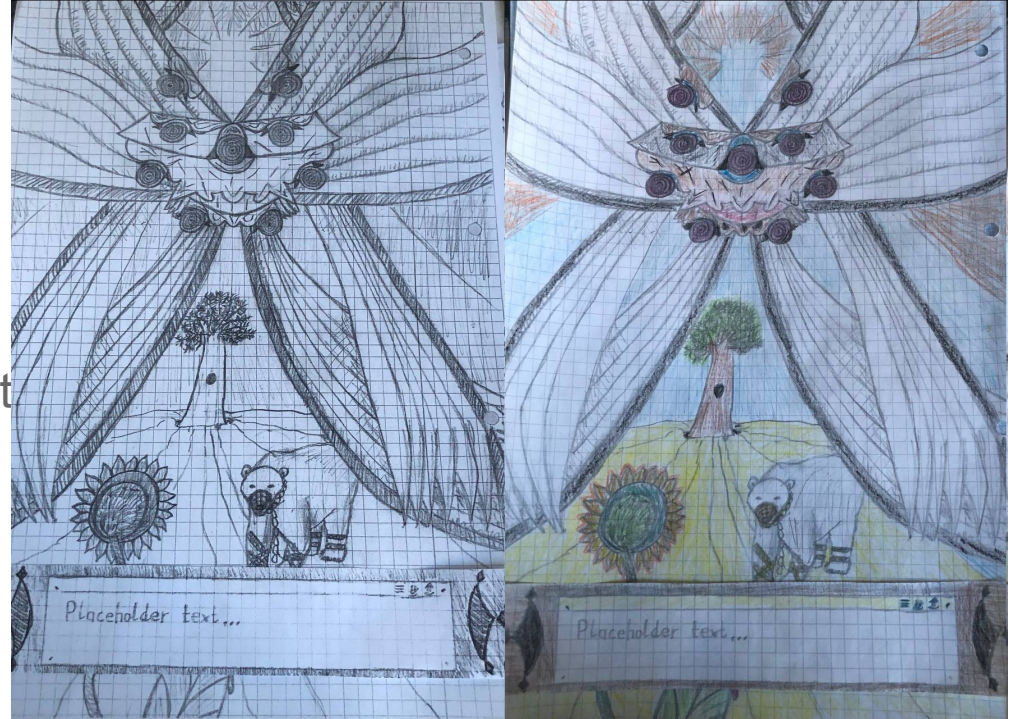


Interface Design



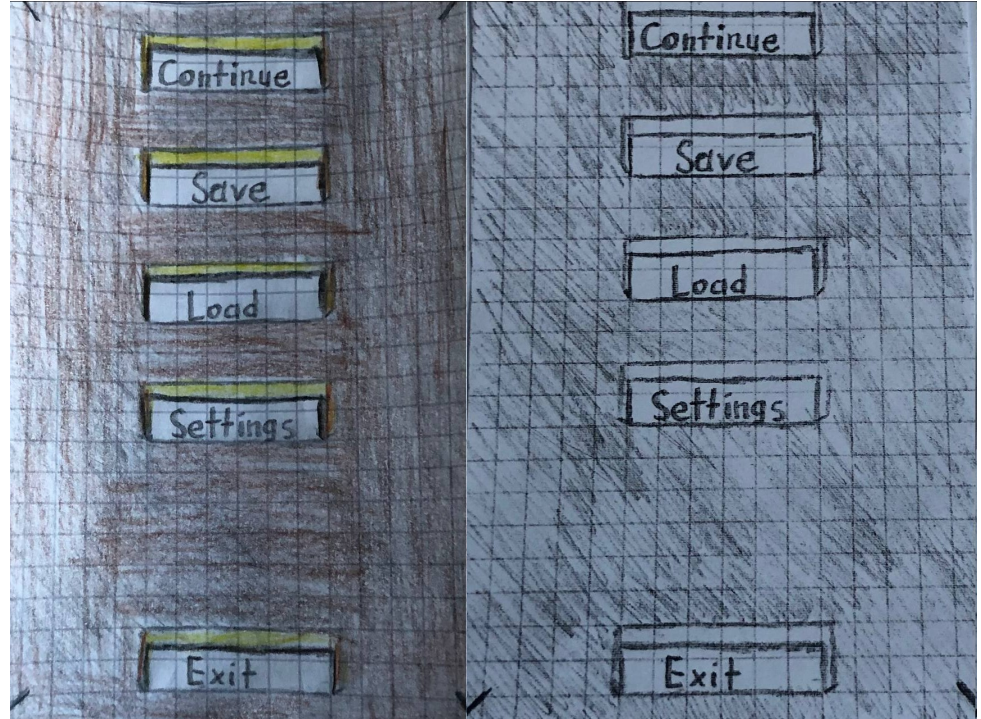
Game Panel

- Main gameplay tool;
- All the text will be shown there;
- Right arrow skips the text;
- Left arrow opens history panel;
- Consists button to: hide panel, open menu, fast saving and fast loading;



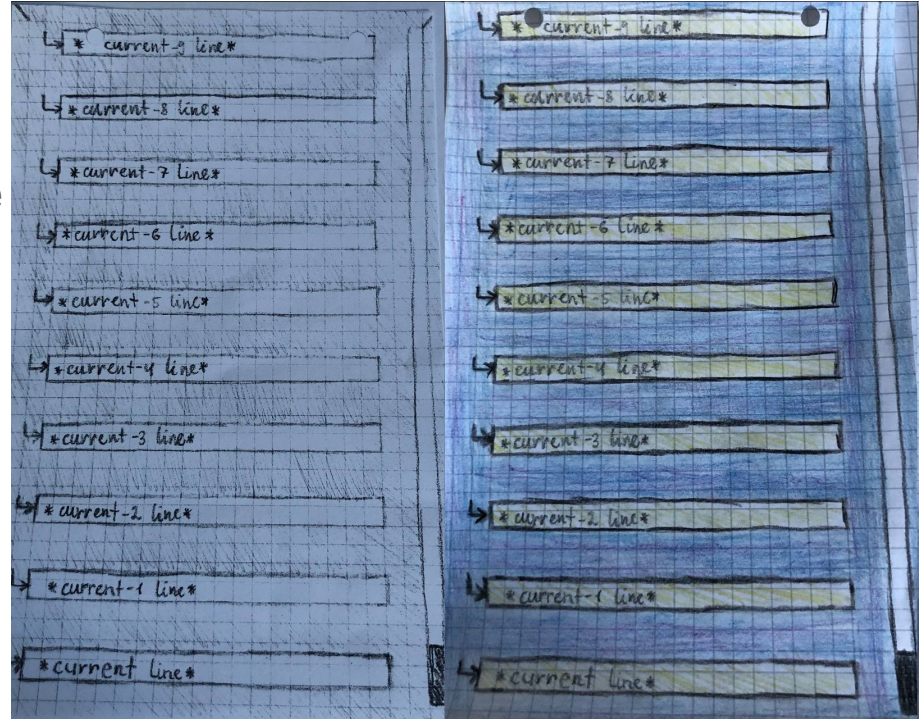
Pause Menu

- Can be opened through the button on the game panel or Esc button;
- Consists buttons to: continue game, save current session, load some saved session, and exit the game;



History Panel

- Can be opened by special button on the game panel;
- Each button corresponds one of the previous line of the text;
- Menu can be scrolled, so that more lines could be shown;



References and My Explanation to its Usage

All of the references can be found in the corresponding directory. There I've uploaded a plenty of various visual (pictures, designs, inspirations), audial (corresponding to the vibe of the final game, of some specific scenes etc.) and textual (showing the vibe of the potential plot and the cultural roots of the ideas which are to be expressed in the game) associations. Feel free to think of them, because they are keys to understanding the whole concept.

Thanks you!

