

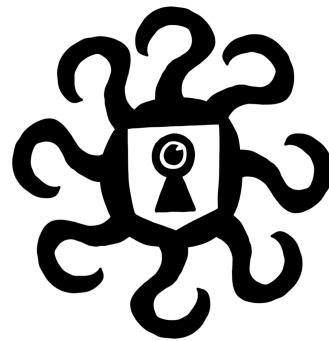
Game Design Document

Project Anomaly



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Document History

Version	Date	Summary	Future Improvement
0.0.1	17/10/2020	Document Created	Create Content Table
0.1	18/10/2020	Structure Finalized	Rewrite & Add Content
0.2	20/10/2020	Added all info from all docs, rewrote existing	Add and rewrite more & improve/create flow charts
0.3	02/11/2020	The document is restructured	Update the information and add extra
0.4	10/11/2020	The content is added	Reorganize the document to the way player experiences the game (Talk to NPC -> How you interact -> Use Camera - > Use Journal to manage/solve)
0.5	26/11/2020 - 28/11/2020	Cases are completed	Start adding diagrams and reorganizing from sketched draft
0.6	29/11/2020 - 30/11/2020	Cases are redone with more choices / document is reorganized. Nodes and flowcharts are added	Add more flowcharts, split the sections better, focus on Keywords & screen capture, finalize all quests & breakdown all of the features better.
0.8	05/12/2020	All quests & backstories are finalized	Proofread & finalize the content.
1	08/12/2020	All content is proofread and finalized	

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Game Summary

Project Anomaly is a game about understanding cryptic creatures and solving mysteries by taking pictures and talking with characters in an open world environment.

Essence Statement:

Welcome to Project Anomaly, investigator. Myths and legends are becoming more common in our city, aren't they? It's time for you to get your camera ready and document your adventure! Don't forget to talk with the citizens and listen to rumors, as it will be vital in solving the anomaly. Once you collected enough clues, make sure to correctly match them with one another, otherwise, the situation will only get worse. Complete intriguing cases and encounter the different anomalies. It's up to you to decide what fate awaits this mysterious being!

Features:

- **Take Pictures:** Take snapshots of different kinds of anomalies from urban legends, mythology & folklore that are scattered around the city!
- **Talk with NPCs:** Gather useful information by interviewing locals, reading books, watching television & performing rituals to learn more about anomalies!
- **Solve cases by Matching Clues:** Do whatever it takes to survive! Solve puzzles, play minigames, or suffer a curse until all anomalies are discovered!

Target Platform

- Desktop Computers and low-end portable computers;
- Gaming Consoles.

Business Model

- A one-time purchase model;
- Premium accounts to boost social experiences via Investigator Pages.

Game Overview

Project Anomaly is a first-person photography-based adventure mystery game where you play as an Urban Supernatural Investigator for the Anomaly Research Institute, a secret organization that hides anomalies from the public eyes. Your main task is to solve mysteries by taking pictures of clues & anomalies with your camera, and talking with characters to gather evidence in the open world environment. When you explore the world, you are able to unlock new cases and learn more about the different anomalies.

The journal is a vital part of the game, where you can solve the cases by matching pictures & dialogues with the unique Case Solving mechanic. You can find all the pictures that you've taken in Gallery and check all spoken dialogues in Dialogues. You can also keep track of the discovered anomalies and learn more about them in the Encyclopedia.

Later in the game, you can upgrade your camera with Lenses, Filters, & Accessories to take pictures of specific clues & anomalies. The game has multiple endings, which means that you have to select dialogues in specific turning points which will end up in different timelines & different endings to unlock.

Core Mechanics

- Take pictures;
- Collect dialogues;
- Match pictures and dialogues.

Secondary Mechanics

- Manage gallery;
- Select lenses and accessories for camera;
- Discover new cases.

Dynamics

- Explore the world and learn more about the origin of anomalies;
- Collect clues about the anomaly whereabouts and special conditions that must be fulfilled;
- Research anomalies, based on real myths and legends, through the encyclopedia.

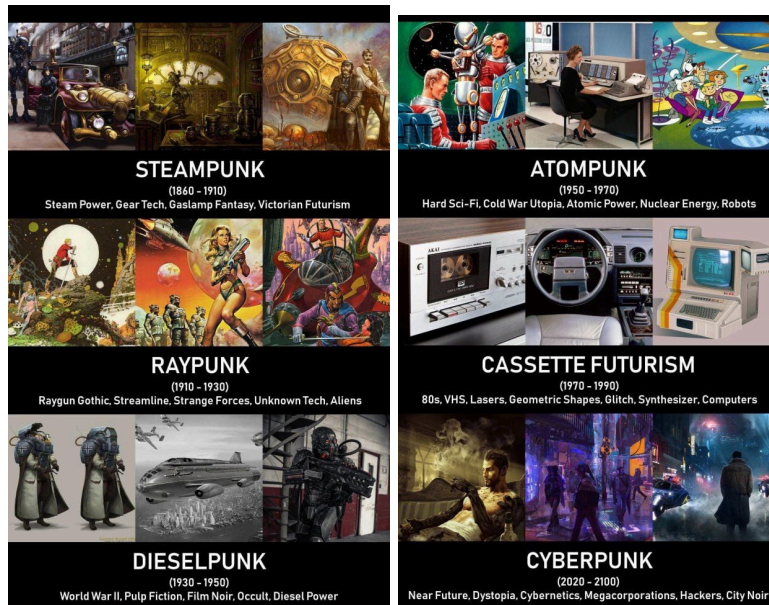
User Research & Motivation

To learn more about the conducted user research, please refer to the survey results of 31 participants that match the target audience of Project Anomaly: [Appendix A. User Research](#).

Aesthetics

Setting and Inspiration

The game is set in Cassette Futurism style (90s optimistic retro-futurism). It takes place in one large city, which is separated by culturally diverse districts and surrounded by mountains, forests, and ocean.



The game is inspired by mythical and supernatural creatures of different eras and cultures:

- TV: X-Files, Gravity Falls, Paranoia Agent;
- Movies: Ghostbusters, MIB, Noroi, Occult, Cabin in the Woods, John Carpenter Movies;
- Gameplay Mechanics: Pokemon Snap, Fatal Frame, Shin Megami Tensei;
- Detective Games: This is The Police, Ace Attorney, Return of Obra Dinn, L.A. Noire.



Genre

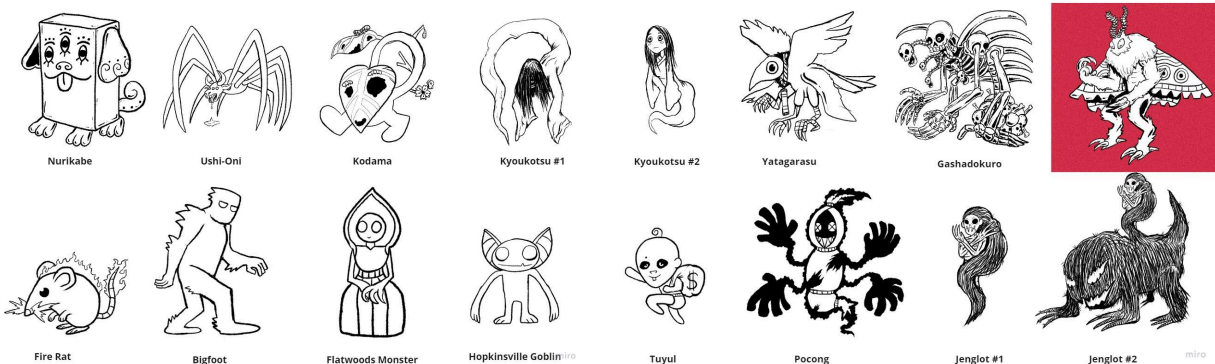
Project Anomaly is a first-person open-world detective video game with adventure elements.

- **Sensation:** Unique audio from the 90s cassette punk and purple environmental palette;
- **Narrative:** Stories about anomalies drive the player to keep coming back;
- **Discovery:** Urge to explore the unique game world.

Style

Project anomaly places the story in the context of the modern world, where ancient mythological characters and monsters appear as anomalies. The color style is created on a suspenseful and classic palette. For the scenes and buildings, purple is used as the main color palette to create one of a kind fantasy city atmosphere, highlighting the conflict between the ordinary modern and classical anomaly within the space itself. For the first district of the city, Japanese architecture is used as a reference. For the characters and journal, a cool tone neutral classic colour palette of mainly classic colours and grainy shading are used to create a sense of tension and mystery.

- Comic styled sprites, cool & fun, vibrant colors with slight horror inclination;
- Stylized Environmental 3D assets;
- Billboard NPCs;
- Bloom & Bokeh lighting effects.



Character Design






For each character's different personality and style, each color is designed on an individual basis. For example, the bartender is characterized by mystery, so a striking contrast of red and blue is chosen as her main colour palette, red hair, with an innocent expression and a tight blue dress, and in the details; a “Bloody Mary” cocktail and a tipsy little facial expression are portrayed to accentuate her story and make you want to know more about her.

The scientist is a guy who just likes to stay in the lab and do research, so we took a little bit of Frankenstein's image of a scientist and created an image of a scientist who doesn't care about anything other than science, with details like losing his leg because of a failed experiment and

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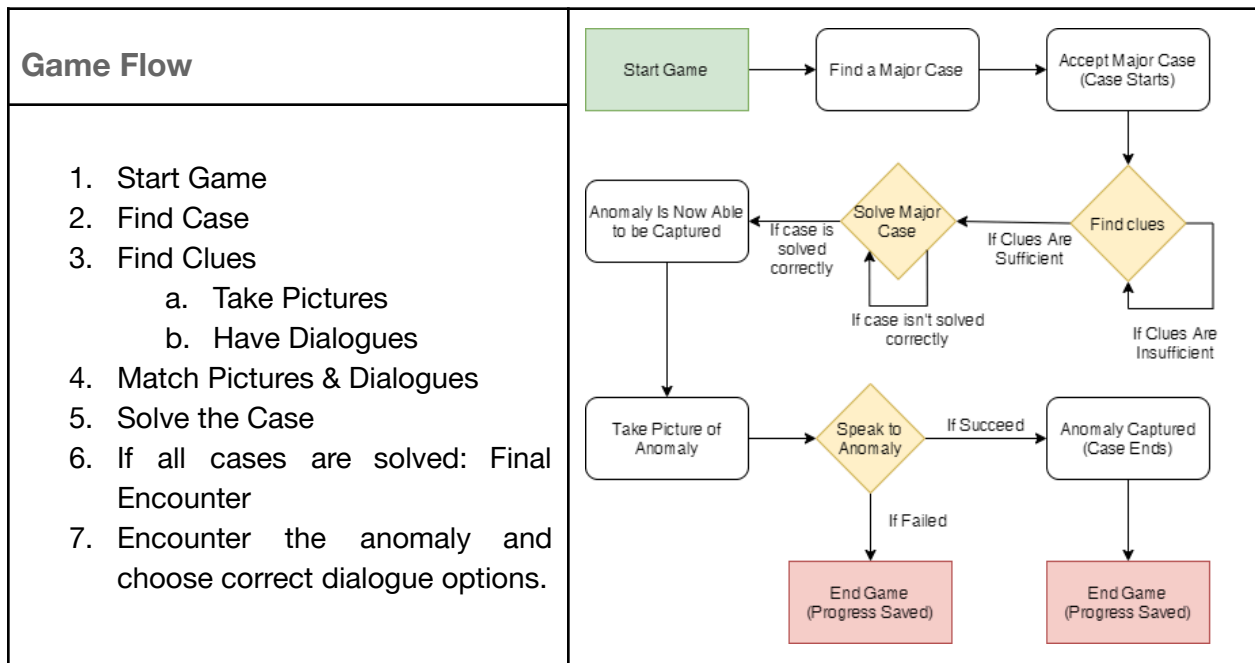
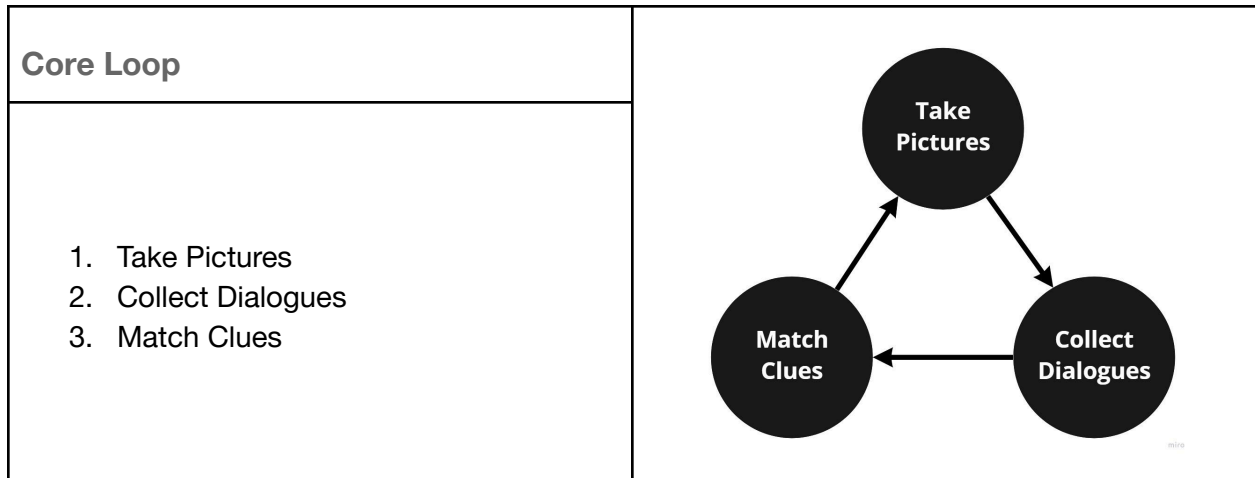
not caring about his old clothes, even striving to read every second of the day! In the color palette we use a lot of cool tones white and grey.

Non-Playable Characters (NPCs) are the only objects in the game that are shown in 2D “Billboard” Format:

Scientist	Bartender	Priest	Fisherman	Kaguya
				

Gameplay

Core Gameplay



Journal

<ul style="list-style-type: none"> ● Gallery <ul style="list-style-type: none"> ○ View Photos ○ Delete Photos ● Case Selection <ul style="list-style-type: none"> ○ Select Dialogues & Photos ○ Match Clues ○ Solve Cases ● Dialogues - Character Selection <ul style="list-style-type: none"> ○ View NPC information ○ View Dialogues ● Mini Map & Case Log 	
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Gallery	Characters & Dialogue	Review & Solve Cases

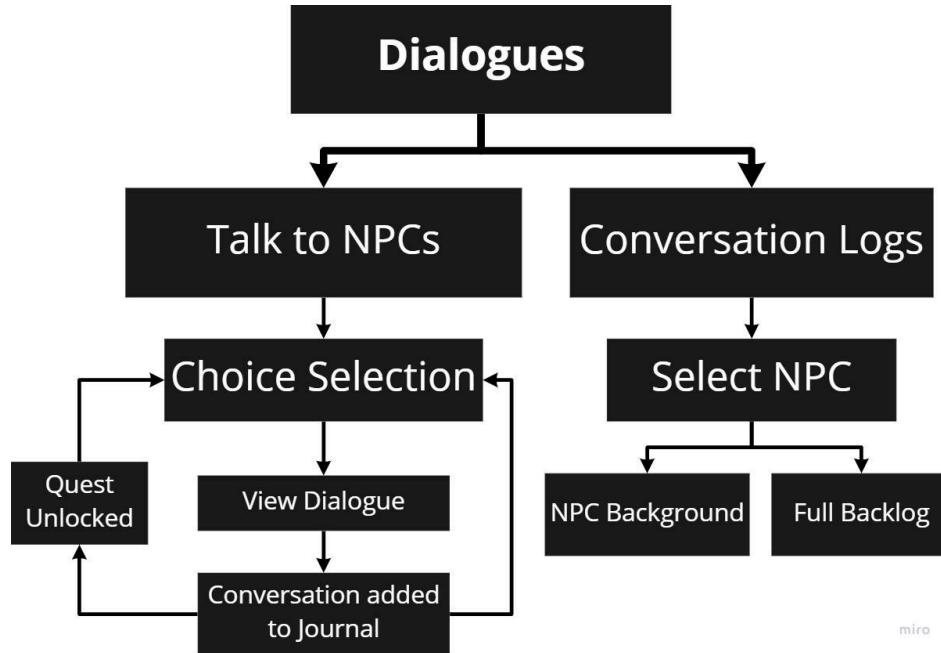
Clue Collection

The players collect two types of clues: Dialogues and Photos.

Dialogues

“Dialogues” are lines said by characters while the player is interacting with them. Whenever a Dialogue is shown to the player, it is permanently and automatically recorded in the player’s save file. The order in which Dialogues are saved and displayed follow the order in which they are read. The first Dialogue ever seen will permanently hold the 1st position in the saved information.

Dialogues can't be recorded twice. Once recorded, reading the same Dialogue again will not save the line again.






Dialogues Breakdown

Photos

Photos are records of the images photographed by the player in the game. Whenever the player takes a picture using the Camera, the game saves a Photo record that contains the following information set:

- Sprite: the pixel information of what the screen looked like when the player took the Photo.
- Equipment context: which equipment was being used when the Photo was recorded.
- Object captured: the object that was captured by the player.
 - Objects in the game world need to contain a collider/trigger and a descriptive name set to be capturable in a Photo record.
 - The object's collider/trigger that is in the center point of the camera view will be captured.
 - Fallback to center window:
If no object is captured in the center point of the camera view, then the system looks for objects that are in a broader center window, represented by a square Frame. If more than one object is in that window, the object recorded will be the closest one to the player.

Photo	Object Captured
	<p><u>Goblin</u></p> <p>It was in the <u>center point</u> of the camera.</p>
	<p><u>Goblin</u></p> <p>After no object was returned for the center point of the camera, the goblin was captured because it was in the <u>center window</u> of the camera.</p>
	<p><u>Goblin</u></p> <p>It was in the <u>center point</u> of the camera. It does not matter if the tree is closer and in the center window, as the center point takes priority.</p>

	<p><u>Tree</u></p> <p>Even though the Goblin is encompassed by the center window, the tree takes priority because it is <u>closer to the player</u>.</p>
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Unlike Dialogues, Photos can be deleted at will using the button in the Gallery menu:

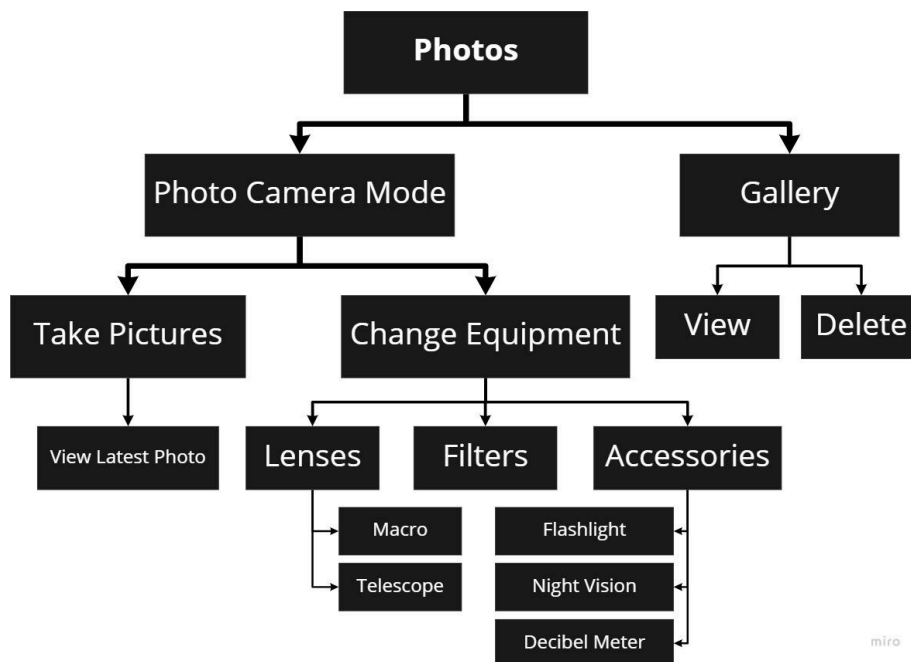
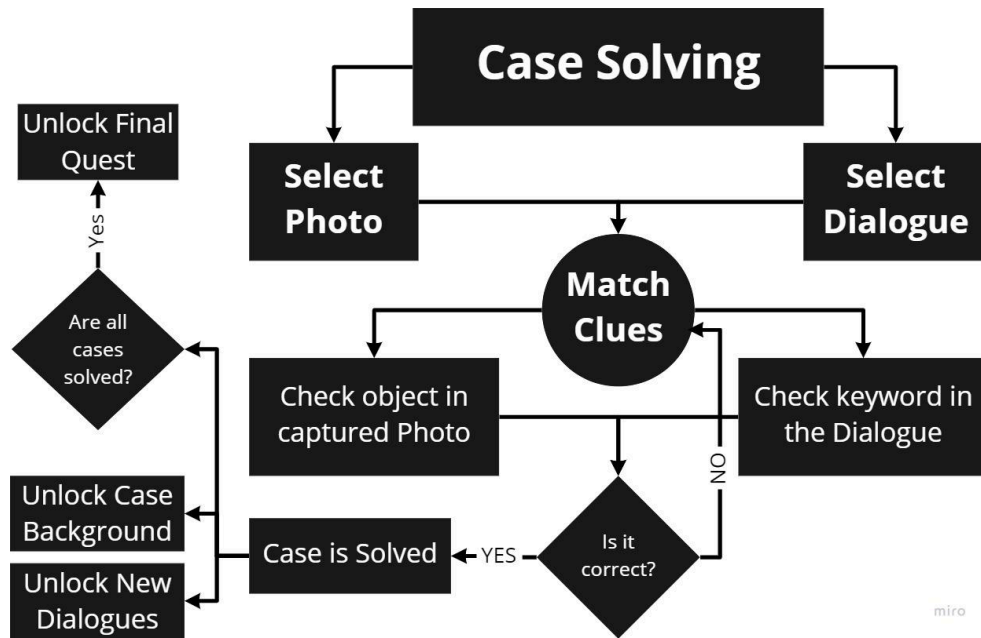


Photo Camera Breakdown

Case Solving

To solve the Case, the player has to match the correct Dialogue line with the a Photo that captured the correct object for that Case:

- The Dialogues are selected by choosing a character and the line from the list of recorded Dialogues that appear.
- The Photo is selected by choosing it from the mini gallery, a grid menu that contains all of the Photos recorded.



Case Solving Breakdown

'Solve the Case' Journal Section

The case solving page consists of 4 sections:

- **Case Window:** quest giver, find, description & Solution
- **Solve the Case:** match dialogue & photo
- **Dialogue:** backlog of dialogues with each character
- **Photos:** snapped photos from the gallery

The screenshot shows a journal entry for 'Case 1: Cursed Fortunes'. It includes a 'Dialogue' section with character portraits for Scientist, Priest, Fisherman, and Bartender. Below it is the 'Solve the Case' section with a 'Dialogue + Photo' interface and a 'Solve' button. To the right is a 'Photos' gallery with several placeholder images.

Note: the system allows for more than one object captured by a Photo or more than one Dialogue. In other words, the Cases can be designed to be solved with more than one combination of Dialogue and Photo, if convenient.

Keywords & Objects

When solving the quests, the player has to match a line of dialogue containing a keyword with a correct object captured through the camera. In the example below, the second line of dialogue is the correct line that should be matched with the photo, which captured the related object:

Priest:

1. We get thousands of visitors each week.
2. But each time they climb the stairs, they feel like someone is **watching** them.



During the gameplay, the journal is used to solve cases by conveniently locating all option on one screen:

Solve the Case	Selection of Dialogues & Photos
A screenshot of a journal page titled 'Solve the Case'. Below the title, there are two sections: 'Dialogue' and 'Photo', separated by a plus sign. Under 'Dialogue', there is a text box containing placeholder text: 'Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec ushadia ns asoid asoj dasj dp[asj pdas.'. An arrow points from this text box down to a 'Solve' button. To the right of the 'Photo' section is a large, empty rectangular placeholder with a dashed border.	A screenshot of the journal interface showing two sections. The top section is titled 'Dialogue' and has a 'Back' button and a character icon labeled 'Scientist'. Below this are three lines of placeholder text in rounded boxes. The bottom section is titled 'Photos' and contains a 3x3 grid of placeholder boxes, each with a small icon in the top right corner.

When the case is solved:

- 'Completed' stamp is added to the entry;
- Additional dialogues and backstory are unlocked;
- If all cases of the story are solved, the final quest unlocks automatically

Interaction

This section describes the interaction with the in-game environment.

Non-Playable Characters (NPCs)

Interaction occurs in the form of dialogues and choices. Every dialogue line is saved in the journal and is later used to solve cases.

Non-living Objects

All environmental objects in the game are created as 3D Models. There is no inventory system to pick up objects and the only way to interact is snapping photos.

Buildings & Environment

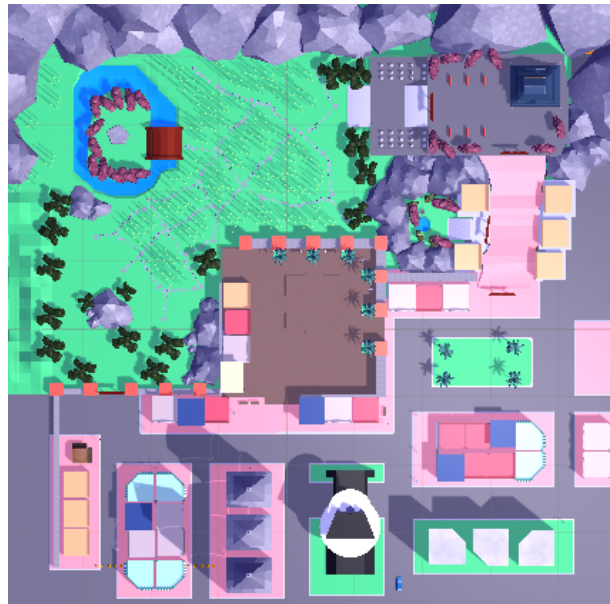
Most of the game's exploration takes place outside, but there are many enterable buildings such as Research Lab, Bar & Temple in the first district, which requires a small loading time to enter.

World Map

The game takes place in a large city, separated by multicultural districts. The map below shows the first district named 'Asia Town' inspired by the Japanese architecture.



Sticky Version



Final Version: Asia Town

Character, Camera & Controls

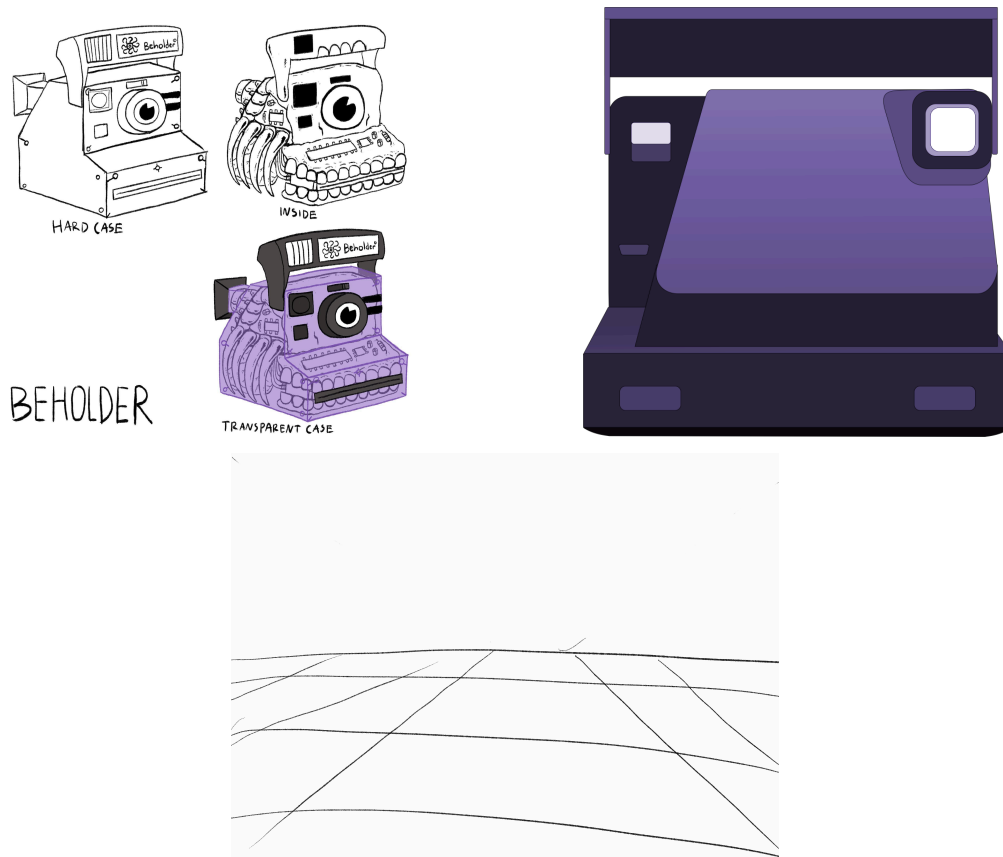
Character

The character of the game is the person playing the game. There is no body and reflections only show the black silhouette. Character customization occurs through the management of the Investigator Page, which serves as an online profile.

Camera

The in-game camera has two modes:

- **Normal first-person view;**
- **Photo Camera Mode** that allows capturing images and reveals extra content based on the progression of quests.



Lenses

- **Normal Lens;**
- **Telescope:** Zoom further away, heavy, for large objects & landscapes;
- **Macro:** Zoom in closer, for small objects;
- **Underwater:** Use the camera underwater;

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- Swivel lens: take pictures sideways to prevent the anomaly from noticing you;
- Fisheye: wide circular view;
- Stereoscope: 3D lens to gain a better depth perception of objects.

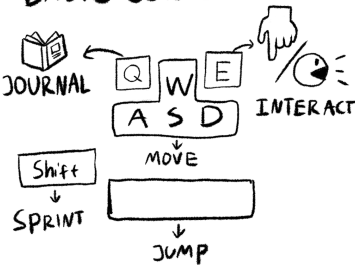
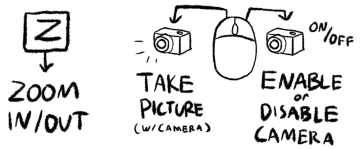
Filters

- **Normal Filter;**
- Night Vision: see things in the dark;
- UV/Skylight: see in foggy areas;
- Neutral Density: see fast-moving objects/entities;
- Polarized: see highly reflective/shiny objects/entities;
- Colored Filters: see specific objects/entities in different color contrasts & temperatures;
- Pixelated: see digital entities;
- Vintage: see ancient cursed objects;
- Chromatic aberration: focus all colors in one point;
- Infrared: negative colors.

Accessories

- **No Accessories;**
- **Flash:** additional light source for capturing pictures in dark environments;
- **Decibel meter:** Sense invisible entities via sound;
- Tripod: See things steadier, but can't move while camera mode is enabled.

Controls

<ul style="list-style-type: none">● WASD Movement● Left Click - Take Picture● Right Click - Enable/Disable Camera● Space - jump● Z - Zoom In/Out● X - Enable/Disable Flash● C - Activate Decibel Meter● E - interact with object/NPC● Q - enter/exit journal	<p>BASIC CONTROLS</p>  <p>CAMERA CONTROLS</p>  <p>YOU MOVE SLOWER WITH THE CAMERA ENABLED!</p>
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Story

Anomaly Selection

Anomaly is a wide term that represents the disturbances around the city. It can be caused either by tangible objects like materialized spirits, or non-tangible objects, invisible to the player's eyes. Some quests require players to either take a picture or have a dialogue with materialized spirits. They are hidden around the world and can only be discovered by collecting enough clues. For the detailed list of all anomalies, please refer to [Appendix D - Anomalies List](#)

First Anomaly - Princess Kaguya



“Kaguya returns to Earth, completely empty of the memories of her past experiences. Her only memories are of the 5 impossible treasures she asked to collect in the past, and of an eternally burning mountain.”

The Princess Kaguya Anomaly is completed by solving 5 cases. The first 4 cases are unlocked by interacting with NPCs throughout the world. The final quest is unlocked by completing all 4 cases and completed by having a long conversation with anomaly and selecting correct responses, based on the completed story.

Development of New Anomalies

There are two development pathways of the new anomalies:

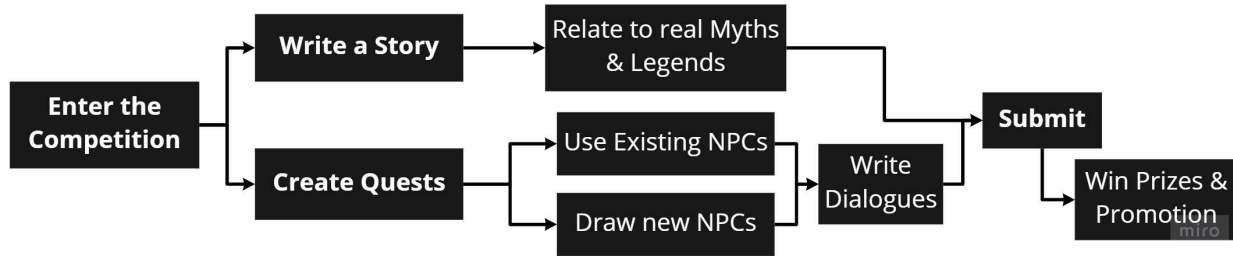
- 1) The game development team handles the full development from story to implementation;
- 2) The community submits stories and art as part of the competition, and the best submissions are further developed by the game development team with a mention of the original creator. Main criteria: quests, story and anomaly.

Investigator Page

Investigator page is a player's profile page, accessible through the Web Browser, or in-game, if the player is connected to the internet. It showcases the player's in-game progress and achievement, allows communicating with other players and promotes interaction through forum message boards to discuss complicated cases, propose their own ideas and exchange opinions.

Community Created Anomalies

Candidates for future storylines are selected based on their popularity, cultural background, ability to integrate them into the game world and possibly by polling the existing user-base to involve the players into development and receive first-hand feedback. All ideas are selected through the competition, judged by community and game developers.



Community Competition Breakdown

Quests

Structure of Quests

The quests are given to the player by NPCs and in-game encounters. They consist the following steps:

1. Find NPC with a question mark on its head;
2. Talk with NPC and unlock the quest;
3. Find and take a picture of the object, based on the keywords in the dialogue;
4. Match the clues on Solve the Case page.
5. When the entry is completed, the game notifies the player if the quest was completed successfully or not. Failed quests prevent players from fully solving the anomaly and locks additional content.

Prologue

When the game is started, the player will be prompted to complete the following actions, before getting the freedom of action. The tutorial quickly shows the basic controls and leaves the rest to the exploration:

Task	Dialogue
Pick up the Photocamera	<ol style="list-style-type: none"> 1. Hello there, welcome to the Anomaly Research Institute. 2. I am the scientist here. You can call me "Scientist" because I am a scientist. You don't need to know my real name. 3. This is your first day here as an Urban Supernatural Investigator. Let me lead your training session here and explain your main responsibilities 4. Anomaly is a wide term that represents the disturbances around the city. It can be caused either by tangible objects like materialized spirits, or non-tangible objects that are invisible to our eyes. 5. Recently, we had a containment breach which caused some of the captured anomalies to break free. Interestingly, there are numerous reports of previously unknown anomalies as well. 6. It is your duty to investigate and learn more about the anomaly, and make sure they don't interfere with our daily lives!

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	<ol style="list-style-type: none"> 7. I left the camera on the desk over there behind you, could you pick it up over there? Let me know if you got it. 8. (Turn around by moving your mouse. Press the WASD keys to move and press the E key to take the camera)
<p>Take a Picture of the Lab Equipment</p>	<ol style="list-style-type: none"> 1. Well, what do you think of the camera? 2. Now I'm going to teach you how to use the camera. 3. You use your camera to take pictures, of course. Take pictures of evidence to solve cases. 4. Also, it's common sense that you have to move slowly to take high quality pictures 5. See my lab equipment behind me? Try to take a picture of it with your new camera. 6. Talk to me when you're done. 7. (Click the right Mouse Button to enable or disable the camera and click the left mouse button to take a picture. You can also zoom in and out by pressing the Z key)
<p>Take a Picture of the Nurikabe</p>	<ol style="list-style-type: none"> 1. Well done. I'm sure I'm not bored seeing my lab equipment every day. 2. Your pictures won't go away on its own, you can check your photographs in your journal by pressing the Shift Key and selecting the Gallery option. 3. By the way, did you notice something when you look around with the camera? 4. Yes, it seems that there was a tame Nurikabe all along watching your training session here! 5. The camera that you're holding right now is not an ordinary camera. We call it The Beholder. 6. The Beholder is our special camera that can see anomalies, invisible to the human eye. You can take pictures of them with The Beholder. 7. As a part of your next training session, take a picture of the tame Nurikabe in the lab and talk to me after you take the picture of it.
<p>Solve the Case</p>	<ol style="list-style-type: none"> 1. Great job. I guess you noticed the Nurikabe, hm? I think it's pretty cute. 2. Here's your last lesson... Are you ready? 3. ...AAAAHHH!!! I saw an anomaly that looks creepy!!! 4. Quite a performance, hm? That's how most people show their genuine fears when they got surprised by anomalies 5. When providing evidence, you have to show the context & the image. When an event happens, people these days want to see pictures or it didn't happen. 6. I'm assigning you a test case for your next task. Try to solve it by matching that dialogue where I screamed with the picture of a Nurikabe that you've just taken. 7. (Press the Shift key to open your journal, select Case, and match the dialogue with the corresponding picture) 8. Congratulations! You've completed the case. Now it's time to conclude the training session. 9. Remember, this is the test case which means that the real cases would be more difficult than this. 10. I've just heard a new report about a new anomaly around the East Temple area. Great timing, this will be your first mission that I can assign to you. 11. Now, off you go. Best of luck to you!

Quest 1 - Cursed Fortunes:

Quest Giver: Scientist at the Research Lab.

Find: The hidden words.

Description: I learned that the fortunes at the temple scare the visitors. Time to investigate if the inscriptions show the full truth.

[Appears after solving the case]

Background: In the tale of the princess destined to leave our world, there were many men that desired to marry her. To drive the persistent men away, she gave them tasks to find treasures that couldn't be found. Some said that she just wanted to be left alone... Perhaps, what she really wanted was to find someone who can overcome the impossible, who could've found a treasure that never existed and protected her from being taken away. To resist the supernatural, an ordinary human has to overcome the impossible.

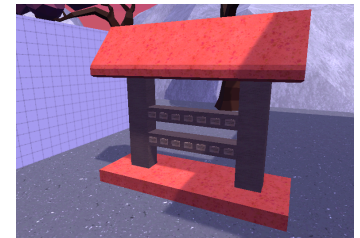


Photo: Omikuji Inscription [requires a Macro Lense]

Dialogue: 9, 13 or 14

Choice	Line By Line Dialogue
[Introduction]	<ol style="list-style-type: none"> 1. I went to a restaurant recently, but couldn't order anything because of this annoying font on the menu... 2. *Sigh*... also, an obnoxious fisherman kept yelling and bleeding all over the place.
[Introduction] After case is solved	<ol style="list-style-type: none"> 1. So, you found what the inscriptions really said... Only treasures heal a broken heart. 2. This anomaly expects us to find them. They seem to mean a great deal to it. 3. We can be certain that this anomaly used to be human. Or something close to one. 4. Only beings of our world can be so attached to possessions. 5. However, it can just be a means to the end. Possessions can be used to deceive.
[1] Why are you fidgeting so much?	<ol style="list-style-type: none"> 1. All of my subjects ran away recently, so I am testing the drugs on myself now. It's been a hell of a week. 2. These pests kicked me out from my own lab... DO I LOOK LIKE I NEED FRESH AIR? 3. Why? Well, I tried to attach a prosthetic arm to a passed out guy. 4. I had to cut off his real arm first, but he wouldn't need a prosthetic if he still had both!
[2] Good to know. Anything interesting to report?	<ol style="list-style-type: none"> 5. Interesting? In this place, it's one mundanity after the other! 6. Anything worthwhile only happens in my lab. Feel free to join me anytime, my little guinea pig... 7. Wait, did I say it out loud? 8. Before the incident, they mentioned a fortune drawing thing happening at the

	<p>temple.</p> <p>9. You throw in the money and get an omikuji, a wooden pluck that predicts your luck.</p> <p>10. If it's bad, you leave it behind by hanging it on the stand. If you're satisfied, you take it with you.</p> <p>11. Such a commercialism... That priest at the temple must be rolling in it...</p>
<p>[3] What is the incident about?</p>	<p>12. Normally, there is a balanced number of fortunes at the shrines.</p> <p>13. But no matter what kind of luck the visitors get, they report feeling an ominous aura coming from it.</p> <p>14. Like there is a different meaning behind the written words.</p> <p>15. Human eyes might fail to perceive that reality, but you have the Beholder, a supernatural set of eyes.</p> <p>16. What I wouldn't give away to crack this thing open...</p> <p>17. Hold on, why are you leaving?</p>
<p>[End] See you later. Please, don't OD before my return.</p>	

Quest 2 - Pearl for Dinner

Quest Giver: Fisherman in the Food District

Find: A fruit that broke Fisherman teeth

Description: A fisherman with a few broken teeth told me a story about the sea dragon and a mysterious apple.

[Appears after solving the case]

Background: One of the treasures that the princess ordered to find belonged to a sea dragon. Instead of starting the journey, the prince gave gold to his servants and threatened them with death should they return without the dragon's pearl. When all schemes failed, the prince hired a small boat and left the harbor. The dragon recognized their evil intention and punished them with storms and thunder. On the verge of death, the prince fell on his knees and begged the skies and the sea to forgive his evil deeds. His apology was accepted and they were allowed to return back to the shore. Unwilling to risk his life he never visited the princess again. If he couldn't go to such length, would he ever be able to save her?



Photo: Marble Apple

Dialogue: 9 & 14

Choice	Line By Line Dialogue
[Introduction]	<p>1. Man! Last time I felt so bad was when I fell into a freaking crab's net!</p> <p>2. I really need a drink right now...</p>

<p>[Introduction] After case is solved</p>	<ol style="list-style-type: none"> 1. So, you also took a look at that apple? 2. Come to think of it, it's quite a beautiful thing... unless you try to bite it. 3. The owners told me the full story, but I'm too drunk to remember it. 4. It seems like there were 5 princes that looked for the treasures. 5. All of them failed and one of them died. 6. Who is to say that they didn't truly love that girl...
<p>[1] Your face is covered in blood. What's wrong?</p>	<ol style="list-style-type: none"> 1. My jaw hurts like hell and a few of my teeth are broken. Just from biting a fruit! Can you believe it? 2. Who the hell puts food-shaped antiquities at the dining table? It's obvious that a drunkard can't tell a difference! 3. I should've gone to a normal bar... But the girl there is really weird. 4. Instead of apologizing and offering me free booze, the owners just told me a story behind this damn thing... 5. While rinsing it from my blood... Who does that? 6. Apparently, it belonged to a sea dragon!
<p>[2] Do you believe in these things?</p>	<ol style="list-style-type: none"> 7. Even kids know that dragons aren't real... unlike Krakens and Sirens. 8. You see, I met both of them in my long life as a sailor. But, for some reason, I only see them after emptying a keg. 9. It's an old story of a rich prince trying to steal a pearl. He threatened his servants to do it for him, but they just ran away. 10. He had to embark on the quest by himself. Just to meet storms and thunder the moment the shore was behind him. 11. The sea hates people with impure motives... I experienced that myself. 12. Only the fear of imminent death made him apologize. His life was spared and his journey ended. 13. He lost a chance in love but matured in the process of finding it.
<p>[3] How is it related to the thing you ate?</p>	<ol style="list-style-type: none"> 14. The marble apple at that restaurant, crafted to represent the pearl necklace of that dragon, reminds us of the importance of dignity and good intentions. 15. Unfortunately, I really enjoyed that story, so to hell with my hatred. Also, I'm hammered. 16. Come to think of it... maybe it wasn't a dragon but a Kraken... The story makes sense now! 17. I need to look at that thing again. Might what that priest meant by enlightenment.
<p>[End] You should go to the hospital now. See you.</p>	

Quest 3 - Caring Flames

Quest Giver: Bartender in the Bar

Description: A bartender keeps seeing supernatural things. She obsessively mentioned an animal covered in flames.

[Appears after solving the case]

Background: A fur that couldn't be burnt belonged to a mysterious mink, located somewhere in China. The prince with the largest wealth, instead of traveling to the distant land himself, promised a large reward to



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his network of merchants who would find it. One of the traders found the fur at some temple and purchased it for a vast sum. When the princess received that treasure, she was shocked. Maybe, someone managed to overcome the impossible. She threw the fur into flames, but it burnt to ashes like any other fur. Speechless, the prince left the room and never came back.

Photo: Fire Rat

Dialogue: 10 & 12

Choice	Line By Line Dialogue
[Introduction]	<ol style="list-style-type: none"> 1. Who do we have here? Another young plaything that found its way into my bar? 2. Are you about to soften my mood and smitten my heart?
[Introduction] After case is solved	<ol style="list-style-type: none"> 1. I knew that this mouse was real! 2. I finally remembered his name... He called himself Fire Rat. 3. Wait a second... a rat... I AM SCARED OF RATS!
[1] Any unusual rumors going around?	<ol style="list-style-type: none"> 1. Oh my! Another collector of mysteries. Another mind as crazy as mine. 2. A delicious treat for this boring day. 3. You want to hear the latest rumor? 4. Make sure that the tingly feeling in your spine that you are about to get will still let you sleep at night. 5. Supernatural things always happen, we just fail to notice them.
[2] Have you ever experienced anything like this?	<ol style="list-style-type: none"> 6. Maybe I did... 7. Sometimes, a client would order a drink, talk with me and peacefully sip it. 8. Next second, I blinked, and the client vanished... The drink was still full. 9. I pout and the world tries to make me smile. Some animal appears, but it doesn't talk.
[3] What kind of animal?	<ol style="list-style-type: none"> 10. It looks like a tiny mouse with fur and tail covered in flames. It told me its name and its story, yet it slips from my memory. 11. I'm a lot like a kitten pitied by its prey. It wants me to chase it, but I never am. 12. It hides behind the nearby tree, waiting for me to smile and draw out my claws. 13. This animal is bad at hiding, but no one seems to care if it's there. 14. If this is a hallucination of my own, I just wish there was a way for me to remember its name...
[End] I will come back soon for another drink.	

Quest 4 - Glowing Bowl

Quest Giver: Priest at the Temple

Description: An annoying priest lectured me about enlightenment. He did mention an interesting item. Maybe I should check some souvenir shops.

[Appears after solving the case]

Background: The buddha bowl was made of stone, yet it could lit an entire room. Another artifact, hidden in a faraway temple. Instead of going on a journey to find this treasure, the prince hid in the nearest mountain and waited there for three years, pretending to visit India. He came back with a fake bowl and the princess immediately figured out its ordinary nature. She could see the real being behind the facade of that prince, a greedy person who only wanted to have someone no other man could get.

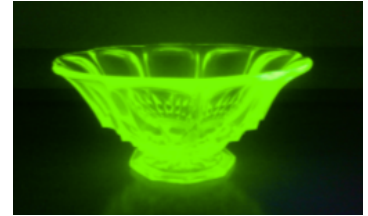


Photo: Glowing Bowl at Souvenir District

Dialogue: 8, 9 & 11

Choice	Line By Line Dialogue
[Introduction]	<ol style="list-style-type: none"> 1. Are you yet to shukke, child? 2. How many more mysteries need to be solved for you to find enlightenment?
[Introduction] After case is solved	<ol style="list-style-type: none"> 1. I see that you finally found enlightenment! 2. Wait, this isn't it... Just a picture of a glowing bowl. 3. Are you trying to make a statement? You should know that without embarking on any journey, without a goal to change who you are... 4. Taking this picture is no different from what the prince did. 5. Patience to get what you want is not a path to enlightenment, if it's guided by wrong intentions.
[1] What if I already achieved enlightenment?	<ol style="list-style-type: none"> 1. Is that so? We possess no scales to measure enlightenment, but the change in an individual who reached it is clear as day. 2. The thirst for worldly desires dissipates, and it reflects on one's soul. 3. You don't show it by wearing old dusty robes, but by a different reflection in your eyes. The one of understanding. 4. You believe that your camera is a core part of who you are. Your eyes are used to seeing the world through its lense. 5. A possession, which can't be relinquished won't let you take another step. Your mind is preoccupied with the next photo.
[2] I do what I always wanted. What is bad about it?	<ol style="list-style-type: none"> 6. Desire to always do what you want... it reminds of a certain prince. Lately, this story has been on my mind. 7. His wealth was unparalleled but he yearned for a woman no other man could get. 8. She ordered him to travel to a distant land and find a sacred bowl of Buddha. 9. Somehow, this ordinary thing made of stone could glow day and night. 10. This woman gave an impossible task to either drive the man away or make him prove that he could alter her destiny. 11. He took an easy way out, hid for three years in the nearest mountain and brought her a fake bowl. The kind you get in souvenir stalls. 12. You are different to that man since he never put up any effort. However, both of you live

	<p>by pursuing something for the wrong reasons. 13. His was of greed, yours of escape...</p>
<p>[End] I will look for enlightenment elsewhere.</p>	

Quest 5 - Lonely Princess

[The final quest is received after completing quests 1 to 4]

Description: After uncovering the mysteries, my journal revealed the location of the mysterious being. A girl in the bamboo forest is the anomaly. I have to talk with her and tame her spirit.

Note: if the incorrect Sub Choice is selected, the dialogue ends and has to be initiated again. If the correct Sub Choice is selected, the next Main Choice is unlocked. When all 3 main choices are correctly completed, the [END] dialogue becomes available.

Main Choice	Line By Line Dialogue	Sub Choice	Line By Line Dialogue
[Introduction] If cases are NOT completed	<ol style="list-style-type: none"> 1. ... bamboo always feels so warm. 2. You are searching for something... Please, come back when you find them. 	-	-
[Introduction] If cases are completed	<ol style="list-style-type: none"> 1. ... you are different from the rest. 2. You have something I wanted a long time ago. 	-	-
[1] I brought the treasures you looked for. What is their purpose?	<ol style="list-style-type: none"> 1. Treasures? I can't say for certain... 2. There were men that desired me. Not for myself, but for the unattainable prize that I was. 3. By looking for treasures that never existed, I hoped they would give up on me. 4. Instead... they lied and deceived. All of them lacked the most important thing... 	Status	<ol style="list-style-type: none"> 1. All of them were of the highest social status already. My grandpa wouldn't have allowed anyone else... 2. ... help me find the real reason.
		Effort	<ol style="list-style-type: none"> 1. You might be right... I knew that one day, the people from the moon would take me back. 2. Building more attachments only led to more people hurting from our eventual parting. 3. I never intended to give any of these men a chance... but deep inside, I hoped they could overcome these odds. 4. Enough, to overcome our destiny without a happy end.
		Patience	<ol style="list-style-type: none"> 1. It doesn't seem right... All of them waited for years to deceive me...

			<ol style="list-style-type: none"> 2. ... help me find the real reason.
<p>[2] Why do you keep looking at the moon?</p>	<ol style="list-style-type: none"> 1. The moon feels different from what I remember. 2. It used to grow in size, getting closer and closer to the place where I lived... 3. Reminding me that the moon people would take me away from my parents. 4. I didn't belong to this world, but there was one man. 5. The emperor of the land, who loved me enough and wanted to go through all lengths to get me to stay. 6. I always wondered, what made the emperor different from the rest of the men? 	<p>He promised protection</p>	<ol style="list-style-type: none"> 1. I always knew that no army could stand against the moon people. 2. It was something else that other men didn't have... 3. ... help me find the real reason.
		<p>He owned the whole country</p>	<ol style="list-style-type: none"> 1. All of the men were wealthy, including my own family. 2. It was something else that other men didn't have... 3. ... help me find the real reason.
		<p>He really loved you</p>	<ol style="list-style-type: none"> 1. ... I always wanted it to be true. 2. When we first met, he just grabbed my arm, thinking I belonged to him. 3. But, after a while, his sincerity got through me. 4. In the deepest part of my heart, I hoped that if this is love. 5. Then it must be strong enough to protect me from being taken away. 6. But, in the end, I caused nothing but pain.
<p>[3] What happened in the end?</p>	<ol style="list-style-type: none"> 1. As expected, the moon people came and took me away... 2. I always knew that it would happen on the 15th of August and accepted it. 3. If I couldn't handle eventual parting from my family and love, I couldn't ask the same from them. 4. The emperor gathered 2000 troops but they couldn't resist supernatural powers. 5. I was taken away, but before our parting, I gave the emperor half of my potion. 6. A potion of immortal life. Hoping that he would wait for me... 7. When I looked at the Mountain Fuji... I knew that he never drank it. 	<p>The potion would poison him</p>	<ol style="list-style-type: none"> 1. ... 2. He knew that I would never do him any harm... 3. ... help me find the real reason.
		<p>Immortality would only bring him pain</p>	<ol style="list-style-type: none"> 1. I told him the truth from the beginning... That when I'm taken away, all my memories would vanish. 2. He couldn't wait for someone who forgot all about him. 3. He couldn't believe that I'd be able to recover my memories. 4. He knew that this potion would lead him into an eternity of waiting in vain. 5. This potion could open so many doors for him, so many experiences. 6. Yet, he rejected it all, believing that I will always stay in his memories. 7. And this sharp pain in his chest will never cease to exist. 8. I came back, but the emperor is gone...

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	<p>8. Why did he refuse to accept my gift? Why couldn't he wait for me?</p>		<p>9. What is here for me now?</p>
		<p>He enjoyed life the way it was</p>	<ol style="list-style-type: none"> 1. His eyes told a different story 2. When he looked at me, I knew that our parting would break him... 3. ... help me find the real reason.
<p>[END] You should go back to where you belong.</p>		<ol style="list-style-type: none"> 1. I always feared to return to the moon, to lose everyone I loved, everything I held dear. 2. Without love, this world is just like any other. 3. I need to find new 'love'. Somewhere else. 4. The future. Or the past. 	

User Interface / Screens

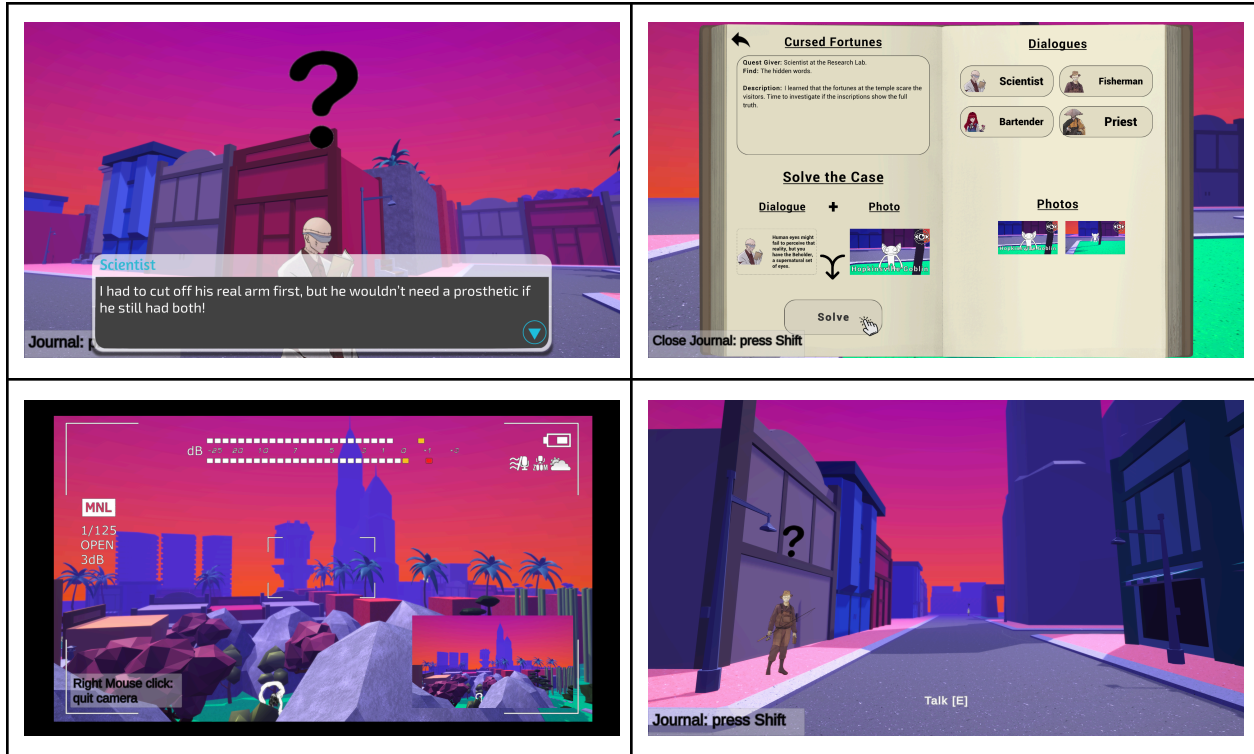
<h2>Title Screen</h2>	
<ul style="list-style-type: none"> ● Play <ul style="list-style-type: none"> ○ Select the First Story ● Settings ● Help ● “Investigator Page” ● Exit 	

<h2>In-Game Menu</h2>	
<ul style="list-style-type: none"> ● Game Logo ● “Play Now” Button ● “Settings” - controls, screen & text ● “Exit” 	

Gameplay Screen

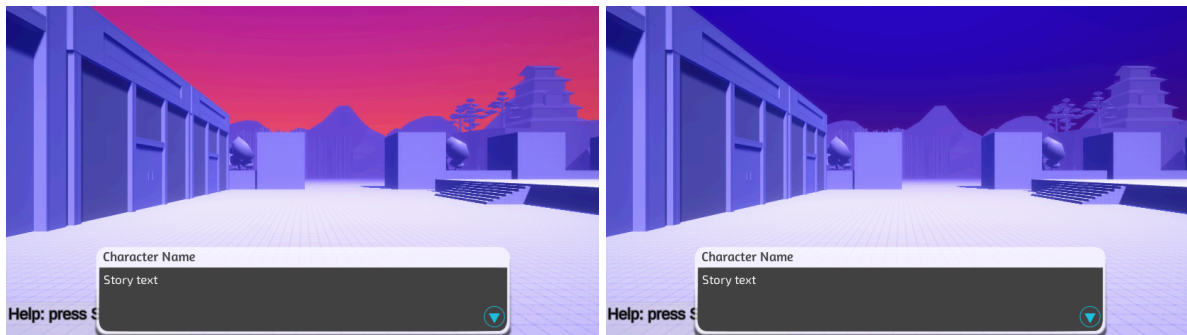
For the detailed explanation about aspect ratios and screen scaling, please refer to: [Appendix C Aspect Ratio](#)

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Post Processing

Unity's Universal Rendering Pipeline (URP) is used to enable Post Processing which is vital to make further environmental polishing. A subtle Bloom effect & Bokeh effect is added to the camera. We also modified the ambient lighting color to dark purple to match the mysterious mood of the game. With the rendering pipeline being set up, we are able to build shaders with Shader Graph, a node-based shader visual editor. One of the examples of shaders that we made is the procedural skybox which could be set dynamically. Day and night change within the game with the in-game time system.



Level & Quest Design Tools

Unity: Game engine

Fungus: Dialogue system

Cinemachine: Camera system

Probuilder: Level design & grayboxing tool

Adobe Photoshop & Procreate: 2D Assets

Blender 2.8: 3D Assets

Git & Sourcetree: Version control

Asset List

To view all 3D Models please refer to: [Appendix B Asset List](#)

- Game Objects:
 - **2D “Billboard” Characters:**
 - Scientist
 - Bartender
 - Fisherman
 - Priest
 - Kaguya
 - **3D Buildings:**
 - Souvenir Store (Japanese Style)
 - Skyscraper
 - Regular City Buildings
 - Restaurants Temple
 - Convenience Store
 - Clothing Store
 - Parking
 - City Square
 - **Accessories:**
 - Omikuji (japanese fortune)
 - Gravestones for Graveyard
 - Bench
 - Street Lamps
 - Clothing Racks
 - Reception Desk
 - Lab Equipment
 - **Environment:**
 - Cherry Blossom Tree
 - Bamboo Tree

- Normal Tree
- Stepping Stones
- Ladder
- Long Stairs
- Pond
- Cliffside
- Fence
- Music - 6 minute cassette futurism soundtrack
- Writing
 - Quest Scripts
 - Story & Background
 - Dialogues
- For the full list of anomalies: [Appendix D - Anomalies List](#)

Glossary

Case:

Cases are like "quests" in the game. The game is based on completing major cases which the game ends after completing a major case. A Major case would require the player to gather 5 clues and capture a major anomaly at the end of the case. Minor cases are small quests which require the player 0-3 clues and capture a minor anomaly.

Anomaly:

An anomaly is a sentient or non-sentient being that disrupts the balance of the world. Based on recent reports, they took the physical appearances of figures from traditional folklore, urban legends, & ancient mythologies. They can be captured by using The Beholder, a special camera developed by the Anomaly Research Institute. Photographed anomalies can only be captured in a peaceful state which is why conversation skills are required for every Urban Supernatural Investigator. Otherwise, the photographed anomaly will be enraged & break out of the picture to escape.

Phenomena:

An event or environmental disturbance caused by an anomaly. Major anomalies mainly cause catastrophes in the game.

The Beholder:

The Beholder is a special camera developed by the Anomaly Research Institute that are assigned to each Urban Supernatural Investigator. The camera can see & capture anomalies. No one knows exactly how they were built or found. If anyone tries to disassemble the Beholder, it will automatically self-destruct. Rumors said the camera's retina is made of a literal retina of an anomaly which allows the camera user to see anomalies but no one has been able to prove or disprove that.

Characters:

Characters are NPCs in the game which the player can interact with to interview for clues, listen for cases, trade items, etc. Most characters can be seen without the camera and some of them can only be seen by using the camera. They can't be captured by taking a picture of them.

Appendix List

[Appendix A User Research](#)

[Appendix B Asset List](#)

[Appendix C Aspect Ratio](#)

[Appendix D - Anomalies List](#)