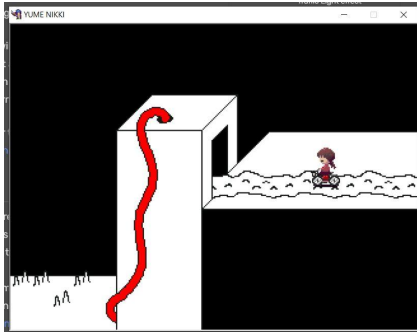


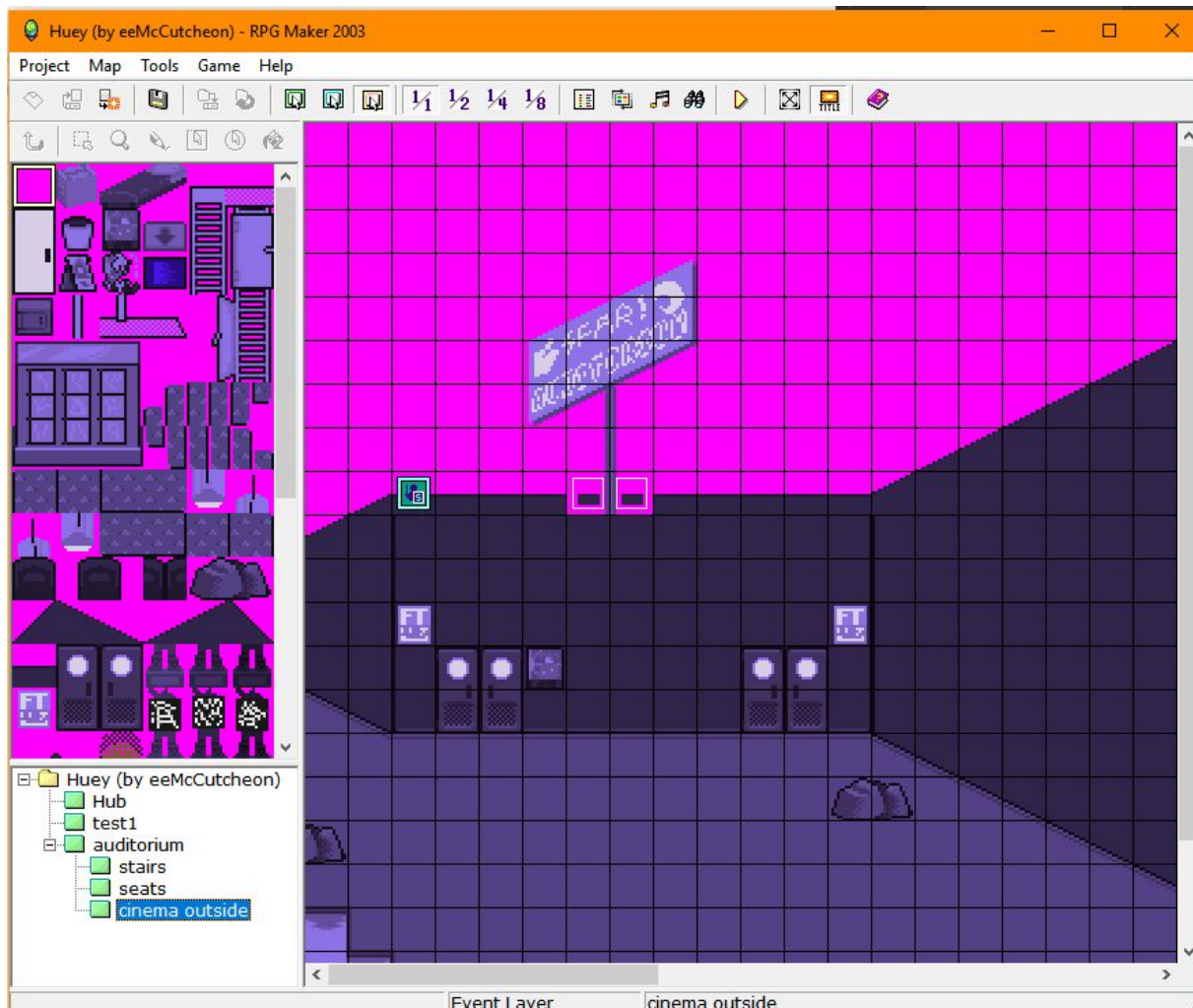
# Exploratory Practice Interim 1

An interactive playable atmosphere. The viewer can play a character and move through different spaces in game, which are both: imagined, fantastical environments, and recreations of areas i frequented in my first year of university during the dusk of COVID.

I plan to create this game on RPGMaker2003, a software that a lot of early indie games used. It is easy and usable with little to no coding experience so i am confident it is not over achievable.

My main influences are similar games made on the same engine which i will use to inform my game's pace, format and mood





[https://miro.com/app/board/uXjVPq9QnU=/  
q9QnU=/](https://miro.com/app/board/uXjVPq9QnU=/)

scrap book,  
collage, diary,  
documenting,  
graphic design  
style

pull art  
from  
persona  
entries

pixel game design

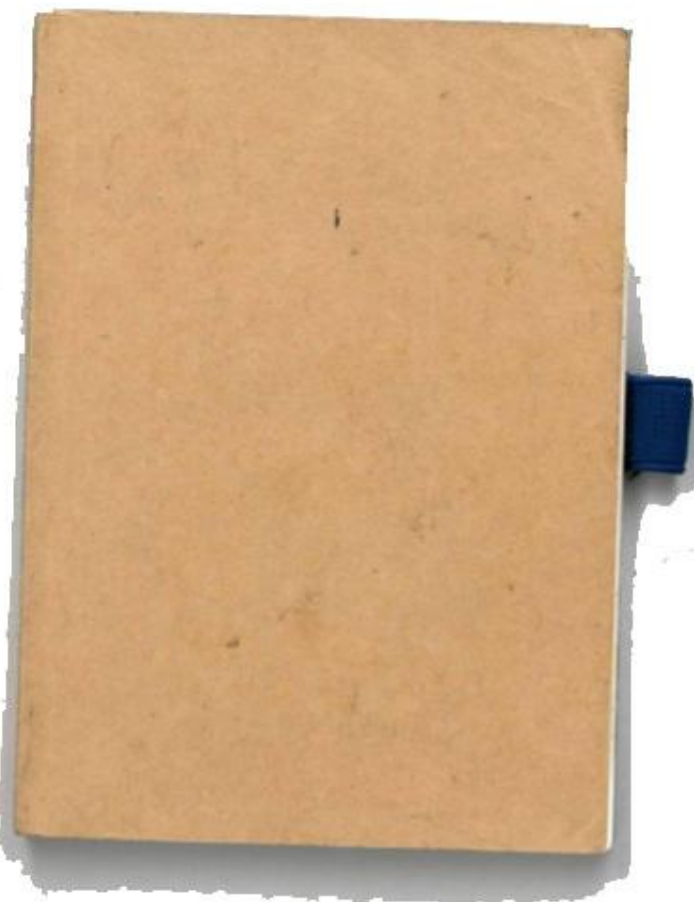
character design

airbrush art. imitating  
early computer graphics

pixel art. plan on gridded paper

graffiti art. urban  
environments

personal interests,  
symbolism in  
game



## SYNOPSIS.

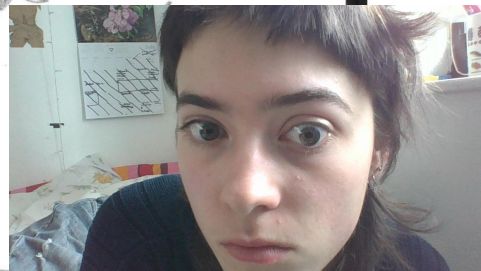
NAVIGATING A  
SERIES OF  
EMOTIONS  
AND ENVIRONMENTS  
AS THIS CHARACTER  
BATTLES: CHANGE,  
ADULTHOOD,  
LONLINESS,  
COVID,  
IDENTITY  
ETC.

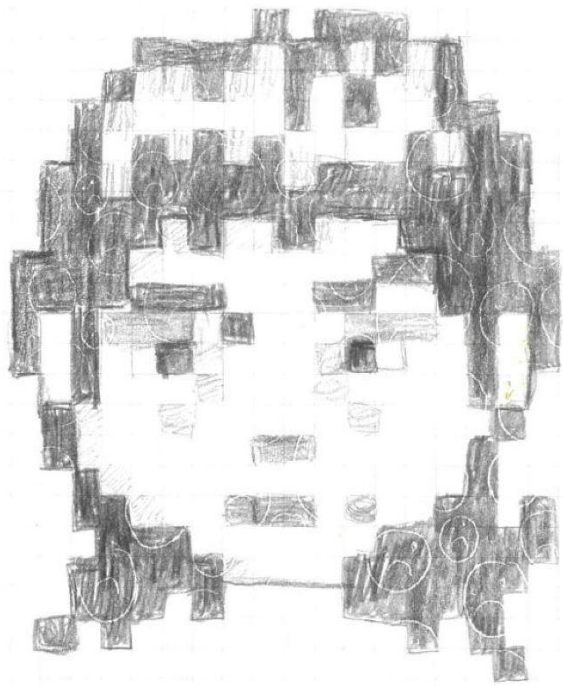
BOTH A GAME  
AND A  
DIARY ENTRY.



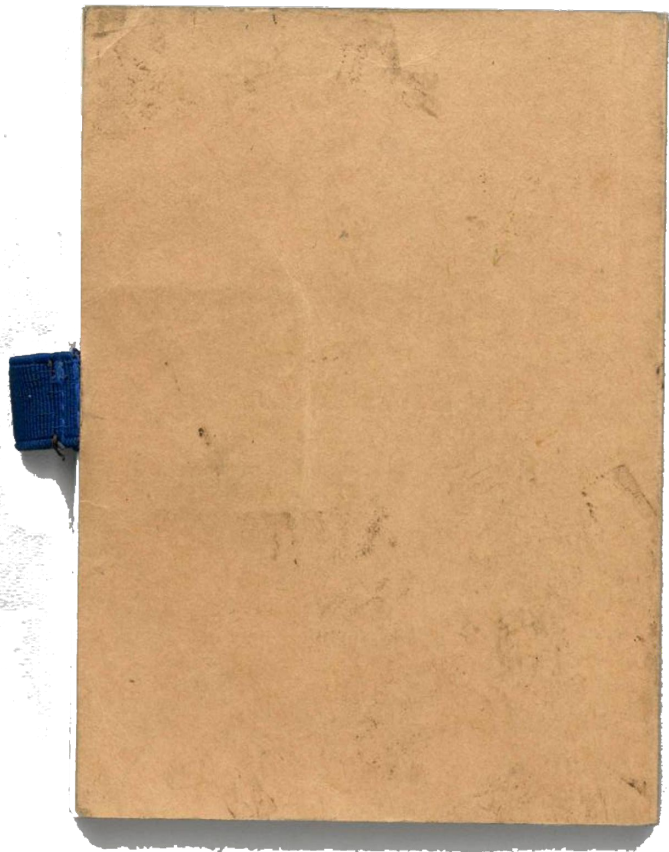












I will use sound effects when interacting with objects

