

And in that moment

♥ IT TOOK A MINUTE a Parabolic Emotion; I never got a second attempt

Please enjoy this bonus paper game that you can play with co-workers, family, friends, or even enemies...? !

Game Name Underocean She Feels She Might Drown but She Took a Class on Dying in High School and Doesn't Think it Fits Her Career Motivations

You Will Need

3-5 players, two D6s, a pen and some paper, social anxiety.

What's the Game? You are a group of student game developers showcasing your game at an event.

Designing the Game Pass the paper around a few times, with players writing one sentence each and then folding the page back to hide what's been written so far. Once every player has written a sentence, move on to the next topic or start presenting!

Some topics to write about could include an elevator pitch, a brief plot synopsis, a list of features, modes of interaction, etc.

Alternatively, each player writes a sentence on their own piece of paper. Pass these papers around, writing

a sentence each to expand on the idea. Once the players get their original piece of paper back, move on to the next topic or start presenting!

Pick a Presenter Each player rolls the two D6, and adds their numbers together. The player with the highest number is the presenter.

Alternatively, choose the presenter some other way i.e. a staring contest, rock paper scissors, or having the group just pick someone arbitrarily!

Presenting The players who aren't presenting now take on the role of an audience at the event. The presenter goes through the design paper(s), attempting to explain the game to the audience.

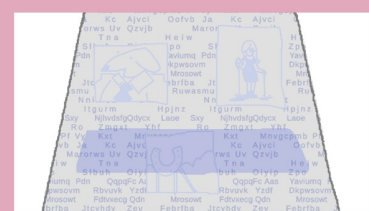
Once the presenter is finished, the audience must each ask them a one sentence question regarding the game.

If the presenter doesn't have a good answer to a question, they must instead make up some convincing sounding corporate-speak to handwave it away. -K

Prescription has an unintentional aesthetic theme of disembodied hands.



Originally, the three games were separate executables. I bundled them and created a title screen for submission to the Gamebridge student game festival.



There's some hidden references to things I like such as Wallsocket by Underscores and Francine's Faux Pas by Evilkid Comics.



The games use a lot of artistic elements like photos, scans, 3D...



Kimera Royal
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i love you! ♥

I knew I'd stop dreaming

Wherein She Completely Writes a Postmortem;

A Parabolic Emotion from Process to Retrospect

Making the Anthology

I made Parabolic Emotion for my final project at university as part of my Bachelor's degree. As anyone can tell you, that whole process is stressful and tough, but I got through it in the end.

The title screen is the last thing I made. I packaged the three games into one executable to submit them to an event, but the menu I made was a bit rushed. In the week between getting accepted and locking in the showcase version, I did a style study on some old console BIOS menus and think I got a nice vibe going.

Video Game Poetry

Designing games to create poetic effect was the subject of my dissertation, and through it I saw how one concept can be interpreted in many different ways.

If you are interested in reading about this, I found the book "Game Poems: Videogame Design as Lyric Practice" to be a great introductory point. I really appreciate it stating that the lens of lyric poetry is just one way of approaching poetic design.

Sharing Your Work

Things like marketing and self promo are tough for me. There's totally an audience for weird art, but it can feel tough to know where to start! I'm very jealous of all the people who can make cool art AND play the social media game.

Events are tough, too. I learned a lot from showing the anthology off at an event recently, so hopefully I do better next time. It feels kind of bad when people like what you've made, but it doesn't draw in crowds. Maybe this is a flaw of taking things that aren't trying to be fun to events. Humbling!



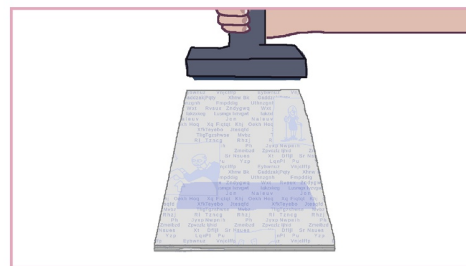
Thematic Design

A big part of these games was trying to convey themes through mechanics. I had some central themes which I tried to design around, but I tried to make the experience loose and interpretive.

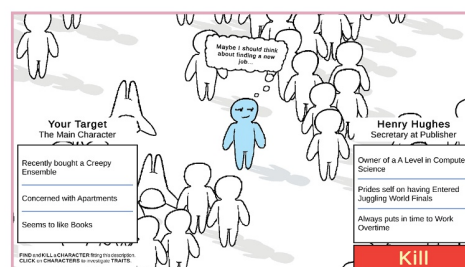
Obviously, there are direct elements like the estrogen pills in Prescription, but I think it's nice to design something where everyone comes away with some different interpretation. That made for some really fun conversations after playtesting sessions.

Do Cool Things With Your Friends

I couldn't make anything without my loved ones! I have lots of people who have supported me. Directly, Lyzoan drew a lot of sprites for Dressup and perfectly understood its vision, and Beatrice Timken was kind enough to contribute a written poem to feature. -K



Idea generation was hard at first. I spent weeks with bad blank page syndrome!



I eventually found a way to get my brain going, but the time pressure was stressful!



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