

A dark, purple-tinted background image of an astronaut in a full space suit floating in space. The astronaut is on the left side of the frame, facing right. The suit has 'NASA' visible on the chest. The background shows a dark, textured surface, possibly a planet or moon, with some light reflecting off it.

BRIGHT VOID PHASE 2

WHITEBOARD GAMES
FINAL PRESENTATION

A dark, monochromatic image with a purple tint. On the left, an astronaut in a full space suit is shown from the side, floating in space. The suit has a NASA logo on the back. To the right, a large, detailed crater or celestial body is visible, showing craters and ridges. The word "BRIEF" is centered in the middle of the image in a large, white, bold, serif font.

BRIEF

Create a game to tackle
social rejection

Ensure feelings **remain ambiguous**

Provide a means of
reflection and **resilience**

Platform

- “Pick up and play” – PC, **Mobile or Tablet**

Number of Players

- 3 players minimum with multiplayer (local or **online**)

Game Length

- Duration appropriate to design: multiple moments for rejection and building resilience

Target Audience

- Adolescents (11-16), male & female, emotionally vulnerable / sensitive to rejection

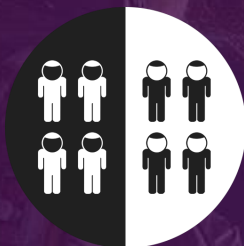
Additional Requirements

- Casual, easy to play (narrative optional)
- Capture in-game data for later analysis

An astronaut in a full space suit is shown in profile, floating in space. The suit has a NASA logo on the back. The astronaut is positioned on the left side of the frame. In the background, a large, dark, cratered celestial body, likely the Moon, dominates the right side of the image. The overall scene is set against a dark, starry space background. The text 'PHASE 1' is overlaid in the center in a bold, white, sans-serif font.

PHASE 1

2 Teams



Limited
Communication



2 Ships



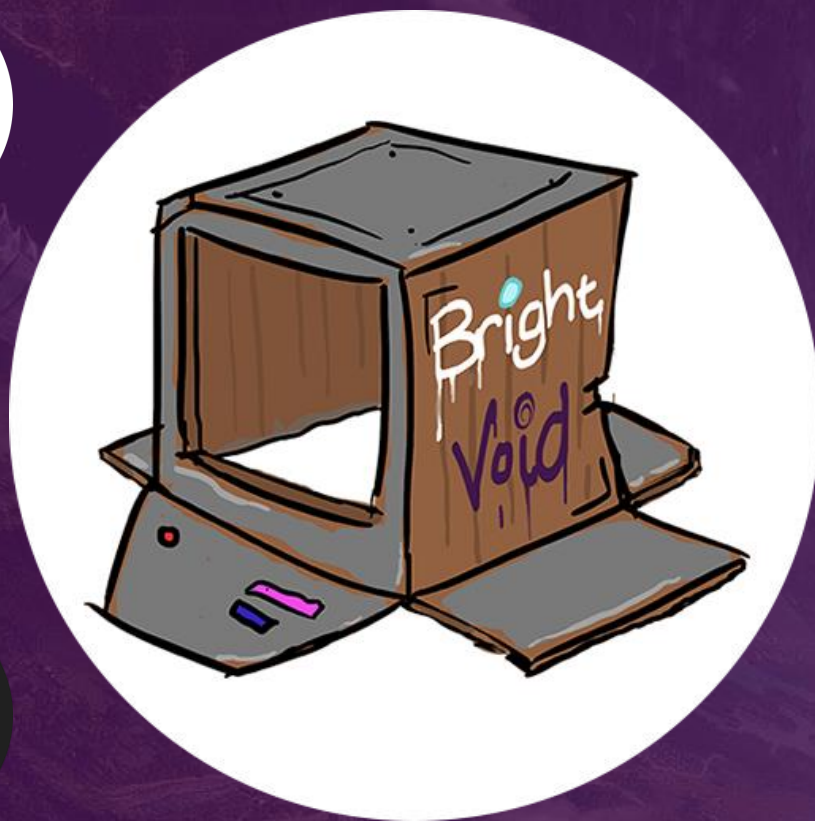
Buffs &
Debuffs



8 Players



Team
Anonymity



Gather fuel and refuel your team's ship

OLD GAME

tinyurl.com/BrightVoidAlphaVideo

Feedback from client playtest session

- Multiplayer aspect was good
- Fun atmosphere
- Controls were good

- Too fast
- Too casual
- Too much information onscreen
- User interface was very unclear

The feeling of rejection was lost.

A NASA astronaut in a space suit is shown floating in space. The astronaut is wearing a helmet and a suit with "NASA" visible on the chest. The background is a dark, purple-tinted image of a planet's surface, possibly Mars, with a large crater visible on the right side. The overall scene is set against a deep purple gradient.

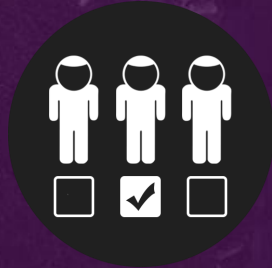
REDESIGN



**Team
Structure**



**End of Round
Information**



**Voting
System**



**End of Game
Statistics**



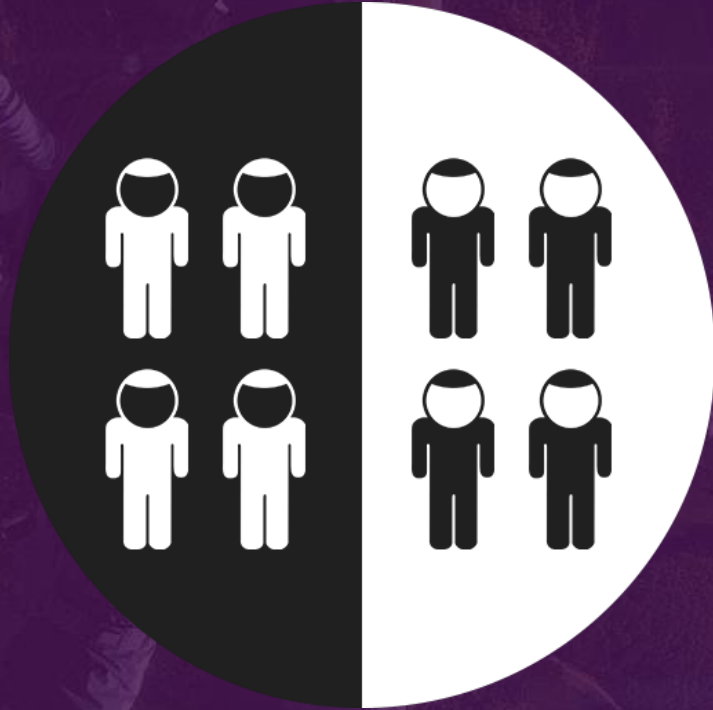
**Communication
System**



**Player
Usernames**



**Round
System**



Scrap the team system

Anonymous team system proved too confusing and the end goal to reveal your team at the end of the game was not particularly meaningful.



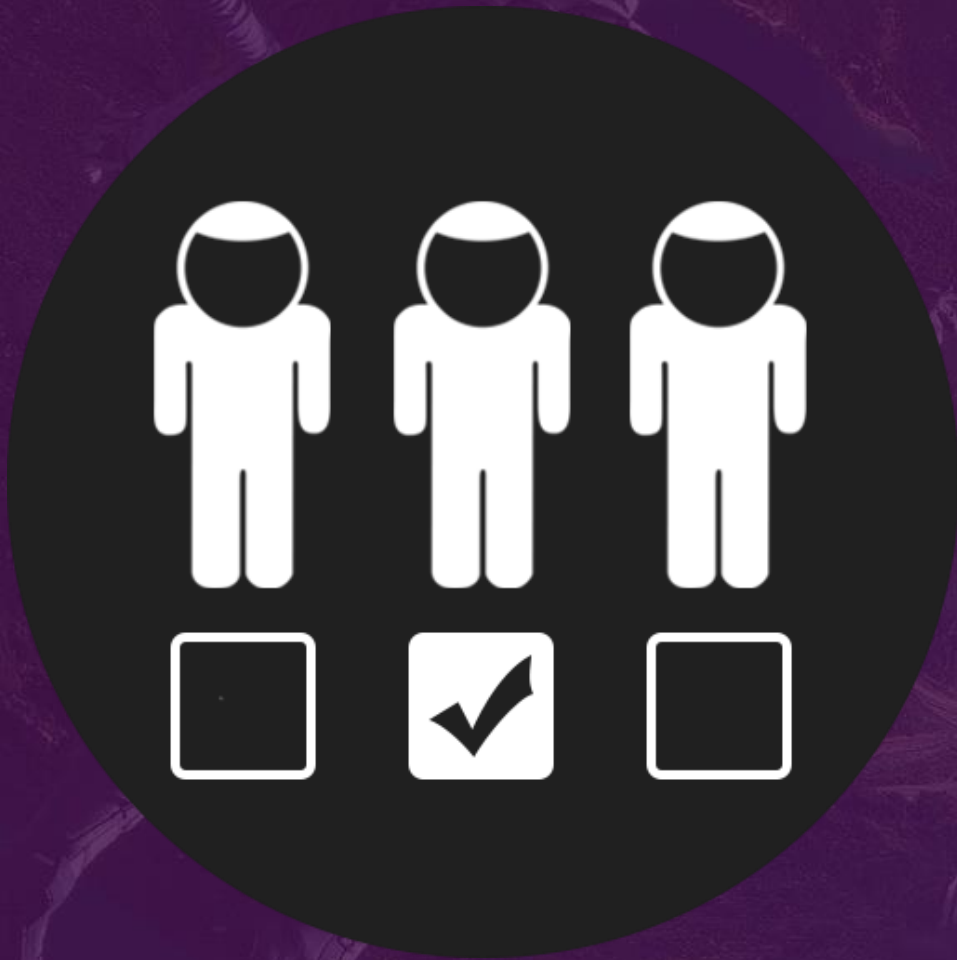
Free-for-all multiplayer

Removal of teams should lead to a more personal experience and offer more opportunities for rejection. Clearer and more easier to understand.

Fuel crates requires an exact amount of players before the countdown begins

During the countdown, if the amount of players at the fuel crate exceeds the amount required, the voting system is initiated

Players **anonymously vote** and one player is rejected from the fuel crate and does not receive the fuel





Voting system designed to intervene if and when required

System can detect if a player is being persistently voted out and can grant them immunity depending on the circumstances

Since votes remain anonymous and hidden, **players do not know that the system has intervened**



Replace icon dropping

Icon dropping was hard to interpret and contributed a lot of visual noise during the game. These controls were particularly cumbersome too.



Sonar communication

Players will be able to emit a sonar pulse to highlight their position and potential state. Radius and falloff may be subtly adjusted behind the scenes where required.

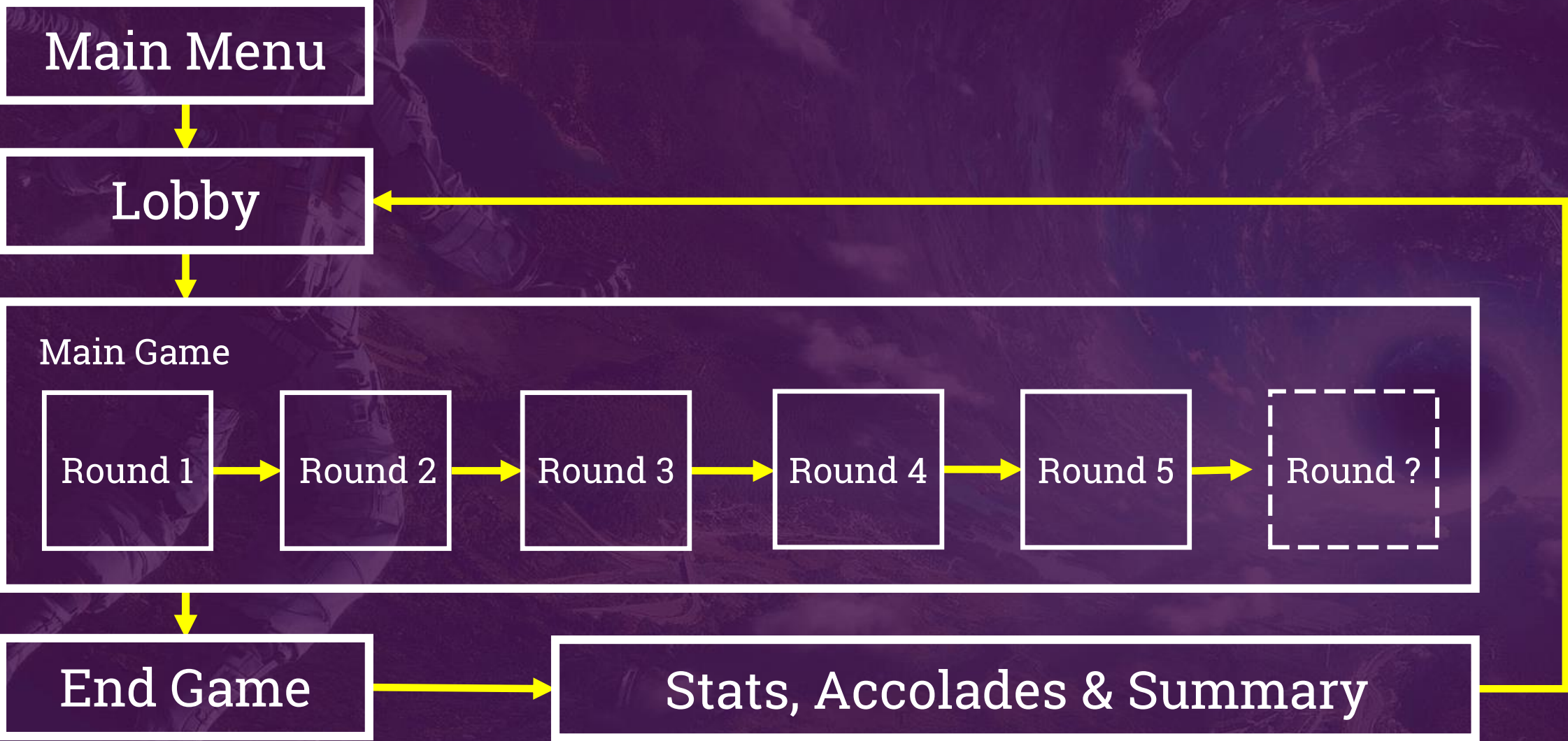


Introduce round system to keep players engaged and involved for longer

Rounds will provide the opportunity for players to regularly succeed and fail whilst keeping the pace of the match fast and fresh

May allow for bonds to form and for unexpected betrayals to occur over the match's rounds

PROPOSED GAME LOOP



A short break will occur at the end of each round

Players will be notified at the end of the round on whether or not they won that round. The winner of the round is never revealed to other players

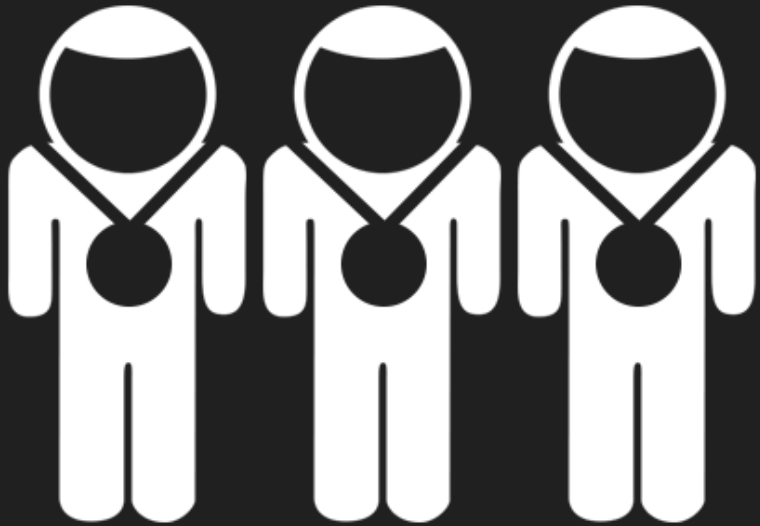
Intentionally hiding stats and victors ensures that **player actions are not motivated by the game's stats and state**



Various statistics and facts are provided at the end of the match

Using the statistics, players may be able to understand the actions and behaviours of other players in order to provide resolution and reflection

Each player will always be praised by receiving a positive accolade determined by stats gathered in-game



To potentially identify players across different matches, players will be able to choose and set a username



Username will be matched and revealed with the corresponding player colour at the end of every match

Some colours may have multiple usernames due to disconnections which may explain unexpected changes in player behaviour



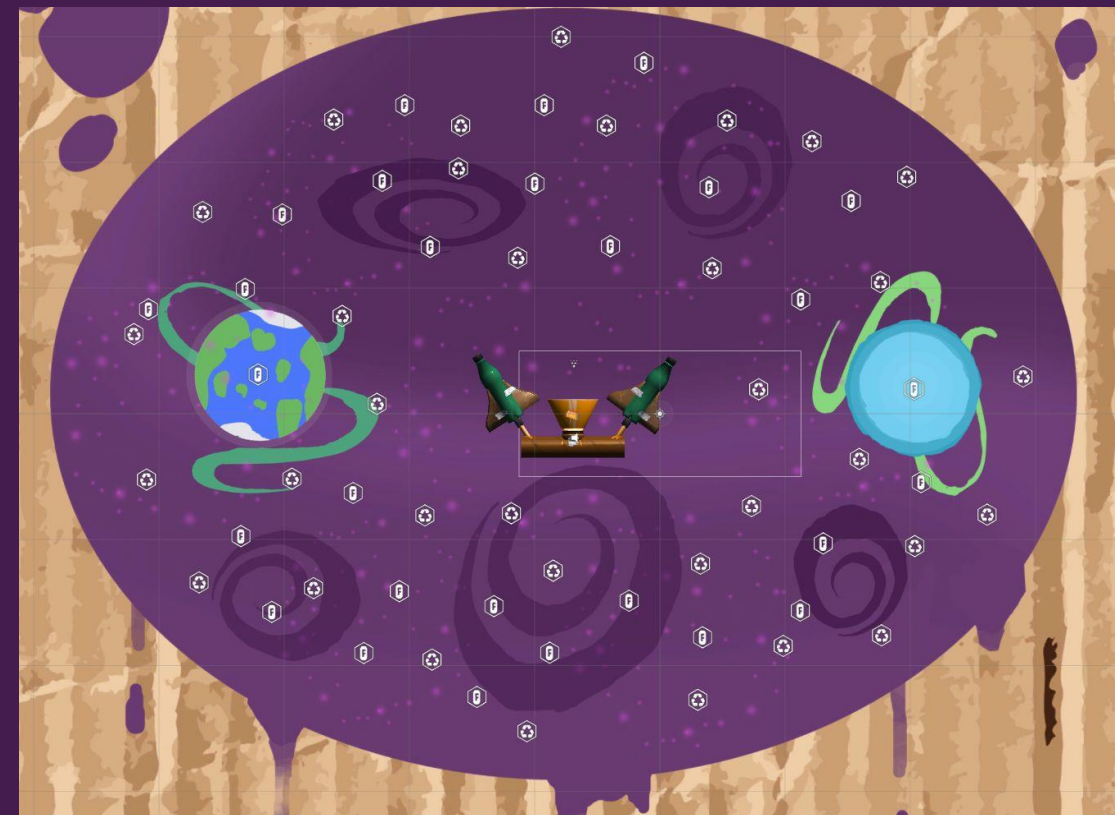
ART

Reflecting back, we were not fully pleased with the overall art style and direction

Sudden design changes, team complications and different specialities resulted in confliction and inefficiency

Fundamental asset list established and 12 more weeks to produce art content for the game: **reset the art style**





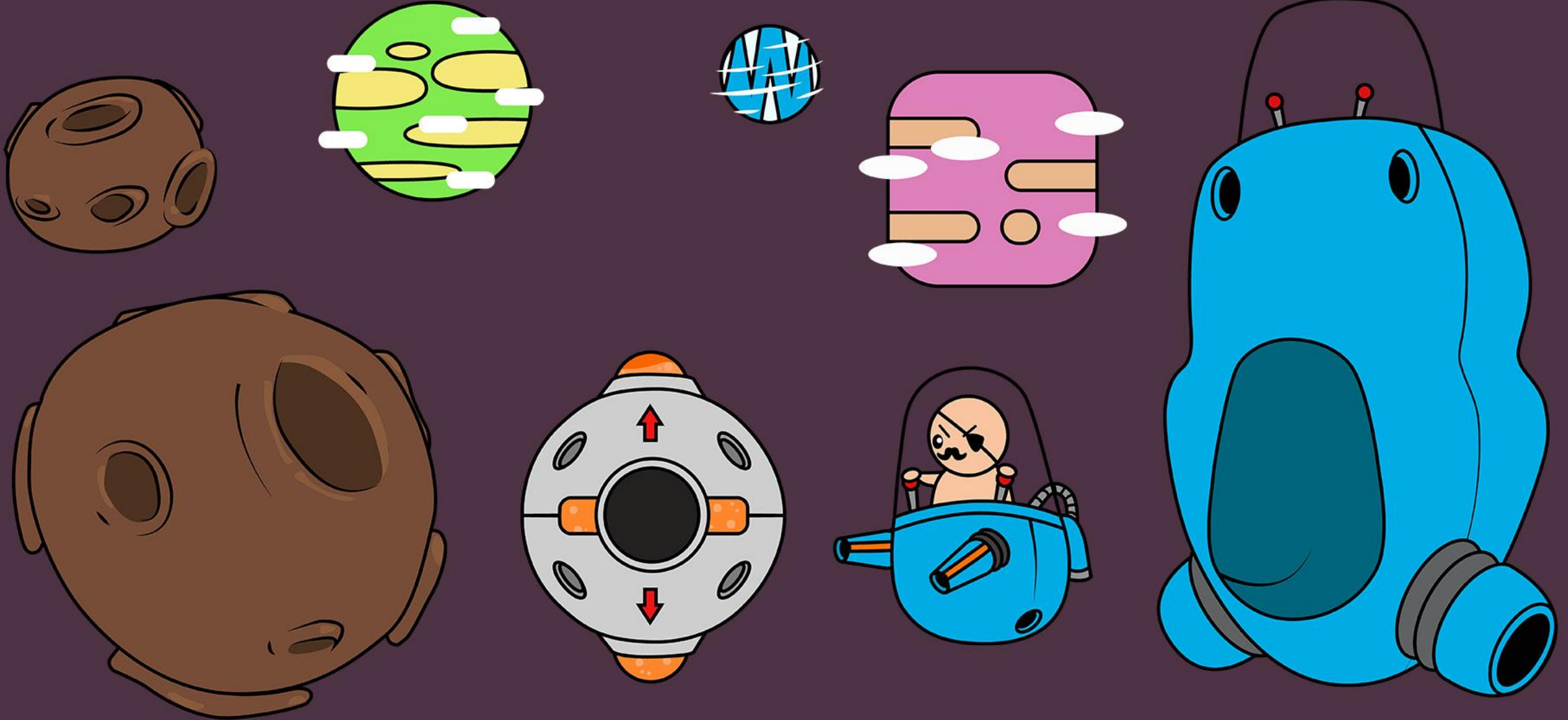


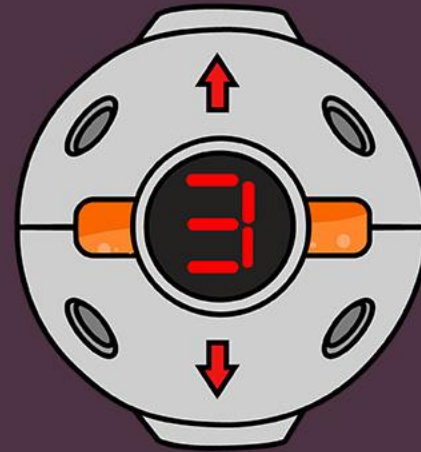
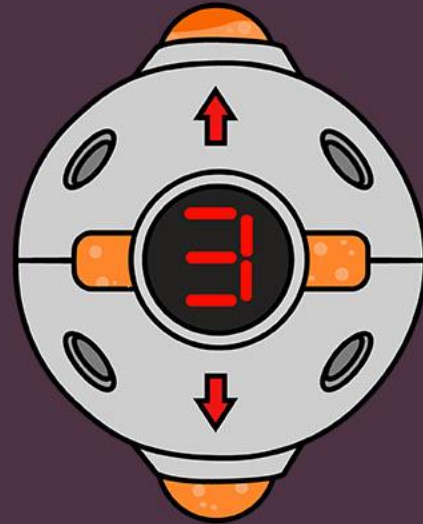
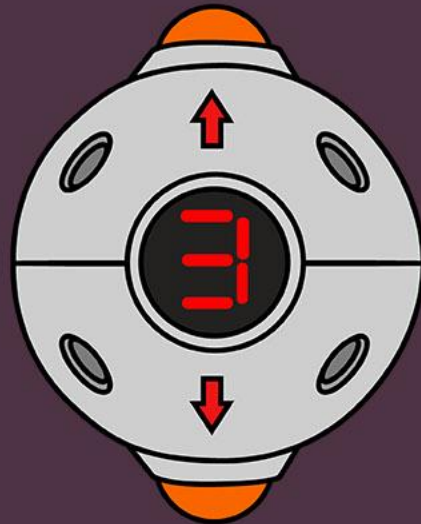
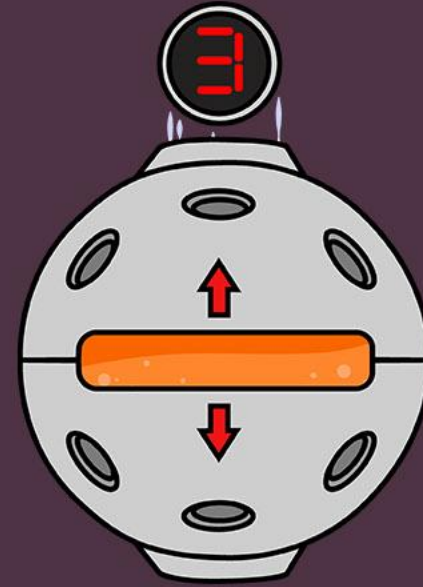
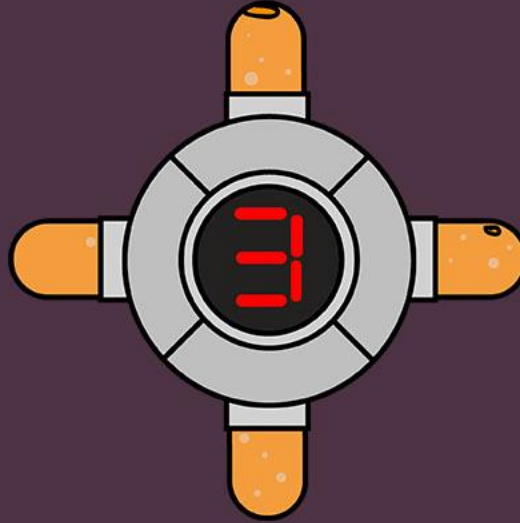
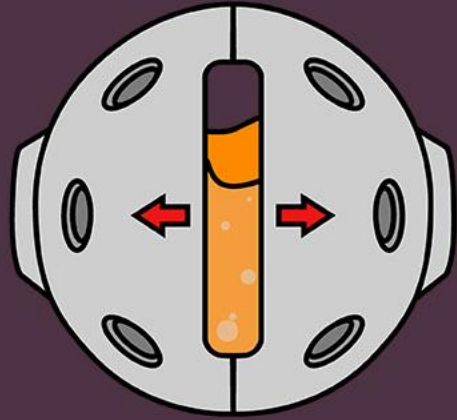
ART STYLE DEVELOPMENT

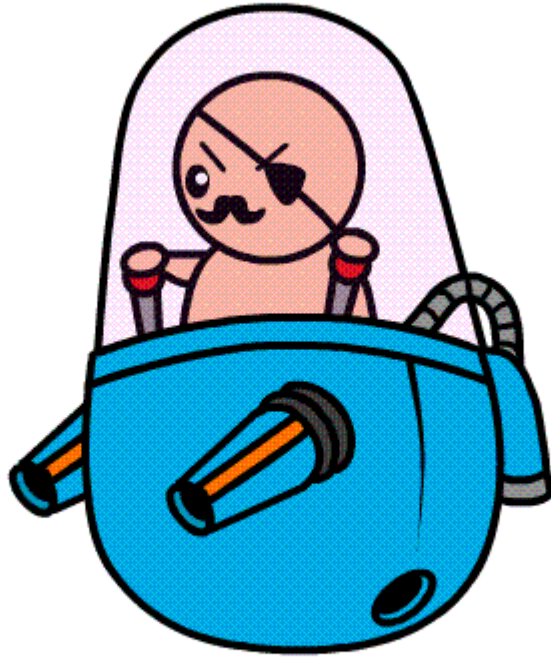


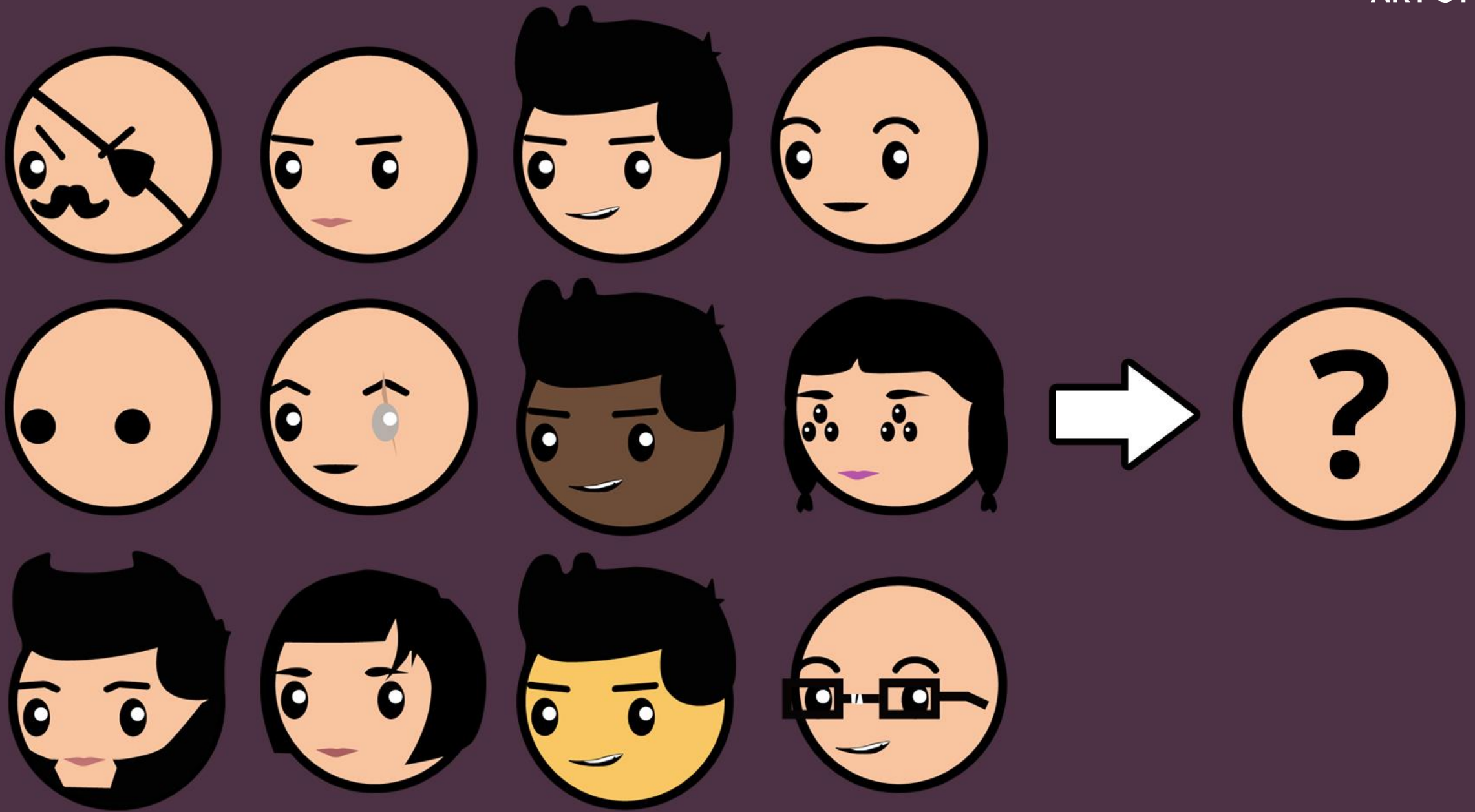
ART STYLE DEVELOPMENT

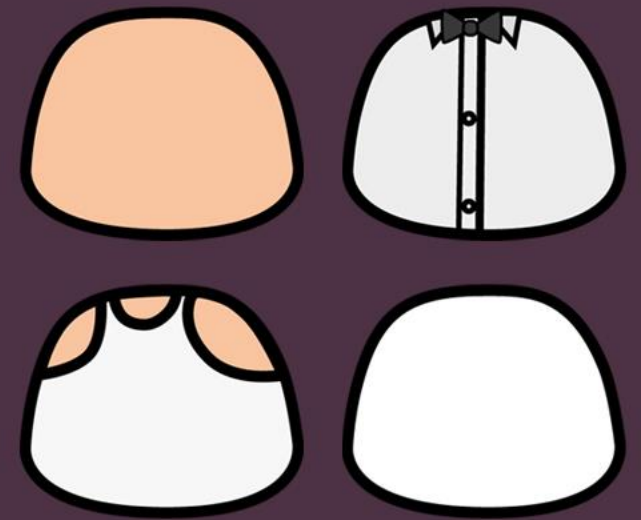
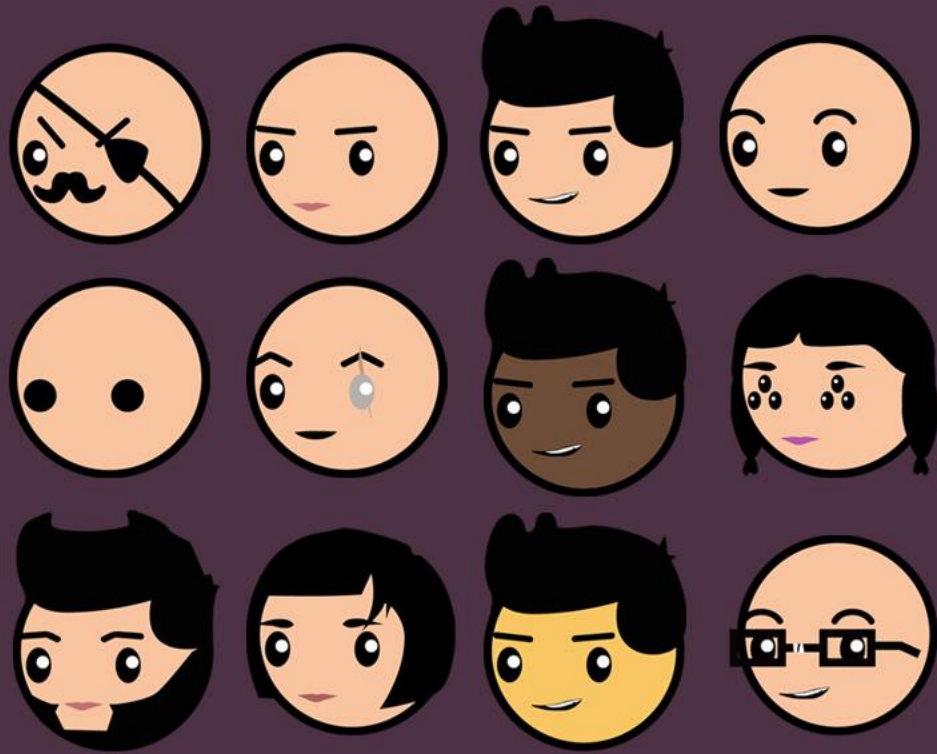








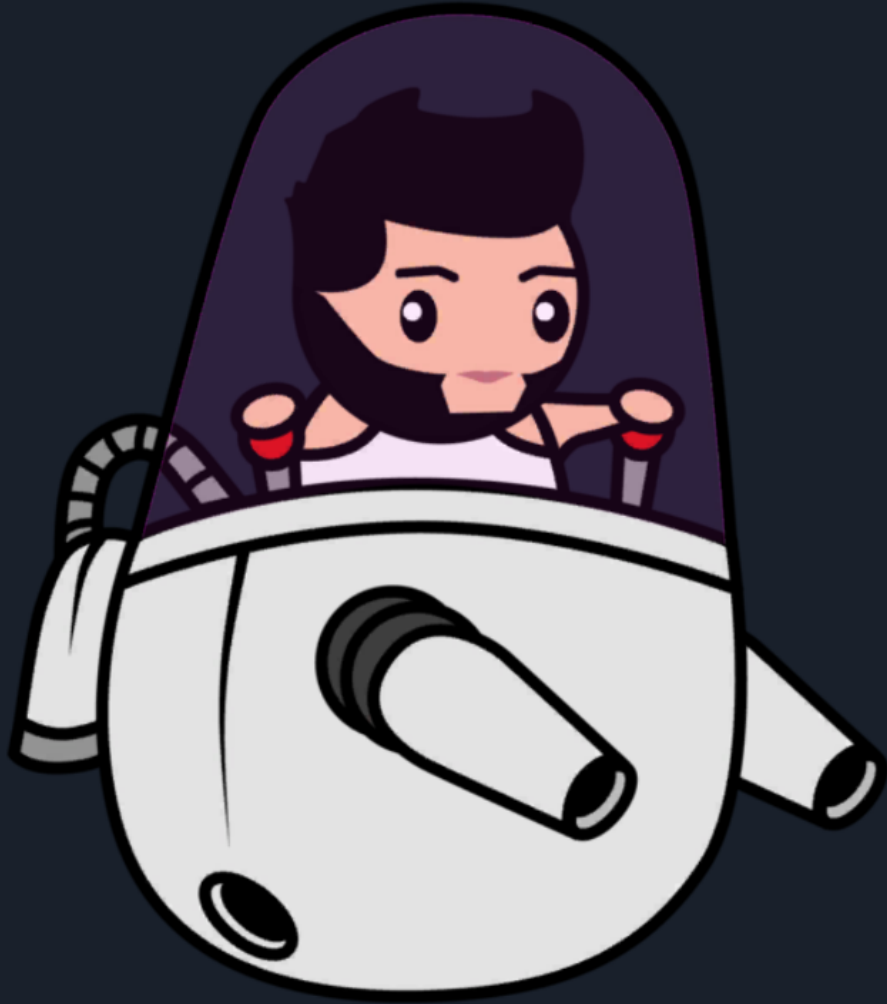




MY CHARACTER

USERNAME

ENTER HERE



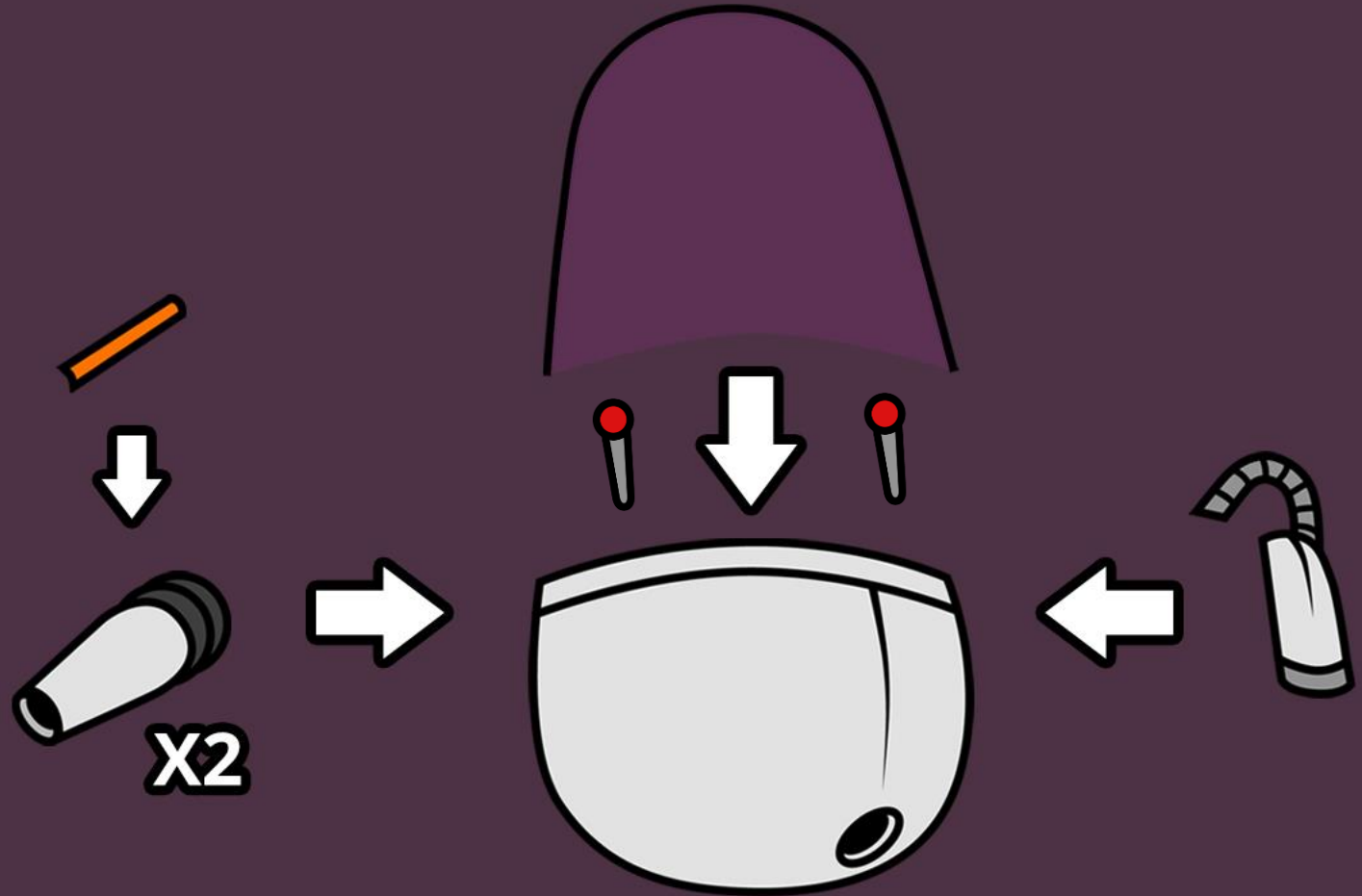
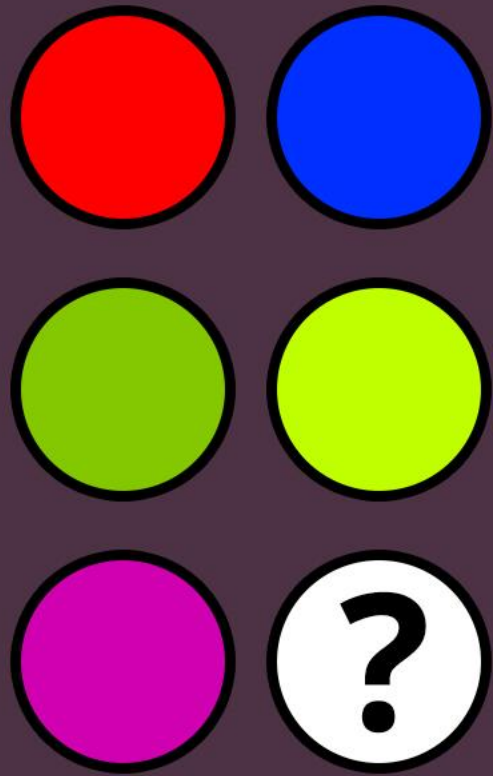
HEAD



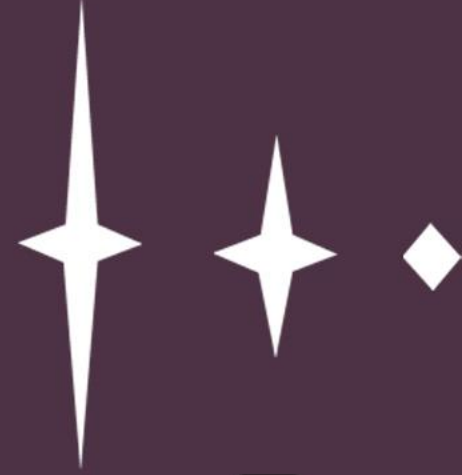
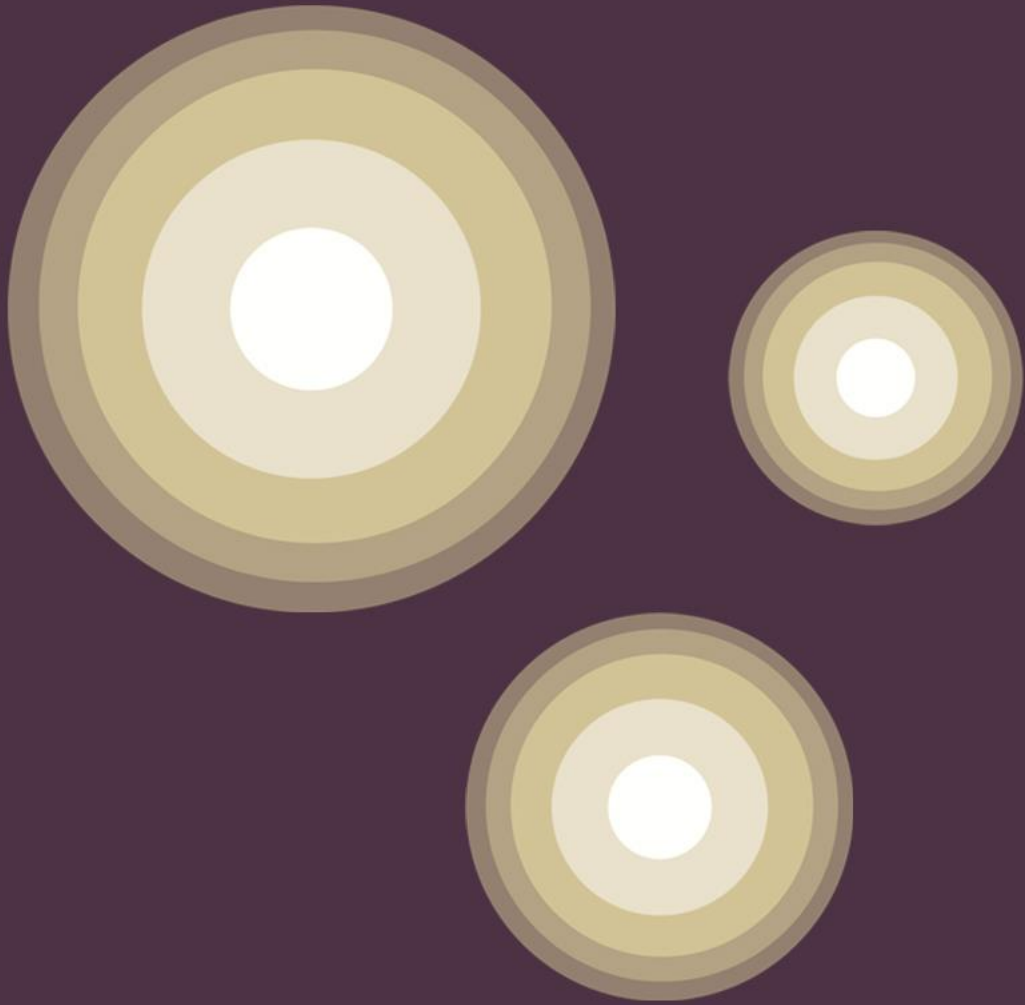
BODY



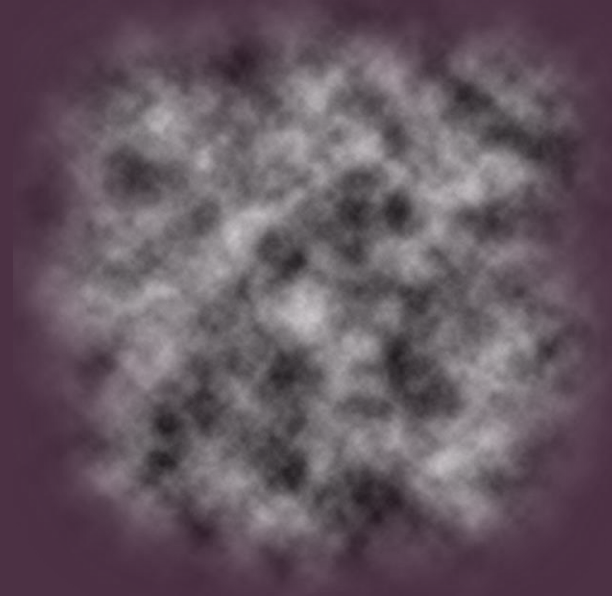
SAVE CHARACTER & RETURN







ART STYLE

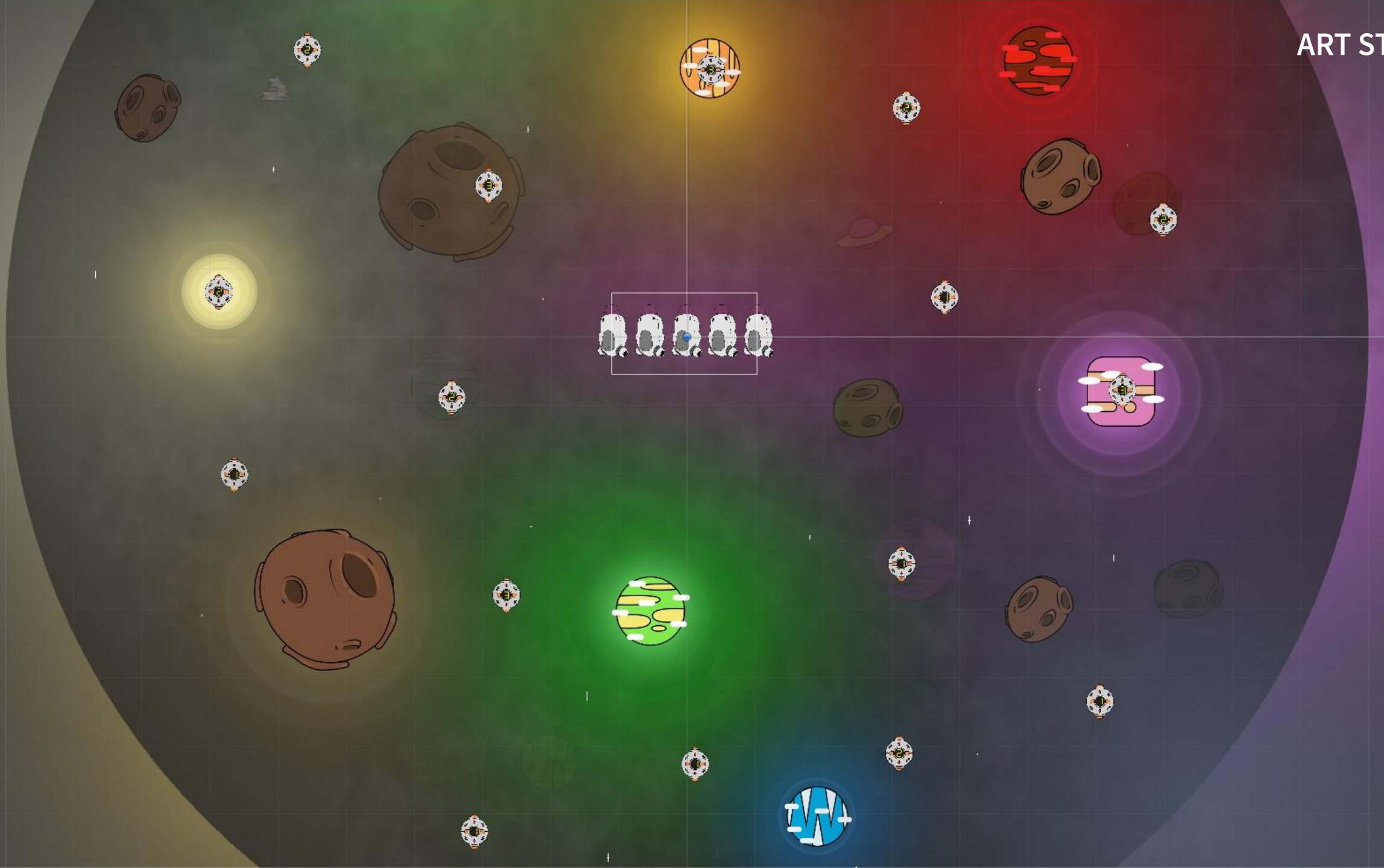



RESIZE

LAYER

ADJUST OPACITY

ADJUST COLOUR






BRIGHT VOID
VERSION 0.0.0

START GAME


MY CHARACTER

HELP

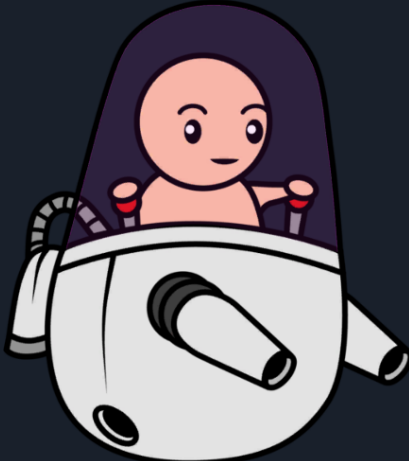

USERNAME



QUICK PLAY



CUSTOM LOBBY



MY CHARACTER

USERNAME

ENTER HERE

HEAD

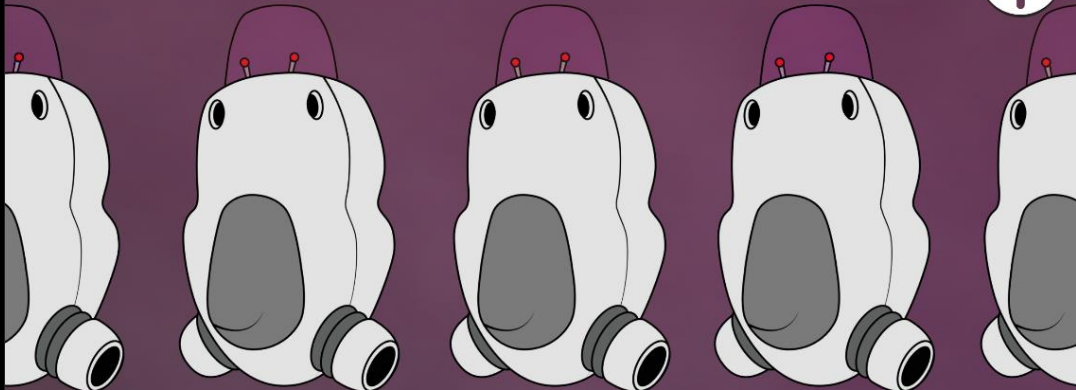

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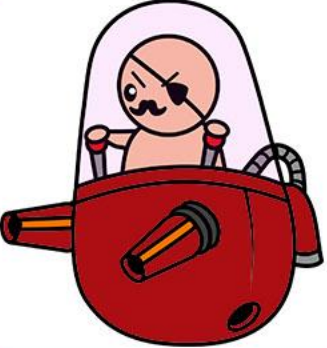
SAVE CHARACTER & RETURN

ROUND ENDS IN 0.00S



CARRIED FUEL

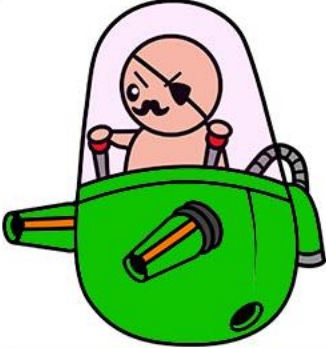
INFORMATION TEXT BOX



**RED
PLAYER**



**BLUE
PLAYER**



**GREEN
PLAYER**

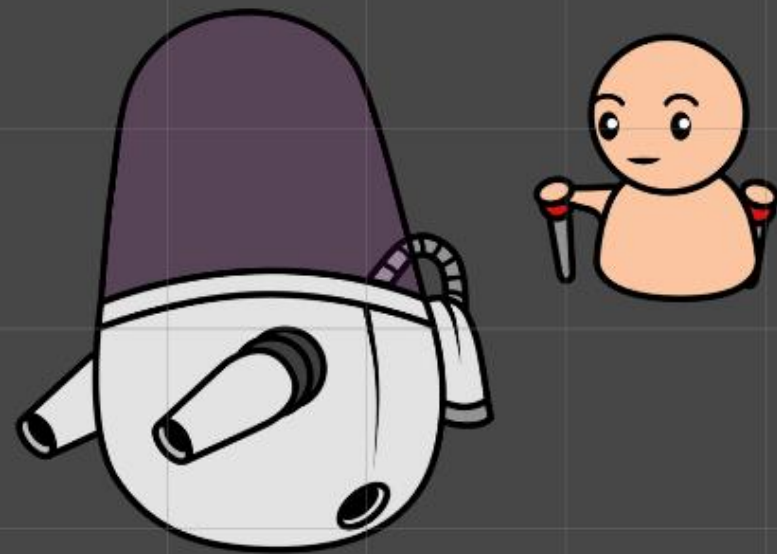
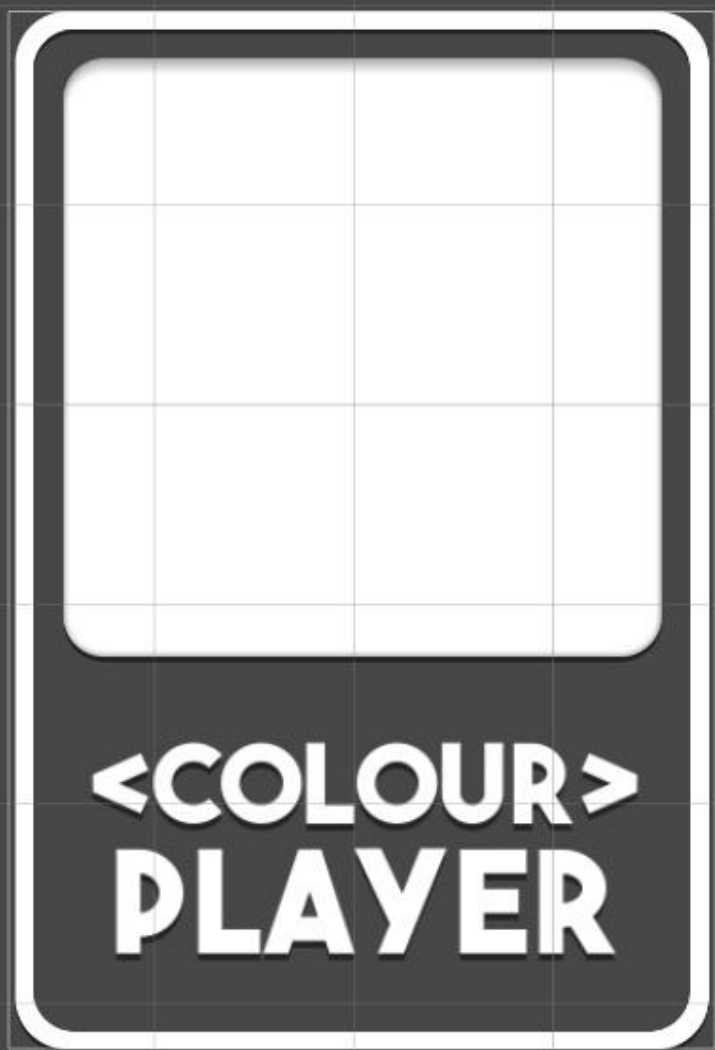
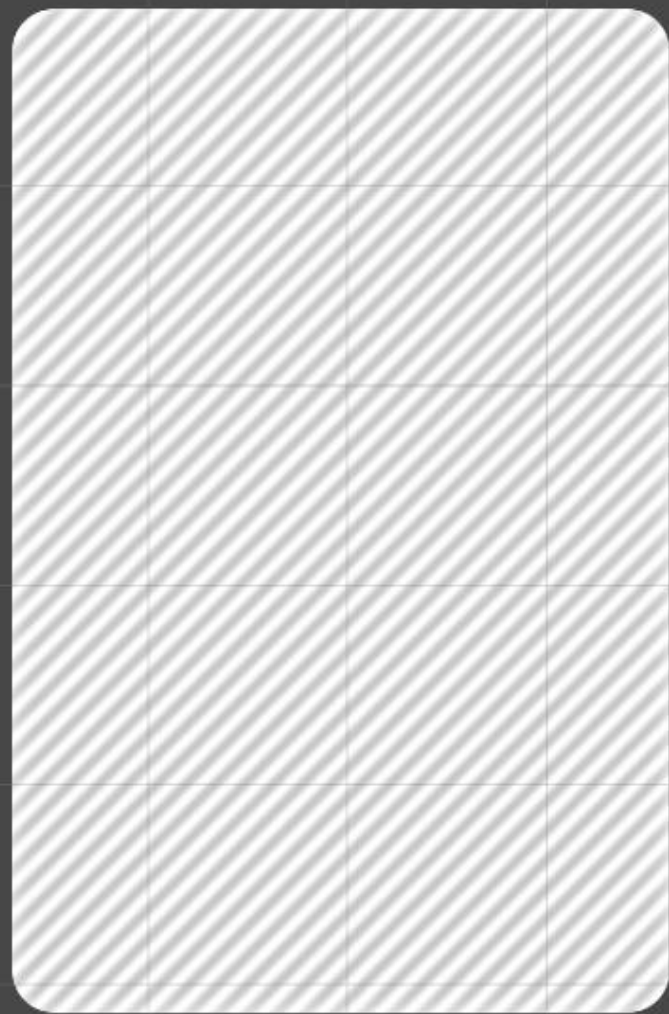


**ORANGE
PLAYER**



**YELLOW
PLAYER**

SWIPE TO VOTE



A dark, purple-tinted image of an astronaut in a space suit floating in space. The astronaut is on the left side of the frame, facing right. The background shows a view of Earth from space, with a large, bright circular area on the right side, possibly representing a celestial body or a light source. The overall mood is futuristic and technological.

IMPLEMENTATION

RECEIVING RESOURCES

Collecting resources from resource crates was a core system from the first iteration of the game. This required a means of providing and limiting carried resources per individual player.

DEPOSITING RESOURCES

To make resources meaningful, a system had to provide a means for players to individually deposit resources to their own assigned ship. This would determine the win state of the game.

PLAYER VOTING

To provide the feeling of rejection, a voting system would be initiated when the nearby player count exceeded the required player count. This system allowed individual players to place a vote which would determine what player would not receive resources.

MOVEMENT

Player movement provided some problems as each player's movement and location had to be synced accurately and efficiently across the network to each player's device.

BASE NETWORKING

Due to inexperience with online networking and the complicated nature of this area, many unexpected problems occurred. With the game being multiplayer and on mobile, this was difficult to diagnose and fix without multiple devices.

PLAYER IDENTITY

Consistent and synced player identities was problematic due to the individual, unique lobbies per game session. This would result in mismatched player colours, ships and scores.

VOTING INTERVENTION

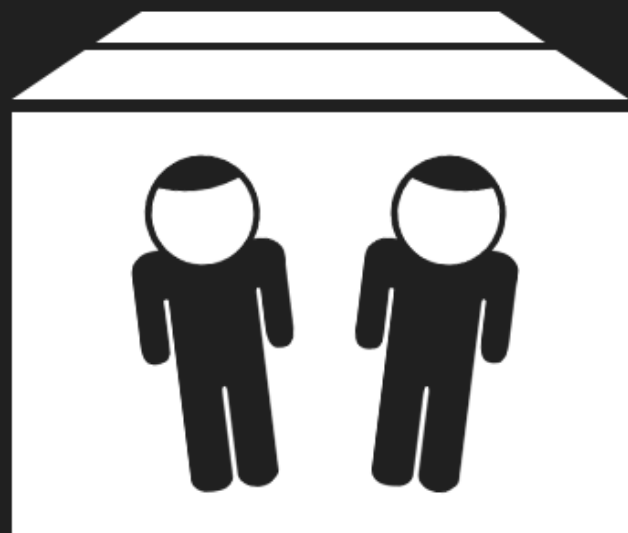
Since the game consists of multiple rounds per match, storing the voting-related data across each scene transition causes problems. Additionally, if a player disconnects, the system would need to adjust significantly or reset in response to this.

USERNAMES

Creating and storing usernames locally is simple and currently functions in the game. However, problems occur when transferring and syncing this information from offline to online due to lack of server storage functionality.

A dark purple-tinted image of an astronaut in a full space suit floating in space. The astronaut is on the left side of the frame, facing right. In the background, the Earth is visible as a large, textured sphere on the right side. The overall scene is set against a dark, starry space background.

PROGRESS & PLAYTESTING



Initially worked in reverse by removing old existing content before producing the new game based on the new design

Continued to work closely with the client to produce a functional game that meets our client's specifications

Client was open to playtesting the game when it's functional therefore builds would have be provided where possible throughout the term



Remove Teams



Voting System



Player Usernames



New Comms System



Endgame & Accolades



Round System



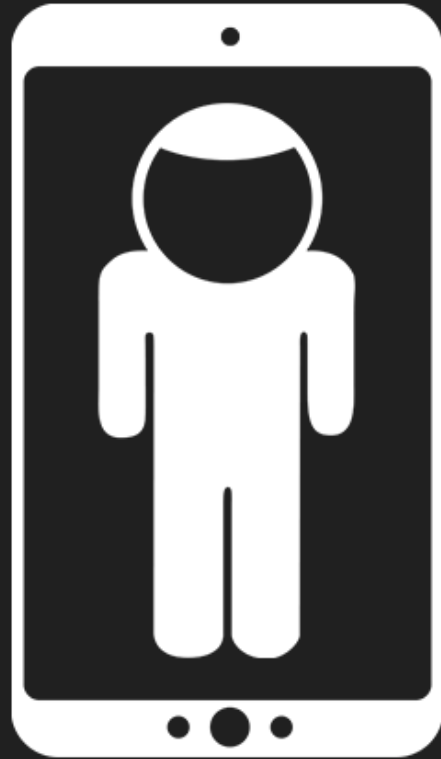
Voting Intervention



Round Win State



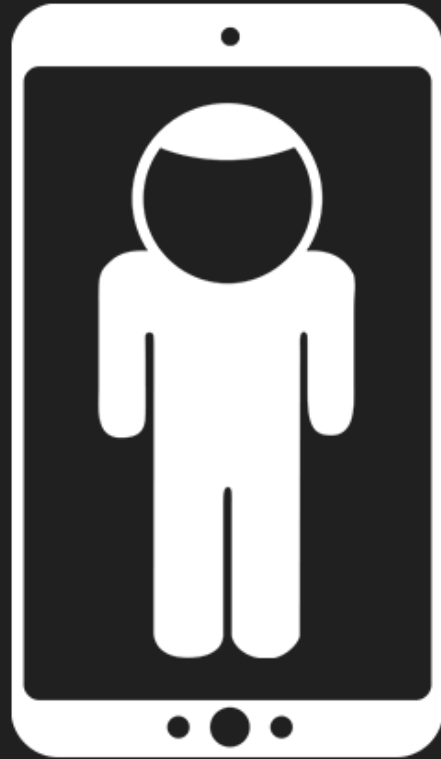
Game Analytics



Significant difficulties with the playtest and iteration loop through development

Due to the game's tight and precise design, all systems had to be implemented and functioning

Unexpected scope and networking problems hindered proper playtesting – playtesting became bug fixing



Main focus of playtesting would have been to verify the integrity of the **targetted feeling of rejection**

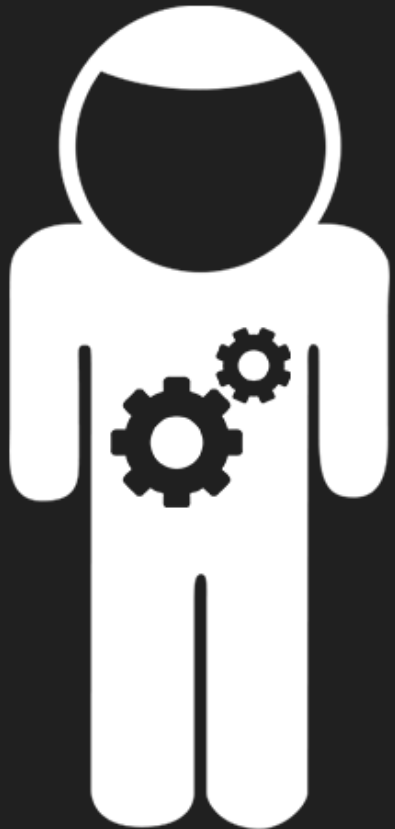
With 5 players and scattered resources, **object placement** and **player movement** would have to be iteratively adjusted

Verify the effectiveness of the game's controls, objectives and user interface to **improve the overall user experience**

Development significantly hindered by online multiplayer and networking

Naturally difficult to account for all network possibilities and errors:

- **Poor player connection strength**
- **Unintentional player disconnections**
- **Intentional player disconnections**
- **Replacing disconnected players**
- **Priority system for disconnected players**
- **Lobby status reporting**
- **Minimum lobby player count**
- **External server errors**
- **Duplicate usernames**
- **Player cheating or exploitation**
- **...and a lot more!**



A dark, monochromatic image with a purple tint. It depicts an astronaut in a full space suit floating in space. The astronaut is on the left side of the frame, facing right. In the background, the Earth is visible as a large, textured sphere on the right side. The overall scene is dimly lit, with the primary light source being the Earth's surface.

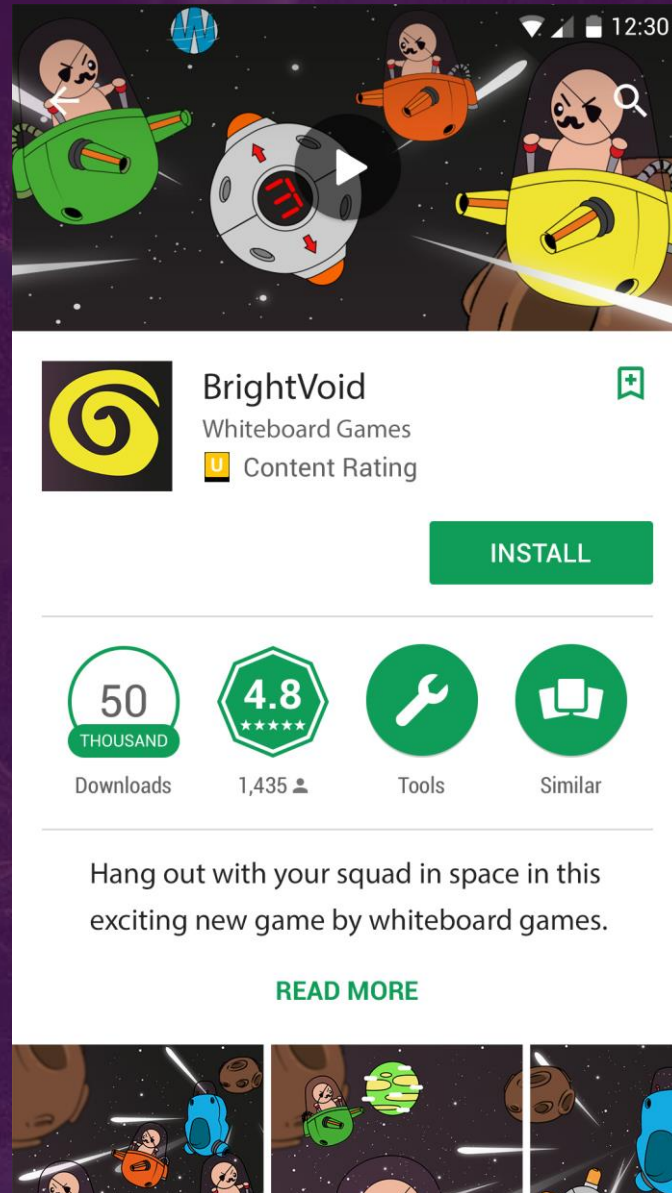
GRAPHIC DESIGN



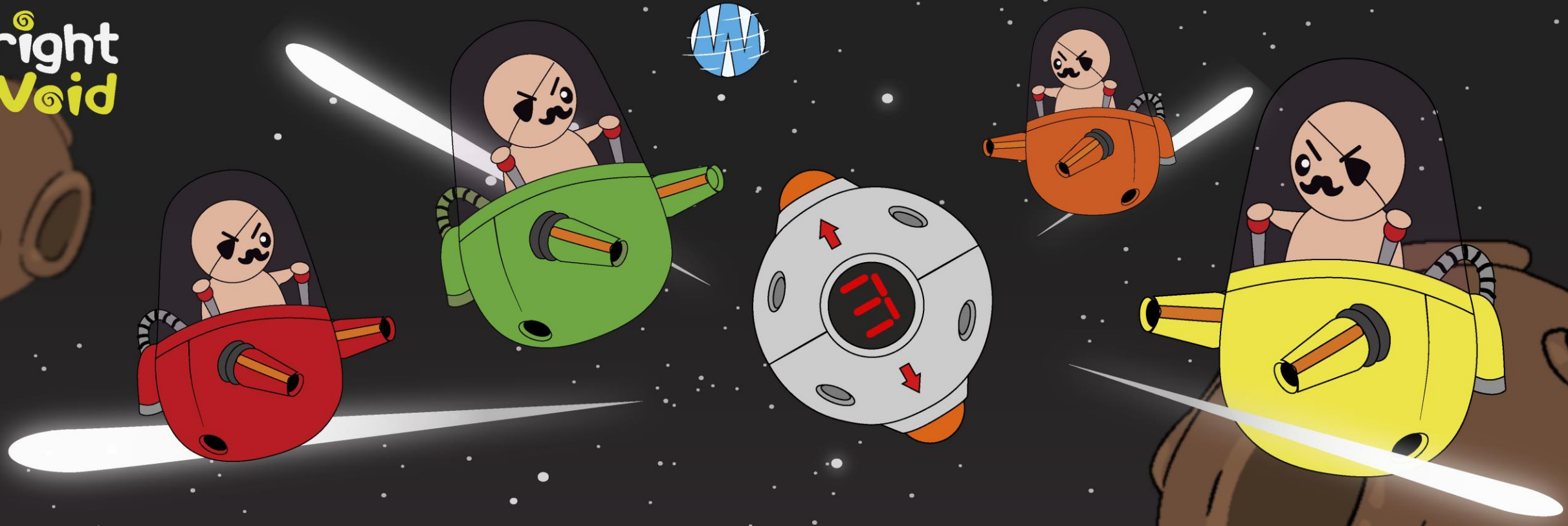
Graphic Design & Marketing

Kelly & Eva

New separate additions for Integrated Project 3, they will work and help out with their areas of expertise throughout the development of the game

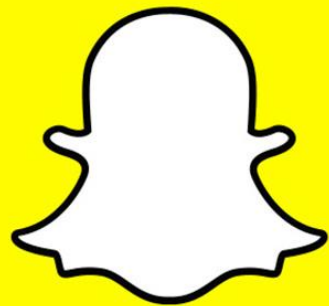


Bright
Void





BrightVoid Filters



A full-page background image featuring an astronaut in a white space suit floating in space. The astronaut is positioned on the left side, facing right. The suit has a NASA logo on the chest. The background shows a view of Earth from space, with a large, dark, circular feature on the right side. The entire image is overlaid with a semi-transparent purple color. The word "VIDEO" is centered in the middle of the image in a bold, white, sans-serif font.

VIDEO

tinyurl.com/BrightVoidP2Gameplay

A NASA astronaut in a space suit is shown floating in space. The astronaut is wearing a white helmet and a suit with "NASA" visible on the back. The background is a dark, purple-tinted image of a planet's surface, possibly Mars, with a large, circular crater or depression visible on the right side. The overall scene is set against a deep purple background.

Q&A