



# **BRIGHT VOID**

**BY WHITEBOARD GAMES**

# CREATE A GAME TO TACKLE SOCIAL REJECTION

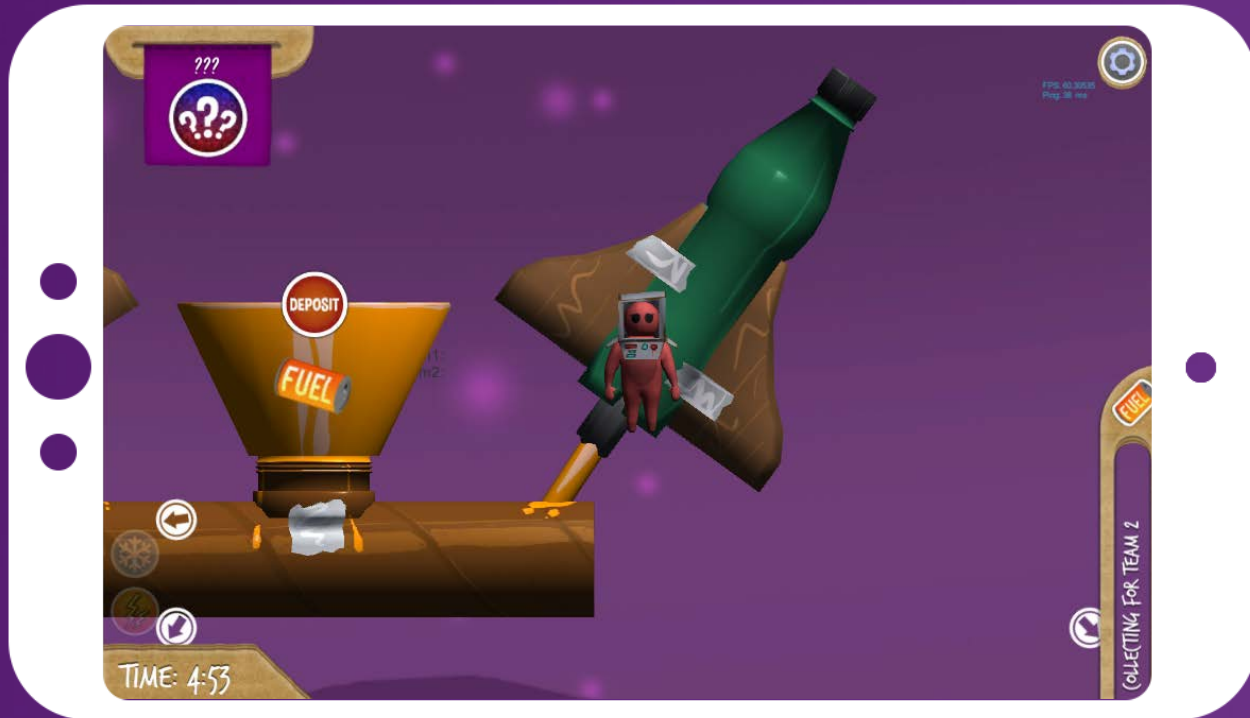
Evoked the feelings of social rejection through gameplay



Ensure the feelings remain ambiguous



Provide a means of reflection and resilience



## Accessible

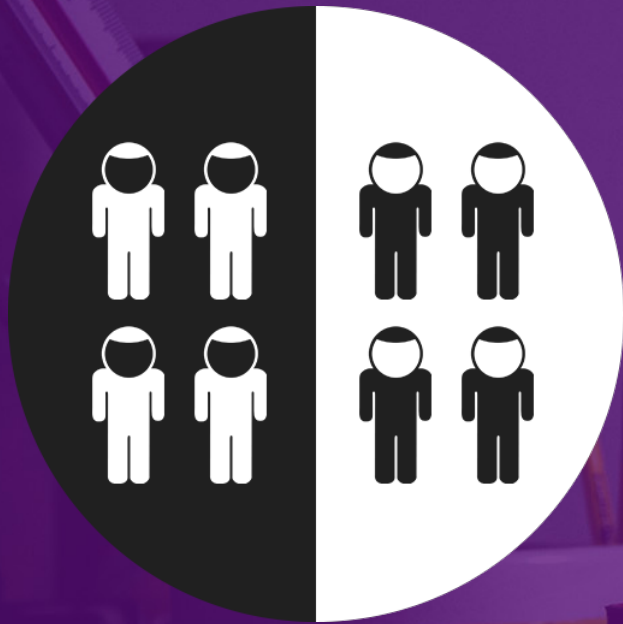
Smartphones are a very common platform nowadays

## Approachable

Casual games should be approachable; a “pick up and play” style

## Appropriate

Target audience are frequent users of these devices



Two teams of four players compete to gather fuel and return it to their team's ship



Teams must refuel their ship fully to win – or have the most when the time is up!



Players have the ability to use a variety of buffs, debuffs and more on each other



Teams are kept anonymous: you know your team but not your teammates

Emergent companionship and feuds: *why did that person do that to me?*

Colours for potentially remembering past behaviours of other players



Players collect fuel by finding and opening boxes scattered around the map

Higher value boxes require more players in proximity to open

Shared objective and motivations will lead to players frequently grouping



Space comes with simple space-like movement

Movement is simplified by having the player character float to wherever you press on screen

No need for persistent pressing and holding of the touchscreen

Players have the ability to receive buffs and debuffs but only from each other

Players have the ability to give one every 10 seconds: if they don't use it, it will be replaced with a new one

Frequently, players will not know what buff or debuff they have to give: "did they know?"







**Speed Boost**

**Bonus Fuel**

**Shield**

**Reflect**

**Freeze**

**Slow Down**

**Fuel Leak**

**Punch**

**Outta Control**

**Hook**

**Switcharoo**

**Trap**

**I See You**

**Chickens**

Players have a limited but applicable means of communication in-game by being able to toggle one of these icons at a time:



Icon meanings aren't specific: players have to try interpret correctly



True rejection must come through social interactions – it cannot be produced solely by a computer

The game should have a potential to produce feelings of rejection through emergent unscripted gameplay

Multiple scattered mini-rejections as opposed to one large solid rejection



**Why am I not receiving buffs?**

**Why did I receive that debuff?**

**Did that player know it was a debuff?**

**Why is that player picking on me?**

**Why is that player not helping me?**

**Why did that player prevent me from  
getting the fuel pick-up?**

**...and more?**



The game will aim to provide a means of reflection for rejection

False hints that mislead the player about how the game works: map their own meanings behind player actions

Players will be able to experience both ends of the rejection: being rejected and being the rejecter



The game should be fast and fun but simple with emergent opportunities for the feelings of rejection to occur

Inspiration drawn from the likes of Rocket League's power-up mode and the feeling of having power-ups used on yourself and others

By pacing gameplay, players should question each other's behaviour and actions – the main feeling we want



Friendly, colourful hand-drawn art style: space made of arts & crafts

Hand-crafted objects similar to LittleBigPlanet, bold colour scheme from the likes of Rick & Morty

Art style compliments the casual and fun style of gameplay we're aiming for – especially nice for mobile

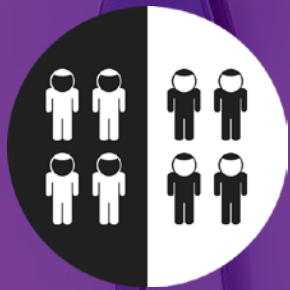
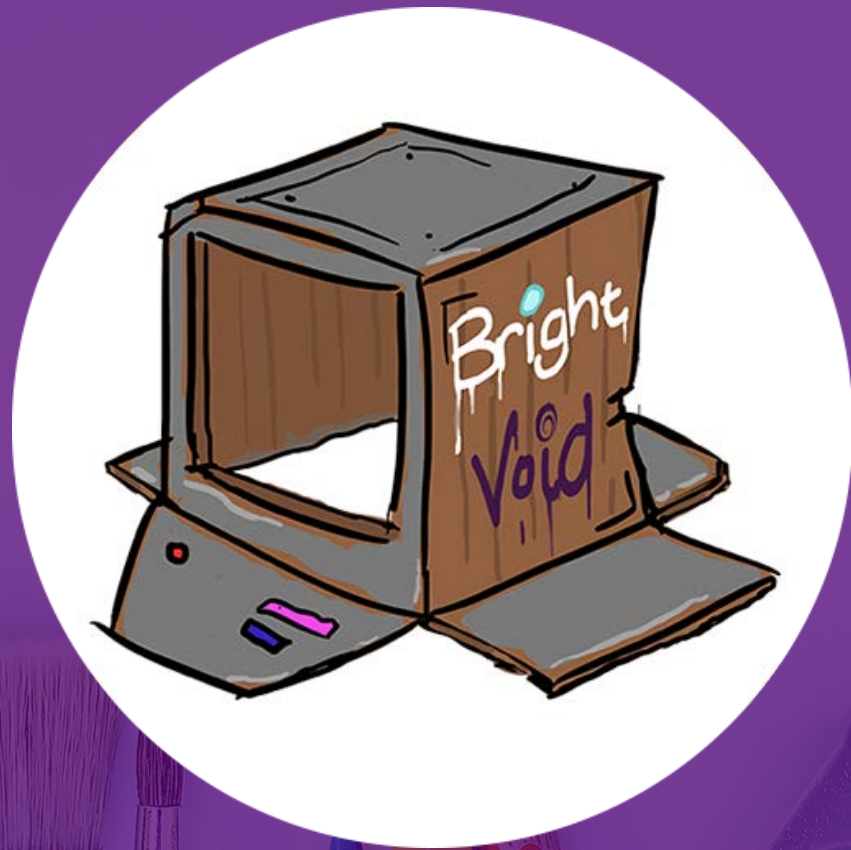


**2017**

**Further work on rejection reflection**  
**Refined data gathering**

**Further buffs**  
**Revision of user-interface**  
**Smoother gameplay**  
**Character personalisation**  
**Structured lobby system**  
**Possible alternative game modes**







# VIDEO

<http://tinyurl.com/BrightVoidAlphaVideo>

# Q&A

The background is a solid purple color with a faint, semi-transparent image of painting tools. On the left, a paintbrush with a wooden handle and white bristles is visible. In the center-right, there is a white lid from a paint can, with a black paintbrush resting on it. The black brush has the text "CODE OF 5634012" printed on its handle. At the bottom, a portion of a paint roller is visible, with the text "THE WESTERN" partially legible on its frame.