```
// foodLabel.transform.position = new Vector3 (mouseWorldPoint.x, mouseWorldPoint.y, -5);
// foodLabel.rectTransform.position = new Vector3 (mouseWorldPoint.x, mouseWorldPoint.y, -5);
 Vector3 foodScreenPos = Camera.main.WorldToScreenPoint(mouseWorldPoint);
 foodScreenPos += new Vector3(0f, 100f, 0f); // offset
//foodLabel.rectTransform.position = foodScreenPos;
//foodLabel.enabled = false;
//foodInfoText.enabled = false;
//foodNameText.enabled = false;

//Ray ray = Camera.main.ScreenPointToRay(Input.mousePosition);
//RaycastHit rayHit; // generate a "RaycastHit" to remember where the raycast hit
// get food info when you hover over piece of food

// for not hovering over any food (and not holding any food)
// if (heldFood == null) {
//  mealInfoText.text = "MEAL TOTAL: \n"
//      "--------------------" + "\n"
//      Plate.plateCalories + " cal ies" + "\n";
//}

// for hovering over food (and not hol  ny fo
Collider2D hoverFood = Physics2D.OverlapPoint (mouseWorldPoint, LayerMask.GetMask ("Food"));
if (hoverFood && heldFood == null) {
    hoverFood.transform.parent.GetChild(0).GetComponent<Renderer>().enabled = true;


    foodLabel.rectTransform.position = foodScreenPos;
    foodLabel.enabled = true;
    foodInfoText.enabled = true;
    foodInfoText.text = hoverFood.transform.parent.GetComponent<Food>().calorieCount.ToString() + " cal";
    foodNameText.enabled = true;
    foodNameText.text = hoverFood.transform.parent.GetComponent<Food>().foodName.ToString();


    // DisplayFoodLabel(hoverFood);
```

CODE

THE
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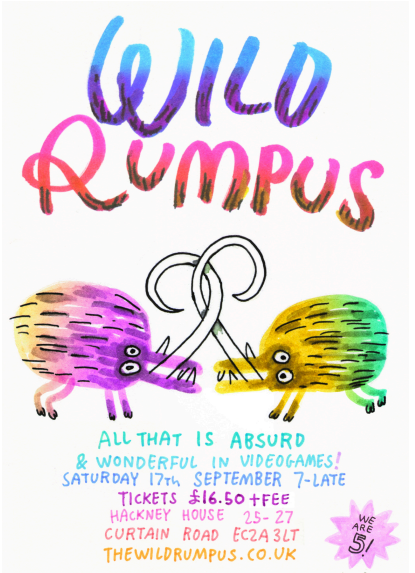
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Squint Opera

Graphic Design
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Audio Design
Coda to Coda

Interpretation
Asha McLoughlin
Bryony Shepherd

Additional Cabinet Build
We Throw Switches

Additional AV Production
Matt Lees

League of Legends World Championships at the Bird's Nest Olympic Stadium, Beijing, China, 2017

"MAKING GAMES COMBINES EVERYTHING THAT'S HARD ABOUT BUILDING A BRIDGE AND EVERYTHING THAT'S HARD ABOUT COMPOSING AN OPERA.

GAMES ARE OPERAS MADE OUT OF BRIDGES"

-
-

FRANK LANTZ
HEARTS AND MINDS, GDC (2014)

René Magritte, La Blanc Seing, 1965

Cardboard Computer, Kentucky Route Zero, 2013

VICTORIA AND ALBERT MUSEUM

HOME
Wii U
Y
B
A
X

HARUN FAROCKI, PARALLEL I-IV

NEW_DESIGNERS

VIDEOGAMES ARE POLITICAL
حواجز اللغة
PLAYING WITH GUNS
A SERIES OF GUNSHOTS

DISRUPTORS

PLAYERS_ONLINE

PLAYERS_OFFLINE

Guardian Review →

- Patrol
- Hear
- Seek
- Line of sight Attack

Mail to Randall/Mike/Johnnie: MP4 test

- Alpha E3 list
- E3 eng. Front-end
- E3 eng. Networking

RAC1 for Des, Eng, Etc.

Slides for SC.

gh 4/8

Broken static pose.
→ no surf @ start?

(Too slow to start?)

Stick controls ⇒ make look dir, not rotate dir? (Ben)

release: pull camera out (no shreds out of frame)

Remove gravestone from Ancestor

Ancestor chest plate / Player chest plate.

small particles on black bkg in cut scene?

Scarf & Cape pos during upgrade

metal sound during ⇒ gate opening

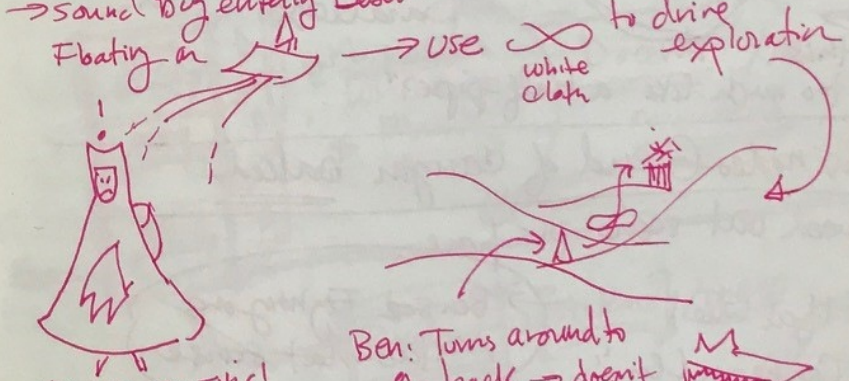
Ben "I don't get it!"

→ rock climbing height – all barrens rocks.

Bridge order & connection? How fragmented is this LOBBY?

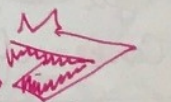
→ Cloth layout on Ancestor #2, order of scenes.

→ sound bug entering Desert?



WE MUST FIX THIS!

Ben: Turns around to go back → doesn't recognize from other side.



(weak silhouettes)

Pop-in rocks, desert?!

WHAT R THEY FIX?

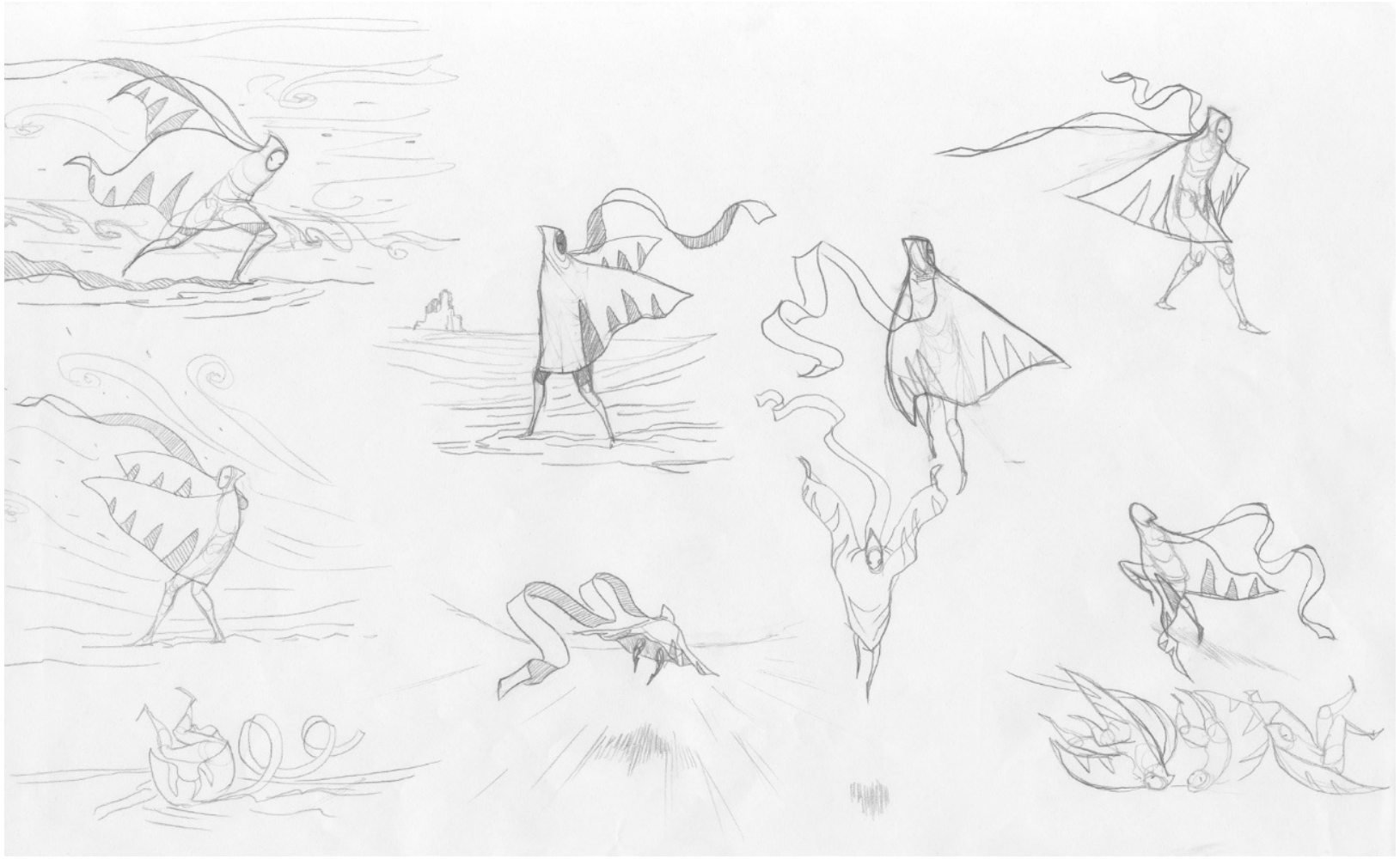
→ Bug w/ Backwards fish → Ben Fish never play?

odd masking @ bottom of desert tower?

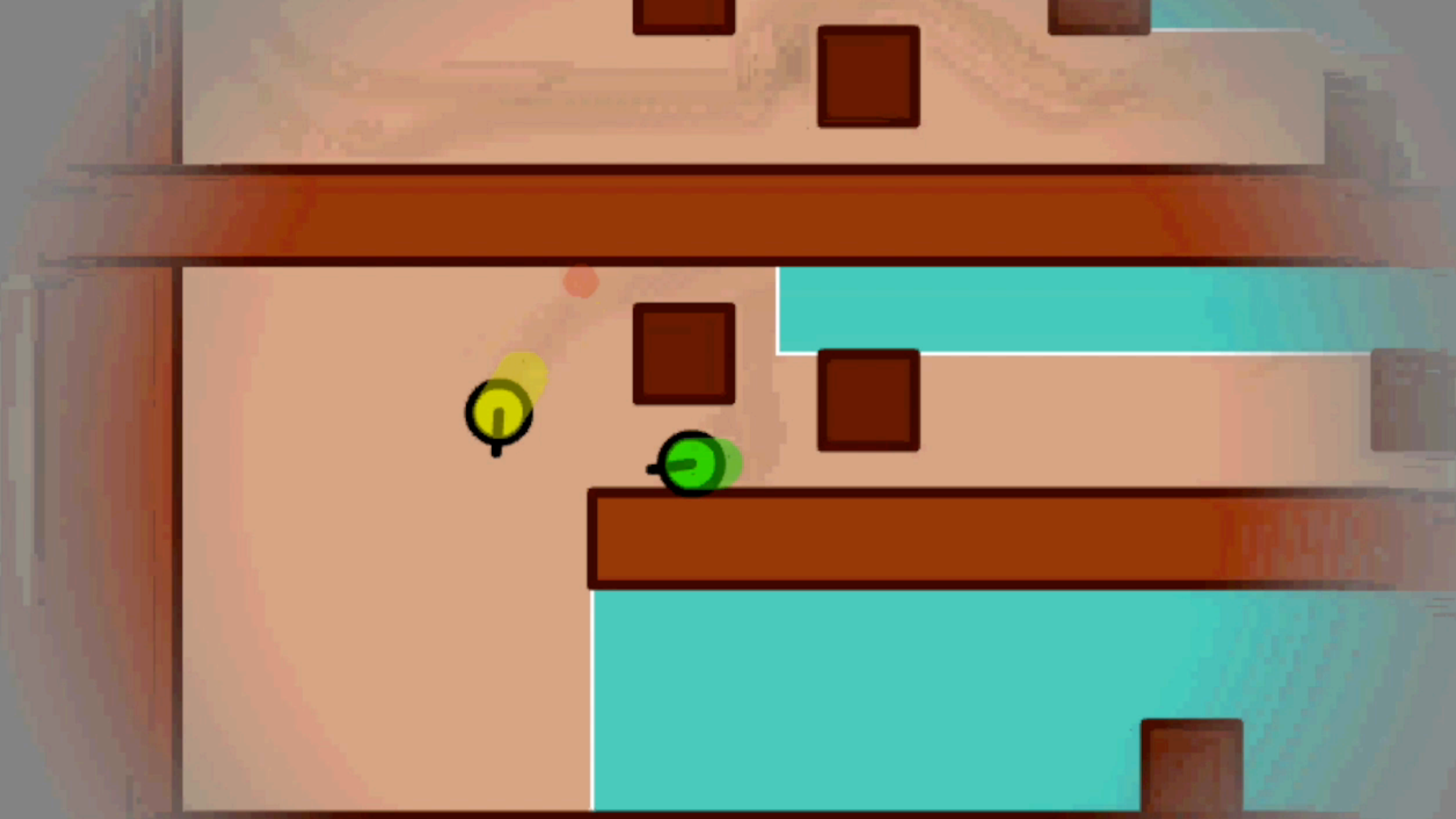
* Need an intro for the storm / change (too sudden)

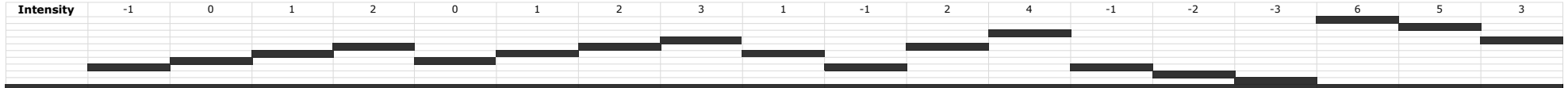
Development Notebooks from Journey, Robin Hunicke, 2012

First painting of the white light of the Mountain from Journey, thatgamecompany, 2012



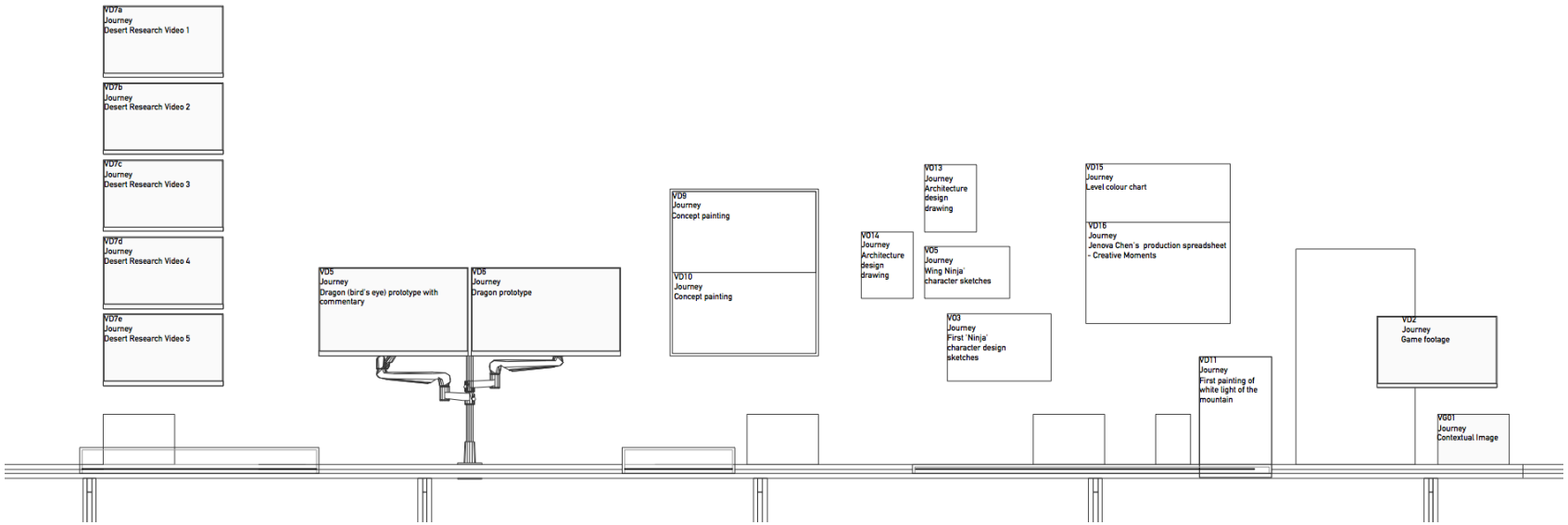
Character sketches from Journey, thatgamecompany, 2012





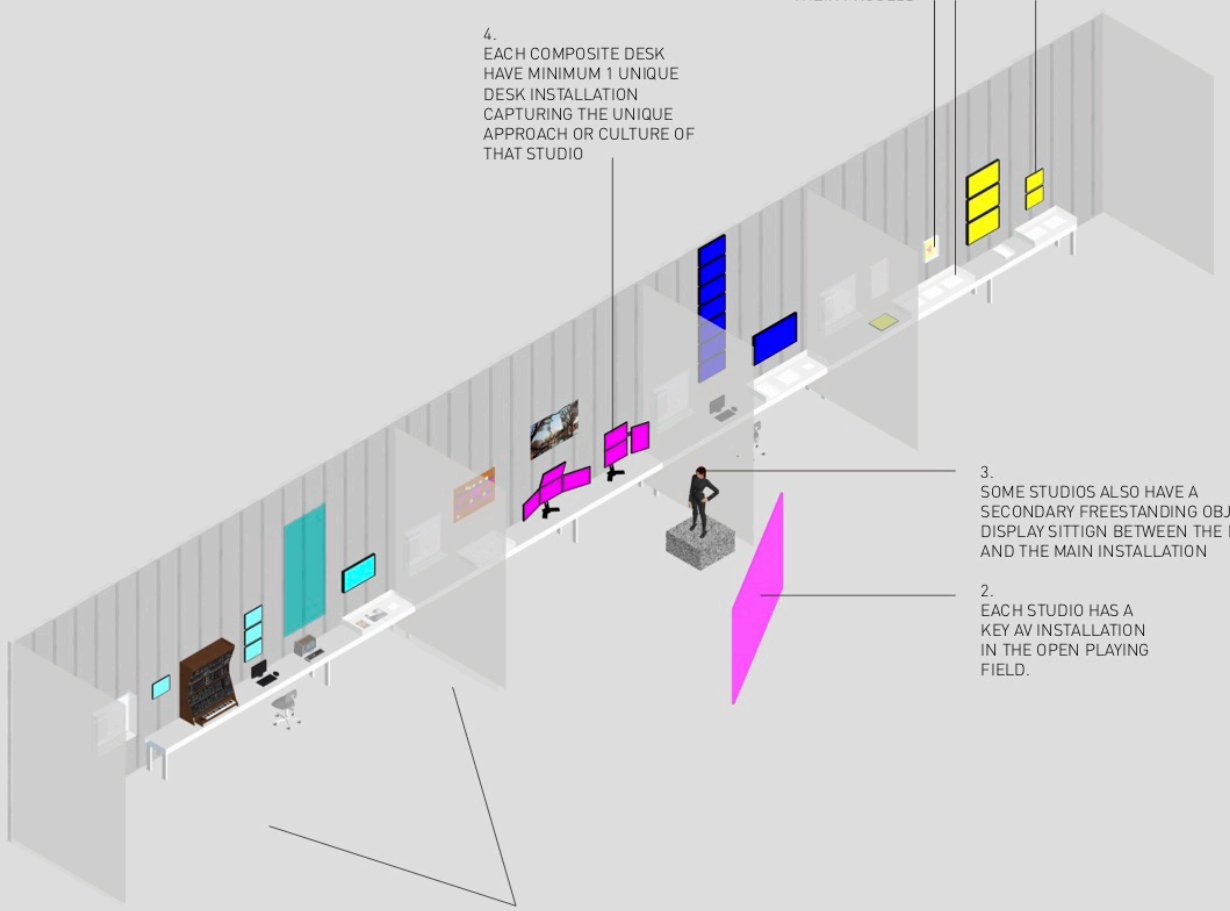
Intensity	-1	0	1	2	0	1	2	3	1	-1	2	4	-1	-2	-3	6	5	3
135	20		15		15	5	5	5	10	10	15		20			5	5	5
Moment	Graveyard		Waterfall		Desert		Canyon		Cave		Ruins		Mountain			Summit		
Area	Beginning	Hub Area	Barren	Bridge	Desert	Power Plant	Slow Surf	Steep Surf	Under City	Guardian Maze	Vertical Room	Grave Top	Wind Tunnel	Snow Field	Wall	Ascent	Flight	Return
Act	Act I: Setup		Set Off		Act II: Confrontation with Mini Crisis											Climax	Act III: Resolution	
Monomyth Stage	Call to Adventure	Supernatural Aid	Cross First Threshold		Road of Trials: Three Challenges or Temptations								Atonement with the Father			Apotheosis	Ultimate Boon	Magic Flight
Life Stage	Birth	Exploring	Calling		Focusing		Working				Excelling		Mastering			Transcending	Re-genesis	Rebirth
Growth Stage	invulnerable childhood filled with curiosity				playful teenage adventure		gaining control to reach adulthood				advancement in career		getting old, getting responsibility			reaching enlightenment	see the life in youthful eyes	passing to the new generation
Relationship Stage	newness, self confidence and self reliance		intimacy vs isolation, new friendships, first love		brief relationships working together for common self interests		commitment, trust, reliance on others, conflict, betrayl?				maturity selflessness, joy of sharing		struggle together to survive the harshness of life, protect each other			reunion, reconciliation, self acceptance, joy of selflessness & Sharing with each other		
Mood	mysterious, melancholy		adventurous, awe		joyful, playful		risky, challenging		wonder, surprised, lost		wonder, melancholy, confident		small, weak, struggling, nearly given up			powerful, sublime, enlightened, hopeful		
MP Focus	Teach players individually the basic gameplay and introduce them a common goal		"Hey another me" First encounter proves that both players are human through collaboration		"Hello! Goodbye!" "That's fun!" Brief co-op Share the joy and playfulness through Fish riding and surfing gameplay		"That was a ride!" Share the excitement from sandstorm escaping and sand rapid gameplay		"Wow! Look at this!" "That was scary!" Share the curiosity through cloth creature interaction/shouting and the surprise and loss through guardian activation gameplay		Explore the past history together and share the romantic climbing gameplay		"This sucks!" "No~~~" Share the sacrifice and challenge through the mountain gameplay and the sense of loss through the departure moment			Flying together in the summit to share the freedom		
Player Conscious	Where am I? Who am I? Tomb stone reacts to me Left over trail White guy gives me a symbol Mountain is my goal Cloth strands can help me fly		Moving sand Another me but different 1 + 1 > 1 There are cloth inside the machines Ancestor can do ??? to the aqueducts		Endless sand Cloth fish! This is some kind of factory with lots of cloth trapped inside White guy opened the dam, lots of sand are pouring out		The city here is big		Cloth is everywhere underground Machines are mean and eat cloth White guy saved me Machines escaped through the ceiling		Lots of cloth are fed to factory Machines are made inside Cloth is made of life Mass grave with lots of symbols King white guy put all the symbols in me and point me to the mountain		This environment sucks Oh no, the machines are back Am I dead?			Every symbol I carried turns into white dudes They sing and join me to form a big white phoenix Machines are shattered and turned into cloth Together we all fly towards the light Some small white guy is waiting for me We are all connected		
Spiritual Journey	Come to the world with open mind, calm. You learn some basics of the new world. You can awake cloth. Harmonize with cloth.		Cloth is alive, you see them as a form of life		Cloth can help you, and they are friendly		You can help cloth, you respect cloth, bigger forms		You love cloth but the machine kills them		You realize that you are part of the ancient civilization which created the machine. You are sad because discover the past has no respect to life (selfish) Ancestor reminds you of your goal and pushes you to the mountain		You are tested by the reality, the harsh nature	You struggle to resolve the past with the present	You failed	You transform and become selfless	Everything is in harmony	Let go yourself Pass the physical form to the new comers
SP Moments	Opening shots Start/continue menu Good looking mountain Meeting the first ancestor Portal hub area Flag opens cage Living strand Fly 2nd ancestor open tunnel		Moving sand wave Interactive Sandfall Guardian pieces Cloth bridge Multiplayer encounter *Multiplayer ancestor *Symbol Reward		Sand dunes Find and release Cloth Fish Follow Cloth Fish Discover small runes and artifacts Climb the factory tower with Cloth Fish Ancestor open the flush gate Sand surfing		Buildings in Sand Surf through city *Surf on hard surface: jump pads Various obstacles: sandfall, short wall, arch, over hanging Branching path Slow down flat area Surf on cloth		Explore the Cloth forest - Cloth Jelly, Strand, Kelp Activate guardian Guardians turn cloth into sand Sneak through Guardians Find ancestor in the maze Ancestor protects the player Guardians break the ceiling Ancestor leads player to the next room		The museum of past civilization Vertical climb of the grave Ride Cloth dolphin Encounter of the king ancestor King ancestor opens the gate to the mountain Struggle to get out the ruin		Wind tunnel gameplay *Player bleeds symbol/cloth Wall climbing, wait for the wind to pass Guardian attack (avoidable) Blizzard Guardian attack (unavoidable) Force departure *Broken Ancestor Statue Death Ancestors revive player *Player 2 merges with player 1 if alive			Ascension Smash into guardian Cloth guardian transformation Fly to the end "Wow so much life" Ancestor waiting at the light Credits		
MP Mechanics	*Slow Cloth Charge *Shout improvement so that you can still sense shouts off screen.		*Online player glow simulation should be local *Two player ancestor solution		Two player only symbol or painting puzzle Teach player to want to be close to each other		Delay device - breakable structures Branching Paths		Player can see another player in the dark *Player automatically help another player to stand up		*Collaborative jumps Umbrella Lowering the ladders		*Automatically huddle in danger when players are close					
Ancestor Plot	Ancestor gives symbol, points at the mountain		Ancestor links the bridge		Ancestor open the flush gate		Ancestor shows player the vision of the past city, and open the path to the under city		Ancestor protect you from the guardians		King ancestor opens gate to the mountain, give player courage and strength		Ancestors gather and revive player			Child Ancestor welcomes you at the light		
Guardian Plot			Guardian pieces scattered around, player can find cloth hidden inside them						Guardians activate, attack player, break ceiling and disappear		Player also discover the factory of guardians		Guardians return and attack players, break players apart and kill them			Guardian shell is destroyed, reveals friendly cloth form. It joins player and fly to the light.		
Cloth Sand Plot	A desolate world buried in sand		So much sand, it's pouring out of the cliff		A tower is still working underneath the ground, spitting out sand clouds, cloth strands are gathered through aqueducts		More towers can be found in the city. The city is in the process of being buried. More strands can be discovered moving through the aqueducts		Guardians consume cloth and turn them into massive amount of sand, cloth fish dies and turns into sand		Cloth is made by ancients and decorate the space Player discover that cloth is made of life from nature		One player is killed and turned into sand			There is no sand outside the wall, player may hear the sound of ocean or rain		
Ruins Plot	tomb stones Abandon temple	Eroded mass grave	Broken guardian with cloth inside	Broken aqueduct	Tips of sand silos	Power plant Aqueduct dam	Tops of the buried buildings	Massive city with more power plants	Undercity	Entrance to the Ruins with guardian	Museum	Mass grave with more and more symbols near the top	Defensive facilities & barriers left from the war	The returning of the mech	In front of the great wall	The great wall	Ground zero, where the cloth bomb was detonated	Sky above the fallen city
Cloth Creature	Shrub	Kelp	Strand	Bridge	Fish	Ladder	Large Fish, Lots of Fish	Track	Kelp Forest, Jelly, Fish	Dead Fish	Jelly, Fish, Umberella	Dolphine	Shrub	Strands blown away		Guardian	Kelp Forest, Guardian, Fish, Dolphine	
Tapestries	Ancient Life	Worship Cloth	Guardian		Cloth is Power	Power Plant & Aqueducts	Prosperity	Cloth Turns into Sand	Cloth Shortage	Cloth Dispute	Spaceship	Graveyard	Massive Grave	Building the Wall	Old World is Dead		Circle of Life	
Idiot Proof Messages																		

Development spreadsheet from Journey, thatgamecompany, 2012


VD7a
Journey
Desert Research Video 1
VD7b
Journey
Desert Research Video 2
VD7c
Journey
Desert Research Video 3
VD7d
Journey
Desert Research Video 4
VD7e
Journey
Desert Research Video 5
VD5
Journey
Dragon (bird's eye) prototype with commentary
VD6
Journey
Dragon prototype
VD9
Journey
Concept painting
VD10
Journey
Concept painting
VD14
Journey
Architecture design drawing
VD13
Journey
Architecture design drawing
VD4
Journey
Wing Ninja' character sketches
VD3
Journey
First 'Ninja' character design sketches
VD15
Journey
Level colour chart
VD16
Journey
Jenova Chen's production spreadsheet - Creative Moments
VD11
Journey
First painting of white light of the mountain
VD2
Journey
Game footage
VG01
Journey
Contextual Image

V&A VIDEOGAMES
COMPOSITE DESK ARRANGEMENT PRINCIPLES

THE COMPOSITE DESKS CAN BE VIEWED THROUGH THE 'DISTANCE FOG' SCRIMS AS ONE CONTINUOUS LANDSCAPE OF THE MOST INTERESTING CREATIVE PROCESS IN VIDEOGAME DESIGN.



5.
ADDITIONAL ARTEFACTS, SKETCHES AND REFERENCES COMPLETE THE PICURE OF THE STUDIO AND OFFER MORE INDEPTH UNDERSTANDING OF THEIR PROCESS

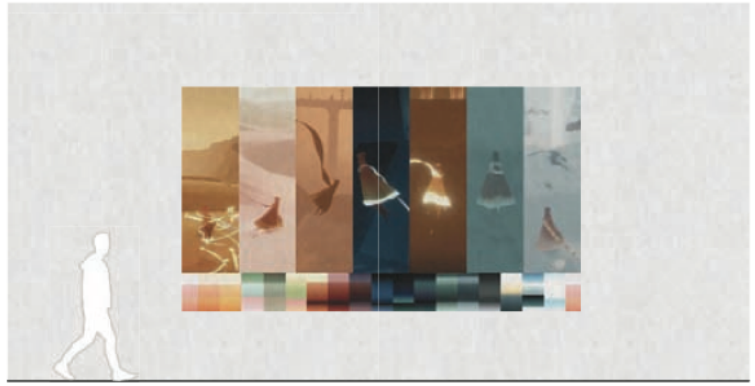
4.
EACH COMPOSITE DESK HAVE MINIMUM 1 UNIQUE DESK INSTALLATION CAPTURING THE UNIQUE APPROACH OR CULTURE OF THAT STUDIO

3.
SOME STUDIOS ALSO HAVE A SECONDARY FREESTANDING OBJECT OR DISPLAY SITTIGN BETWEEN THE DESK AND THE MAIN INSTALLATION

2.
EACH STUDIO HAS A KEY AV INSTALLATION IN THE OPEN PLAYING FIELD.

1.
AT FIRST GLANCE THE OVERVIEW OF THE STUDIO COMPOSITE DESK GIVE AN OVERALL IMPRESSION OF THE CREATIVE PROCESSES AND CULTURAL DIVERSITY OF THE DIFFERENT STUDIOS

INTRODUCTION / 1-2 MIN

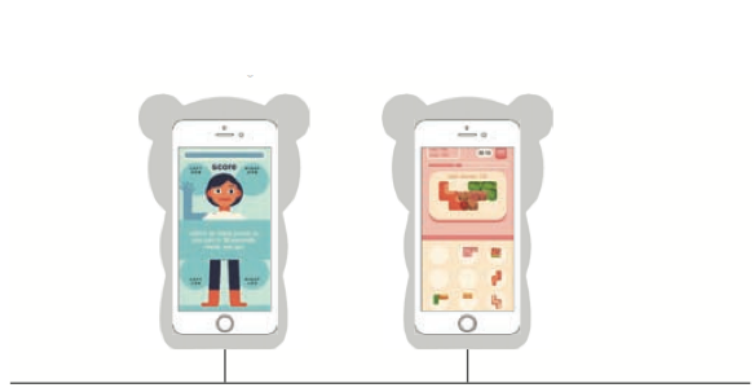


JOURNEY / 6 MIN

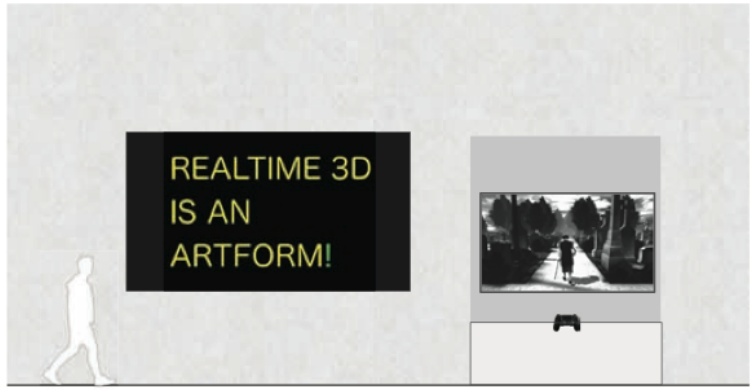
THE LAST OF US / 5 MIN

BLOODBORNE / 5 MIN

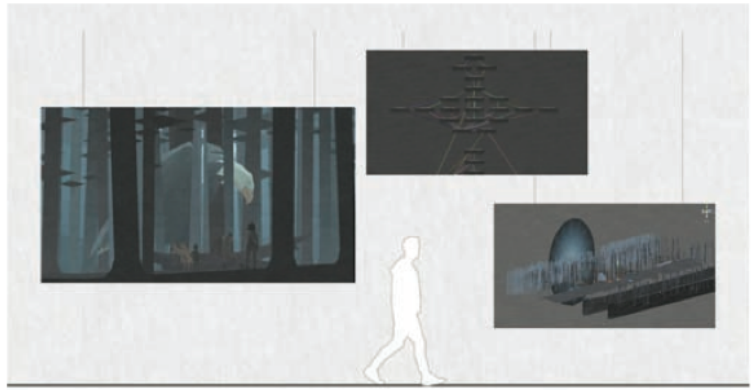
SPLATOON / LOOP



CONSUME ME / 2 MIN / PLAYABLE



GRAVEYARD / 5 MIN / PLAYABLE



KENTUCKY ROUTE ZERO / 6 MIN

NO MAN'S SKY / LOOP

JOURNEY STORYBOARD

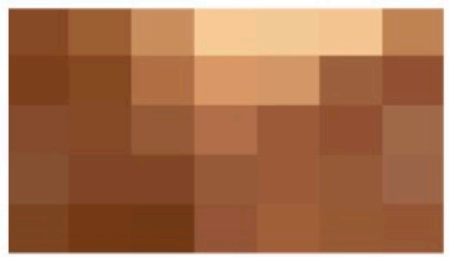
- KEY MOMENTS

1
Sand Surf Level

02:30

2
Transition
(10sec)

02:40

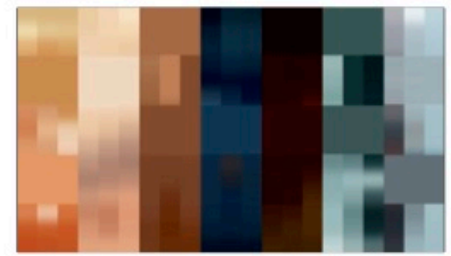


3
7 Levels

02:40 - 03:40

4
Transition
(10sec)

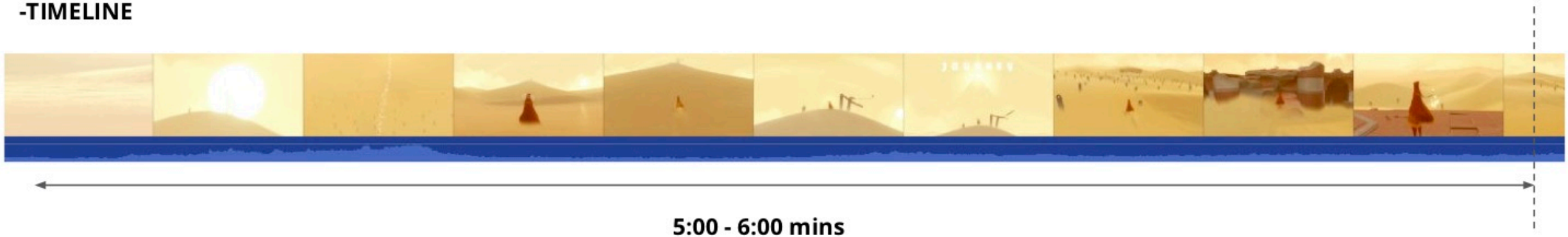
03:50



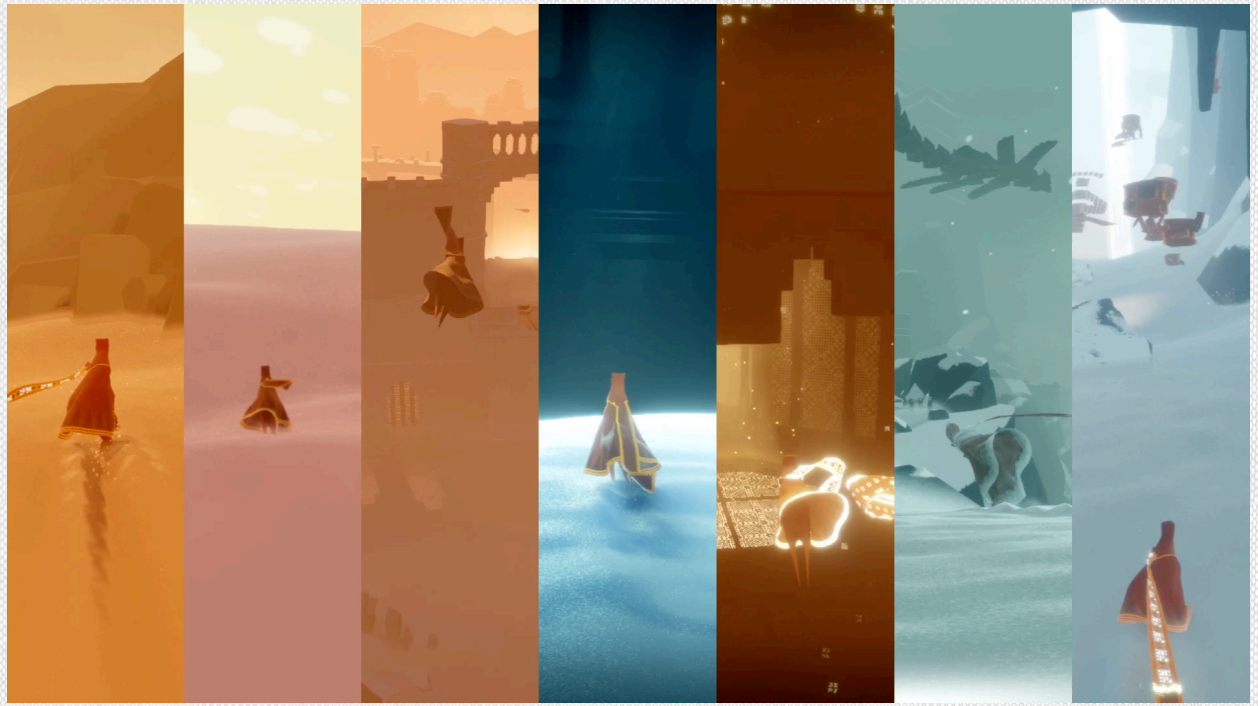
5
Another Level

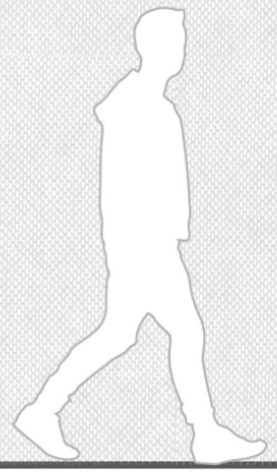
+05:00

-TIMELINE



5:00 - 6:00 mins





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