



# Container Ship Adventures

Team 14



# Our Protagonist

The protagonist is a young child whose father, the captain of the container ship, has fallen ill and is unable to continue commanding the vessel. The child, though young, bravely takes it upon themselves to navigate the water in their father's absence. As with any child, they are initially naive and curious, but slowly gain experience and knowledge as they familiarize themselves with the ship and its workings.



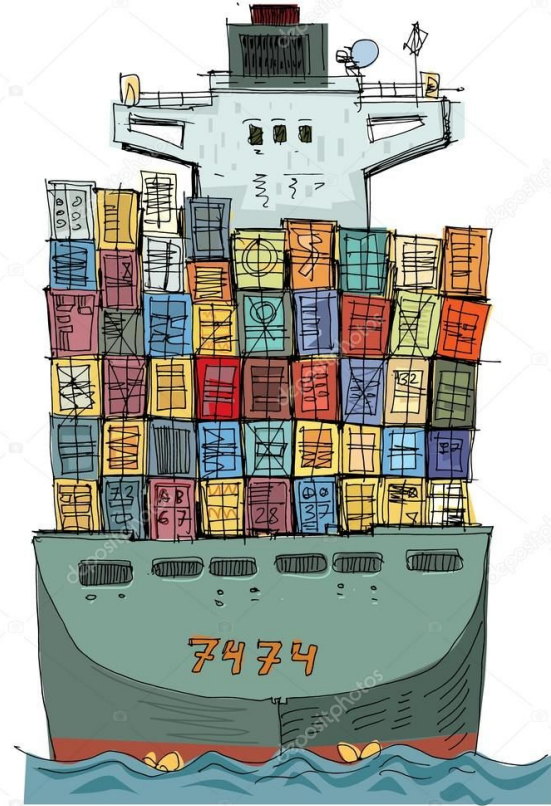
# Synopsis

As briefly mentioned in the protagonist slide, the objective of the player (child) is to complete tasks onboard and take on the responsibilities of the captain as the captain has fallen ill. These tasks can include navigating the ocean, taking care of the captain, retrieving items from containers, and overseeing the crew. The player's goal is to prove themselves worthy of taking on the captain's role.



# Aboard a Container Ship

With a container ship as the setting, our game offers players an opportunity for a unique and exciting adventure that would be difficult to replicate elsewhere. The vast size of a container ship can provide a sense of exploration and discovery for a young protagonist, while the challenges and obstacles of navigating the unpredictable ocean can create a sense of urgency and danger. Additionally, the young protagonist could learn about the workings of the container ship industry and gain valuable life skills, such as problem-solving, teamwork, and resilience, through their experiences on the ship.



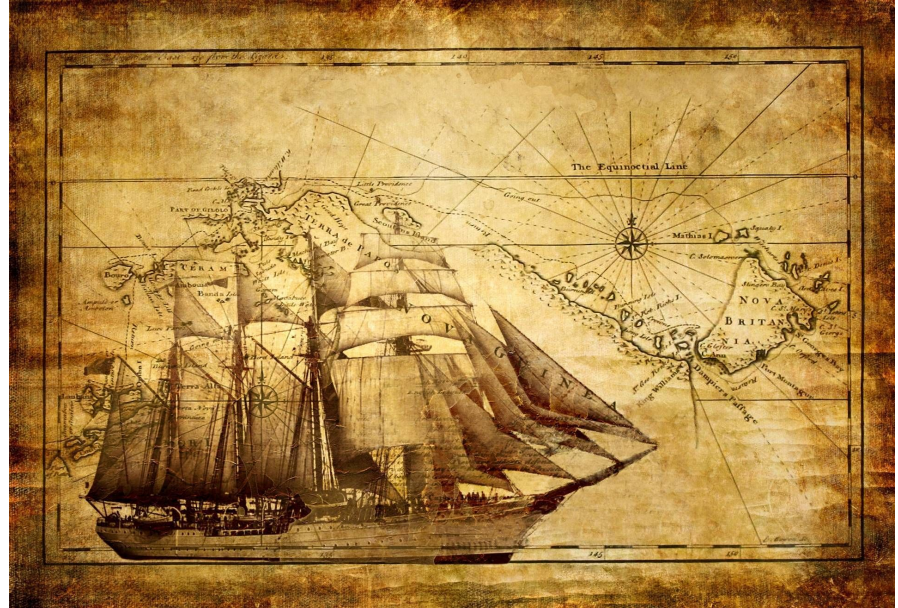
# Childlike Wonder

Even in the stress of the moment in game play, we aim to retain a sense of childhood curiosity in the actions that players must take. They may be prompted to try to meet different animals or solve different puzzles that keep the feeling of the game light even in the larger, more stressful context.



# Adventure

By incorporating adventure into our in our game, we hope that players will be able to explore the vast and exciting world of ships, facing challenges and obstacles as they traverse the high seas. This will provide a thrilling and immersive experience, allowing players to truly feel like they were transported into a container ship. A similar experience can be had while exploring the mysteries of the ship itself.

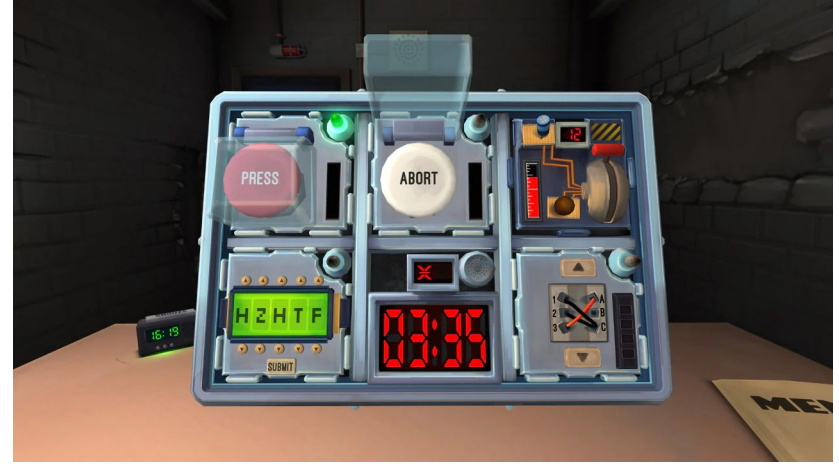


# Gameplay

We aim to incorporate a digital element to our game in the form of a React WebApp which can help facilitate various interactions, especially if different probabilities of success/failure are involved.

We took inspiration from the games Spaceteam and Keep Talking and Nobody Explodes, in the way that the players mainly interact with each other, using the digital interfaces of the game as a catalyst.

Next steps: we will be deciding which tasks aboard the ship and which player interactions.



# Narrative Challenges

- Finding a way to make the narrative support the setting and vice versa
- Coming up with a story that is fleshed out enough yet ties up all plot threads in a satisfying way
  - How to do this with the limited resources (especially time!) at our disposal?
- Making sure the feelings of exploration, discovery, and adventure are at the forefront of players' experiences

# Technical Challenges

- How to integrate the digital component with any analog components we'll use
- Leveraging the use of technology to make the setting we choose seem more immersive
- Leveraging our applications of technology to facilitate interactions between players and players with the narrative in controlled ways
- Embedding our technological interactions with any analog components of our game



# Who is this for?

Those with an unquenchable thirst for adventure.

Those who yearn to feel that sense of childlike wonder, where mystery and discovery lurked behind every corner.

We hope to leverage these feelings and desires in the game we create, exploring a new setting that still is rooted in reality!



# Appendix

Group member's individual brainstorming contributions:

- [Julia Rose Chin](#)
- [Cyrus D'Arcy](#)
- [Albert Hwang](#)
- [Elysia Smyers](#)
- [Pannisy Zhao](#)