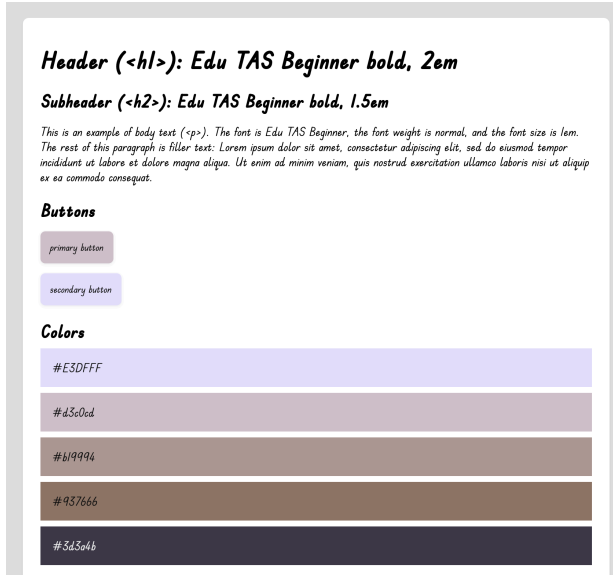


My goal is to with this brainstorm is to evoke emotions and feelings of and **reflectivness, peacefulness, connectedness.**






In the moodboard below, I include some aquatic-themed locations, images of people and nature, and an image of a journal and camera (associated with reflection). I also include one image of the Golden Gate Bridge, as our team is tentative considering San Francisco as our in-game setting.



I also created a style tile similar to one I made for CS 247B last quarter. In this style tile, I use a font that feels very personable. I focus on some earthy colors, plus purple/lavender. These colors are associated with feelings of connectedness.



I also created a short Spotify playlist featuring peaceful jazz (Maybe Tomorrow — Grant Green), a reflection on the passing of time and the need to live life with vigor (A Caballo — Silvio Rodríguez), uplifting and happy jazz (Lovely Day — Bill Withers), an electronic piece referencing human connection “when the world looks bleak” (Metamodernity — Vansire), and a song referencing a story about family connection (The Bamboo Princess — WEDNESDAY CAMPANELLA).

#	Title	Album	Date added	
1	 <b>Maybe Tomorrow</b> Grant Green	Visions	7 minutes ago	4:55
2	 <b>A Caballo</b> Silvio Rodríguez	Descartes	6 minutes ago	2:53
3	 <b>Lovely Day</b> Bill Withers	Menagerie	5 minutes ago	4:14
4	 <b>Metamodernity</b> Vansire	Metamodernity	4 minutes ago	2:42
5	 <b>The Bamboo Princess</b> WEDNESDAY CAMPANELLA	Galapagos	3 minutes ago	4:03

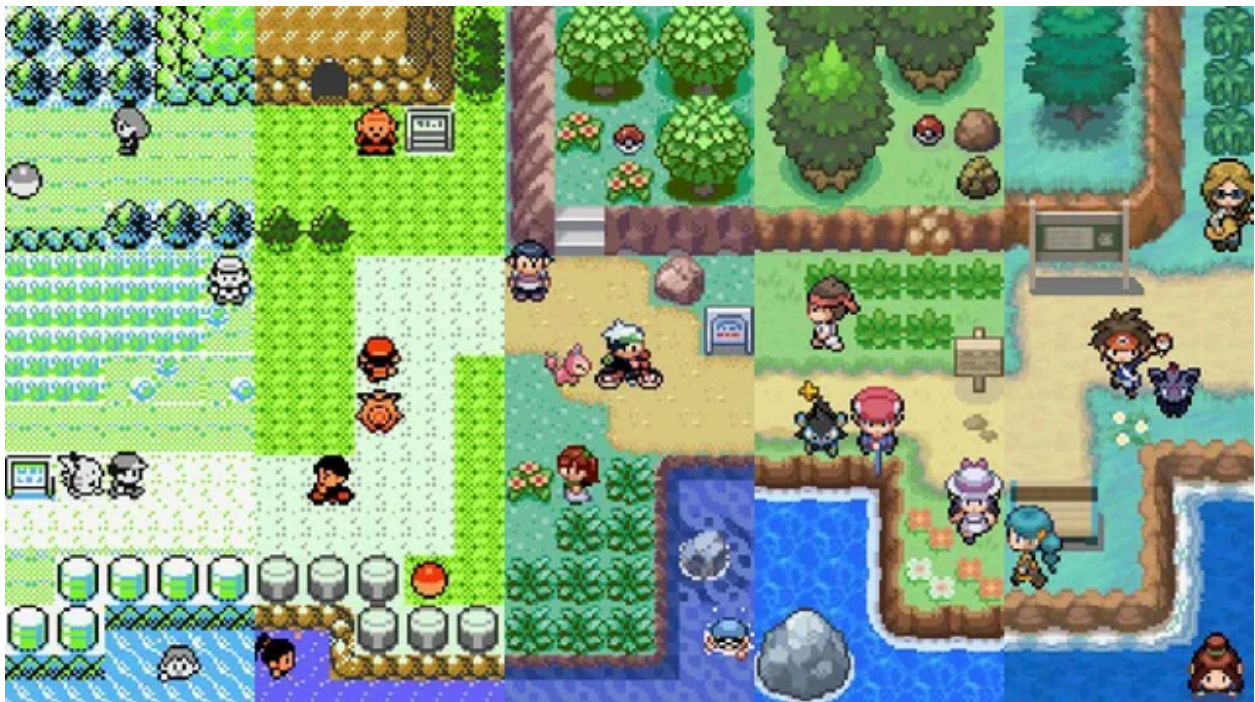
<https://open.spotify.com/playlist/04t2TrrRsOB7xxDbNNbR0?si=d48218461cc54b2f>

Finally, I brainstormed a few potential directions for our game.

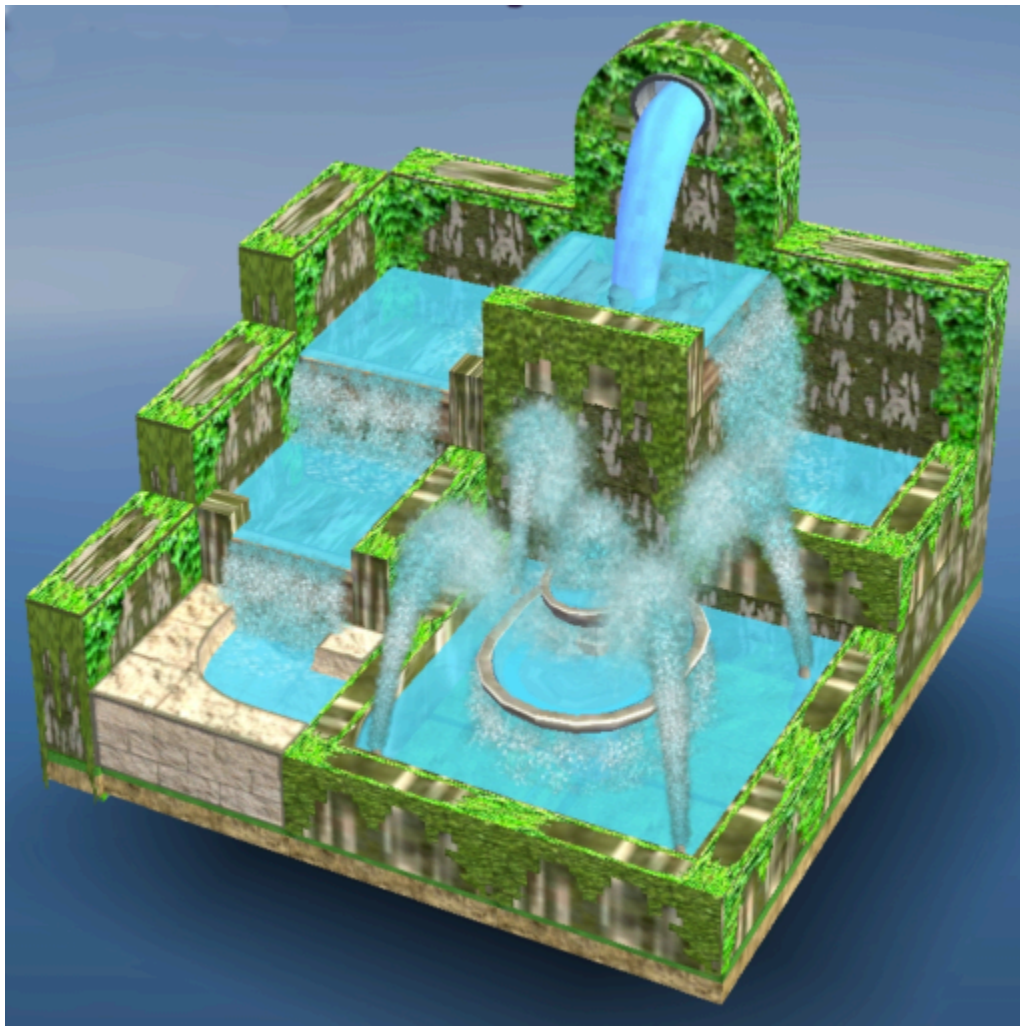
1: Potential artistic direction: Artistically, our game could be 2d and pixelated or block-y. This would be easier for us to make than a 3d game, and, for our target audience of people our age, it may be able to evoke feelings of nostalgia due to playing these games when we were younger.



<https://www.wired.com/story/why-retro-looking-games-get-so-much-love/>



[https://www.reddit.com/r/pokemon/comments/kaf02d/all\\_2d\\_designs\\_of\\_pokémon\\_games\\_which\\_one\\_is\\_your/](https://www.reddit.com/r/pokemon/comments/kaf02d/all_2d_designs_of_pokémon_games_which_one_is_your/)



[https://play.google.com/store/apps/details?id=com.Frasinapp.waterfountain&hl=en\\_US](https://play.google.com/store/apps/details?id=com.Frasinapp.waterfountain&hl=en_US)

2: Potential platform direction: Alternatively, we could consider creating a game in VR. This could increase feelings of connection and immersiveness. Below is a screenshot of a VR kayaking game. We could have a VR game with the grandparent in a kayak with us.



<https://www.altlabvr.com/vr-kayak>

3: Potential narrative direction A: Premise: your grandparent wants to relive some of their important memories—and they need you to take them to certain locations to do so. The catch is that the city they once grew up in is now flooded due to climate change. This would involve embedded narratives (snippets of your grandparent’s life) and also an enacting story as you go through and perform/witness a fixed exploration story. This would involve discovery (learning about your grandparent’s life), narrative, and fellowship (with the NPC grandparent) as the primary types of fun.

4: Potential narrative direction B: Premise: your grandparent wants to spend time exploring a new city outside with you. The catch is that the city is now flooded due to climate change and so you need to help them navigate. This would be an enacting story as you go through and perform/witness a fixed exploration story. Like idea A, this would involve discovery (learning about the city), narrative, and fellowship (with the NPC grandparent) as the primary types of fun.

5: Potential narrative direction C: Premise: You live with your grandparent and you both need something (medicine? food?) and are going to go get it. The catch is that the city is now flooded due to climate change and so you need to navigate to various locations. This would also be an enacting story as you go through and perform/witness a fixed exploration story. This would involve challenge (navigating the city—this would not be a challenge in true ideas A/B) as the primary type of fun.