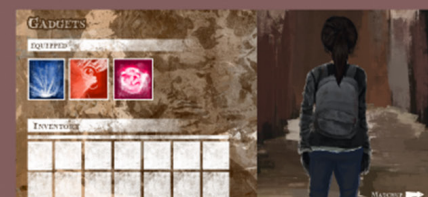
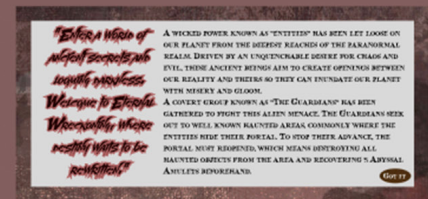
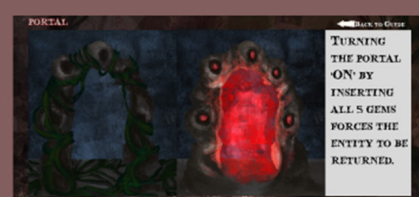
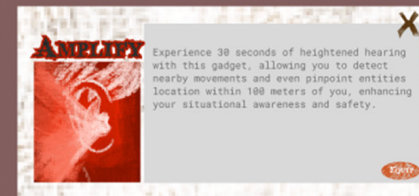
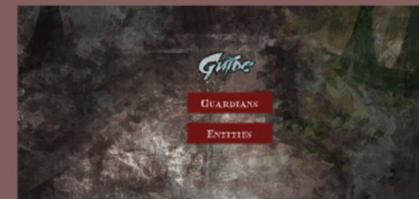
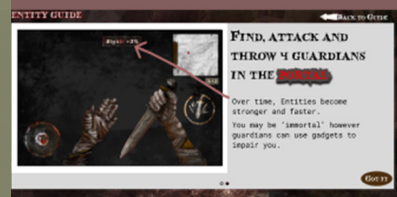
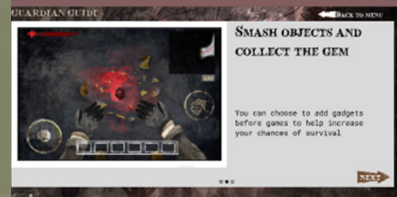


ETERNAL WRECKENING

A mobile horror game that offers intuitive controls, immersive visuals, and innovative full-body movement mechanics in a chilling dystopian setting.



PROJECT BRIEF

Welcome to **Eternal Wreckening**, a multiplayer, mobile game where immersivity and horror collide.

This dystopian and horror-realism game is made to fully engage players by integrating their body motions seamlessly. It uses the gyroscope function to take you into a terrifying multiplayer experience. A lot of emphasis is focused on user-friendly design, simple menu navigation, and thorough guides to make sure that users have a better gaming experience.

TOOLS:



PROBLEM STATEMENT

Who

Mobile gamers

What

Video game

When

While gaming

Where

Anywhere they are gaming

Why

Increase body engagement within video games

Through the conventional game design, there is often a disconnect between the user and the interface of mobile games, preventing an immersive experience.

While some developers address this problem purely through visual design, there is an opportunity to address both of these problems at once by integrating body movements via gyroscope. Focusing on the body-mind experience, we can create a more holistic and engaging interaction between the player and the game environment.

GOALS AND OBJECTIVES

1. Increase immersion through Physical Movement
2. Improve Horror Atmosphere
3. User Interface Integration with movement
4. Provide Clear User Feedback and Guidance

The background of the slide is a faded, artistic image of a person wearing a VR headset, looking down at a device in their hand. The image is rendered in a monochromatic, muted green tone.

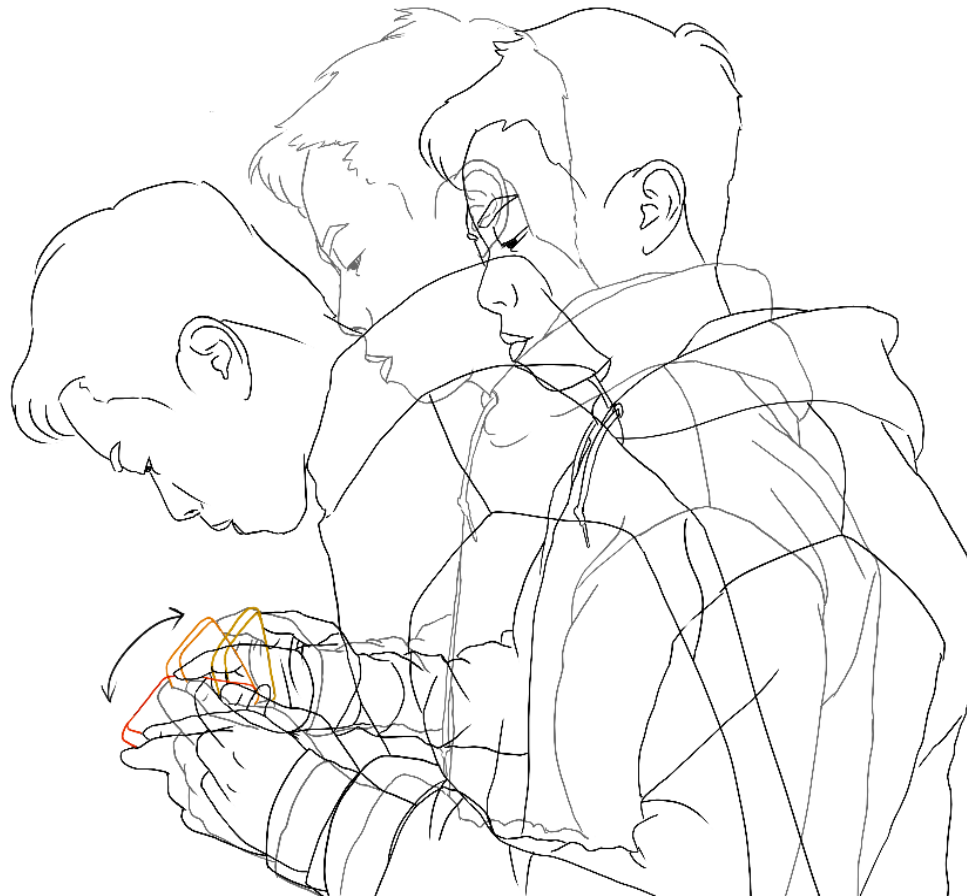
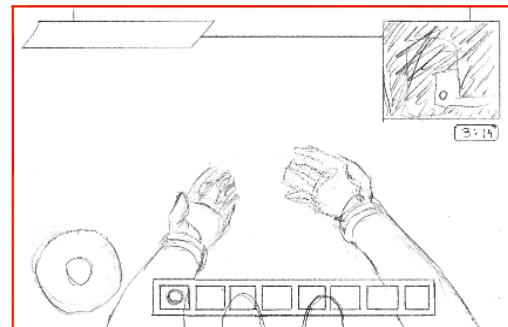
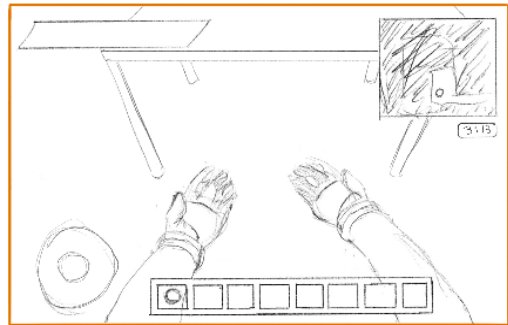
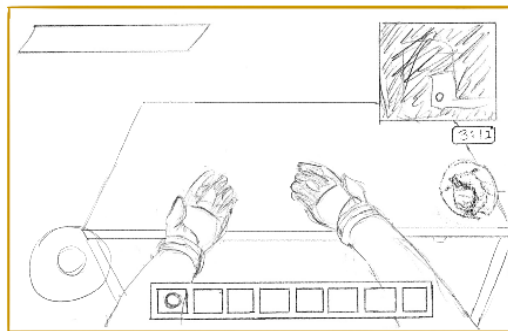
01

SOLUTIONS

Innovative Mechanics for Immersive Engagement

SOLUTION

MOVEMENT: LARGE



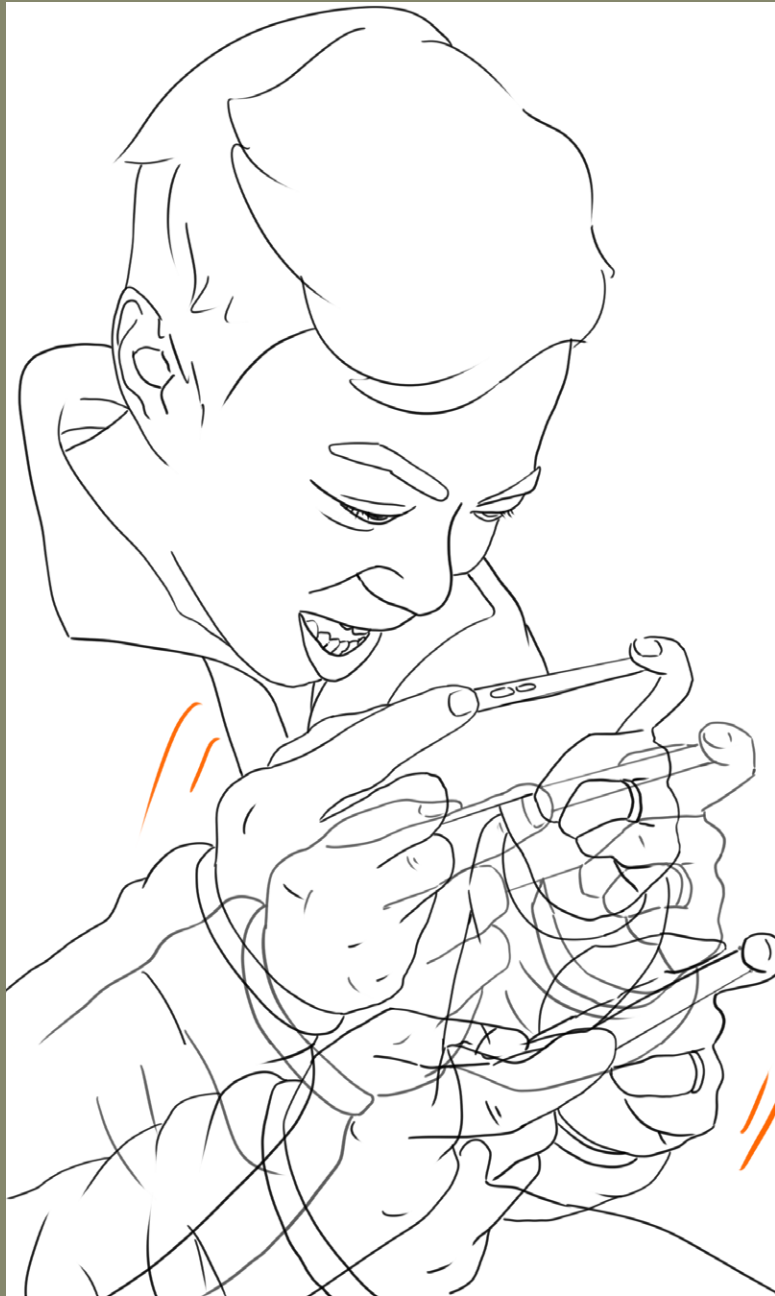
GYROSCOPE

Eternal Wreckening's gameplay features a joystick for moving around but also has a gyroscope intergration that encourages users to use their full body while playing in the game. Instead of having the left thumb for movement and the right thumb to move around (like in traditional mobile games), it utilizes the user's entire body to be engaged within the gameplay.

USER EXPERIENCE

This innovative approach also intensifies the horror experience in Eternal Wreckening. When involving the player's entire body in the gameplay, the game fosters a heightened sense of immersion. Users must physically turn and twist their device, amplifying the feeling of being physically present in the eerie and suspenseful environment.

This heightened mind and body engagement makes for more exciting and realistic game play.



SOLUTION

MOVEMENT: MEDIUM

SHAKE TO RELEASE

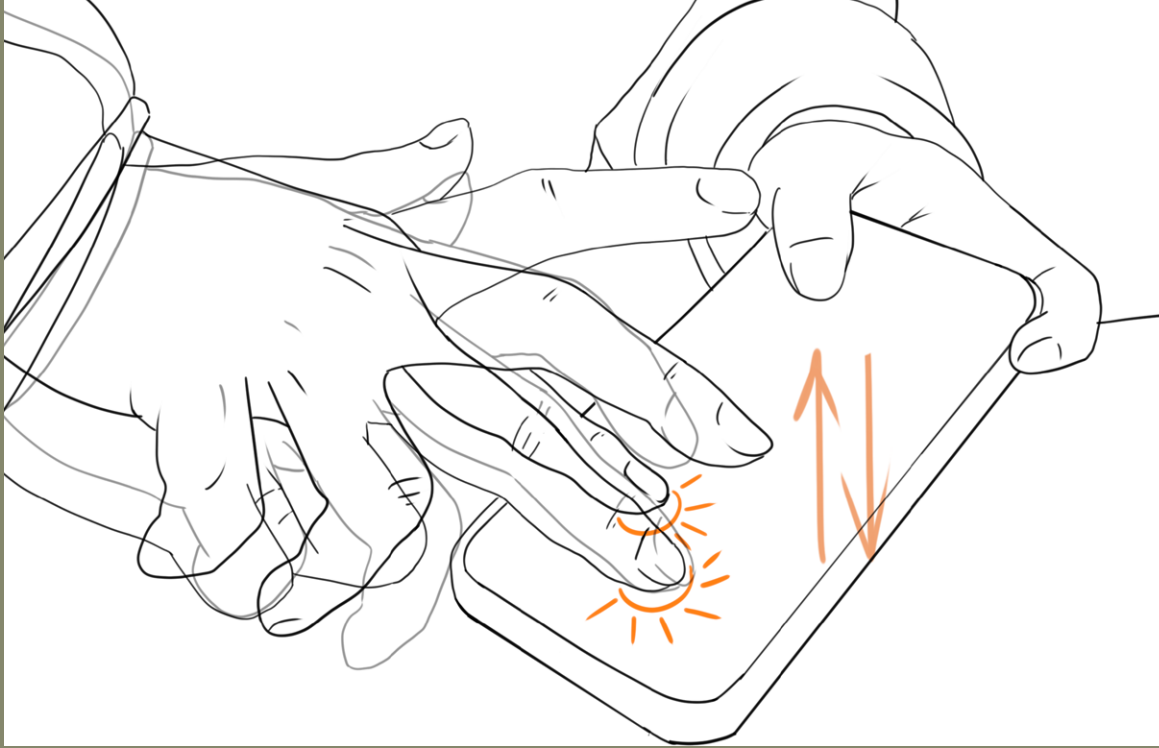
When captured by an entity, survivors have a chance to escape. When users are getting dragged to the portal by the entity, they can shake their phone to try to escape it's grasp. However, if unsuccessful, they get eliminated immediately.

By physically mimicking the same action in the game as one would do in real life, players are given a heightened sense of connection and immersion.

Risk vs. Reward dynamic plays an important role within this situation, as users must weigh the decision to attempt an escape against the potential consequences of failure. Encouraging players to make meaningful choices and to consider their actions carefully adds depth and strategy to the game.

SOLUTION

MOVEMENT: SMALL



FINGER MOVEMENT

User can tap the screen repeatedly with both fingers allowing them to run. As the character would become exhausted running, so too does the player tapping over and over.

VIBRATION

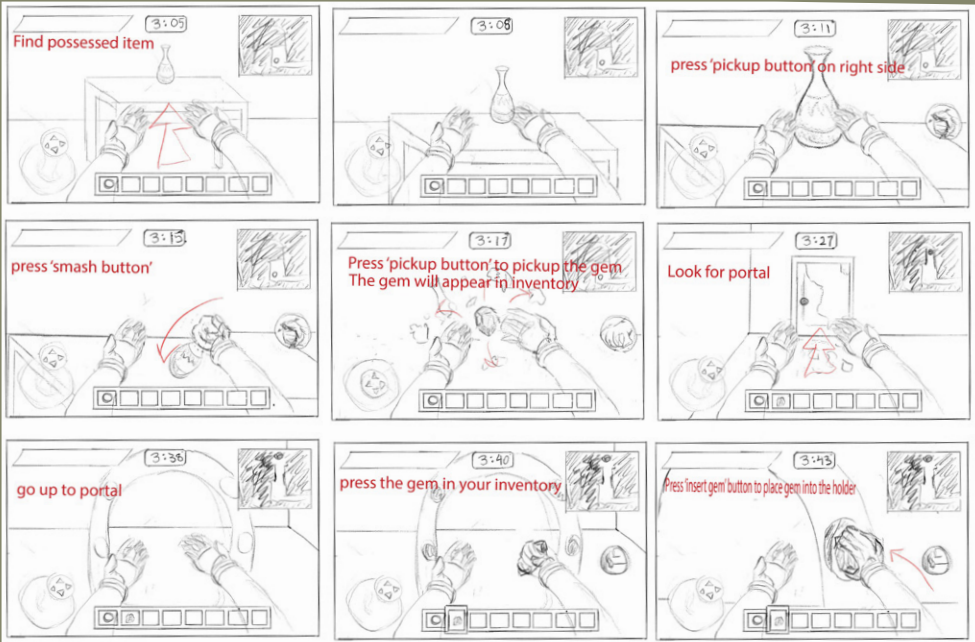
After the energy bar goes down to the bottom indicating exhaustion, the phone will vibrate to let users know that they can no longer run. The bar slowly resets over time, preventing overusage of the 'run' option. This implies game mechanics & interaction.

The connection between the energy bar encourages players to utilise strategy and moderation by discouraging them from abusing the 'run' option. This keeps gaming from becoming tedious or repetitive while also providing a greater level of gameplay depth.

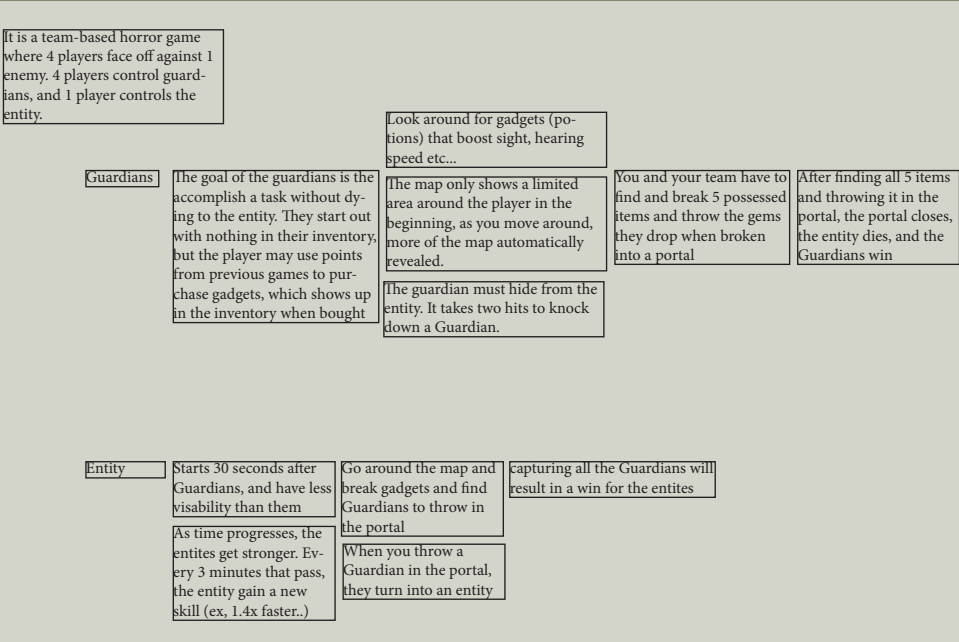


In-game energy bar

Low Fidelity STORYBOARD

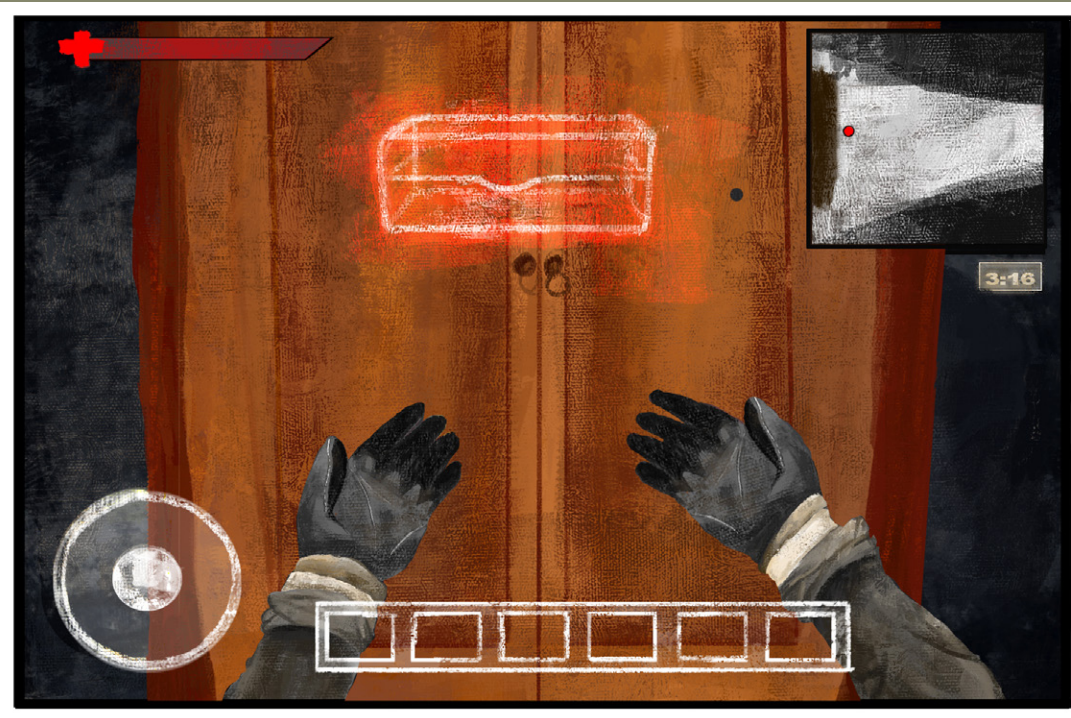


Player's perspective of the game



Guardians and Entities simple storyboard

WAYFINDING



INTERACTIVE OBJECTS

Objects available for interaction are shown to the character in glowing outlines when the character is within close proximity. These are even visible when hidden behind other objects. The bright and clear signage marking the 'points of interest' enables users to quickly and efficiently locate the correct objects.

LIMITED MAP FEATURES

The map tool for the Guadian's point of view is hidden and can only be uncovered by exploring all the sections of the map. Rather than relying solely on traditional map markers or waypoints, the visual cues provide a more organic and immersive way of navigating the environment, making Harper's journey feel more natural and engaging.

02

USER INTERFACE AND ART DIRECTION

Clarity for users

INTRODUCTION

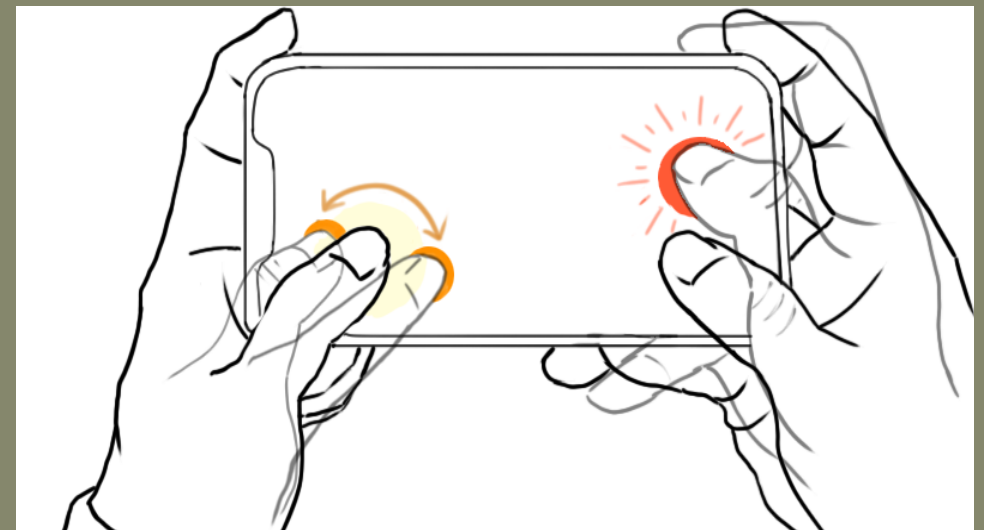
ACTION BUTTON

The “action” button is placed higher on the right, within the reach of the player’s thumb, all the while allowing their hand to securely support the mobile device. This positioning is balanced because the left hand would focus on the bottom left controls, and the right hand can focus on the top right area of the screen/device.



JOYSTICK PLACEMENT

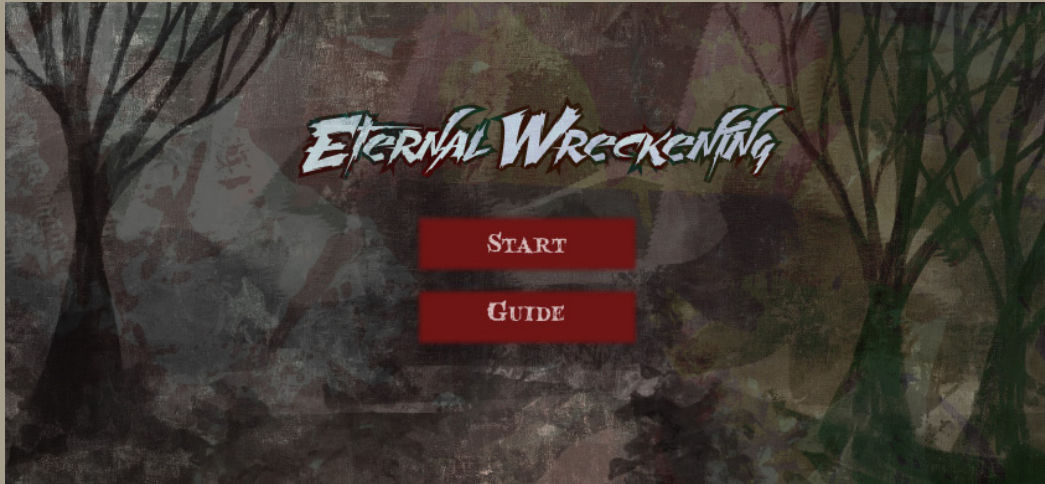
Since most users use their thumbs to navigate and move in games, the joystick on the left is placed within thumb's reach to prevent strain while playing. This leaves room for the left hand to be occupied with controlling the movement within the game.



INTERACTION BETWEEN SCREEN AND HANDS

FONT CHOICE

I used “Martyic” for headings and “Blood Crow” for body text. “Martyic” creates a eerie and memorable feeling. I utilized “Blood Crow” so that instructions would be clear and readable. When combined, these typefaces heighten the player’s immersion by harmonizing the aesthetic qualities of the heading while also making sure crucial information is communicated to them.



The hand-drawn environment and characters were all done with the same brush, creating a consistency in design through repetition. By not being precisely representational but rather stylized, this gives the viewer an unsettling feeling. The goal was to create a creeping sense of dread and unease even before they start playing the game.



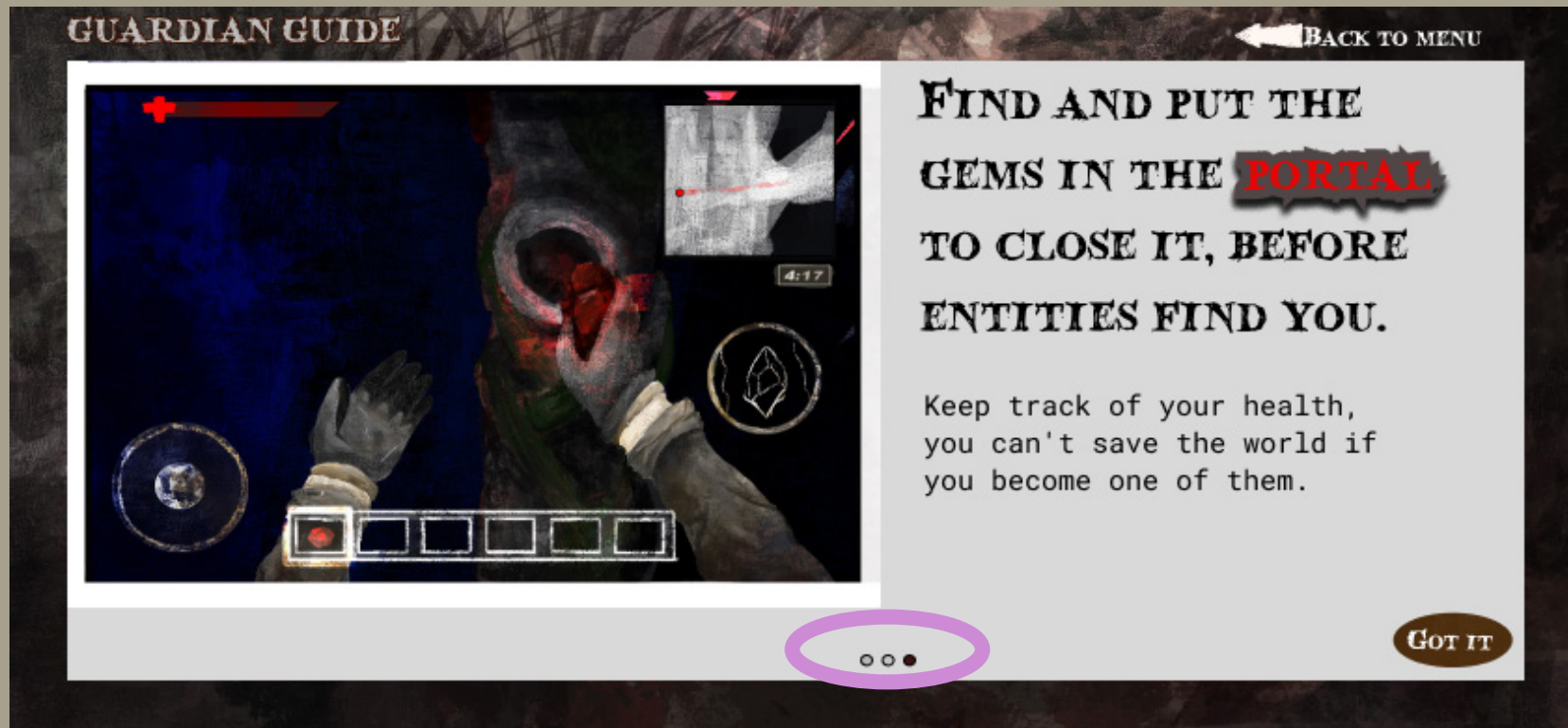
ART STYLE

A painterly, horror-realism style is incorporated within “Eternal Wreckening,” depicting the dystopian world overtaken by evil. The minimalism, dim lighting, and dilapidated environment all evoke a psychological unease.



CONSISTENT ICONS

Having a consistent icon shape throughout the game's interface allows users to have a sense of unity and dependability within the interface. Having arrows to show the movement between slides and a circular shape to exit, create an easy to understand connection using clear universal symbols.



CIRCULAR SHAPES TO INDICATE SLIDE PLACEMENT

Circles on the bottom of the slide indicates its order and sequence in the slideshow. This gives the player an overall understanding of their place in the game.

GOAL AND SENSE OF ACHIEVEMENT

Making gadget collection an integral part of the gameplay, not only gives users a goal but creates a sense of achievement when finally acquired. This ensures that the players stay engaged throughout the entire game.

BACKPACK VISUAL ASPECT

Even though users may not be familiar with the game and its interface, they most likely will be familiar with a backpack and how it's used. A familiar everyday item to store collected gadgets creates an important link between the user's reality and the imaginary game world.



GADGET SELECTION

To equip a gadget, the process is quick and easy. The user simply needs to tap on the gadget, then select their chosen equipment to equip it onto their character. Clicking as a means to access something is a simple and familiar process.

MATCHUP BUTTON

The matchup button is featured on the bottom left, balancing the two sides of the screen. The arrow is universally understood as a symbol for direction. By clicking on the icon they will move to matchmaking.

STUN



Stun, activated by after the guardian places two gems into its portal, emits a blinding burst of energy for 4 seconds, stunning and disorienting nearby malevolent entities to aid the guardian when faced with an entity. Its swift activation and potent effects make it a crucial tool for combating supernatural threats.



EXIT ICON

The exit icon, seamlessly integrated with the game's design, serves as a cue for returning to gameplay. Its bright and vibrant color is in stark contrast to the dominant brown color scheme within the game.

Instead of writing an 'exit' button, I decided to draw the icon, which balances out the amount of content on the screen and maintains a visual harmony between text and images within the game layout.

EQUIP

EQUIP ICON

The circular shape of this icon maintains consistency with the rest of the interface. Matching the color of the "equip" icon with the corresponding gadget, establishes a streamlined connection. This visual harmony helps the user take the necessary action more quickly.

BRIGHTLY COLORED GADGETS

The bright colors of the gadgets draw the user's attention and serves as visual cues. Instead of just using the icon, the distinct color of the gadget helps the user differentiate each one quickly and efficiently.

BACKGROUND

The background information is done in a light color, making it clear and easy to read. It is important for users to know what each tool does before selecting it.