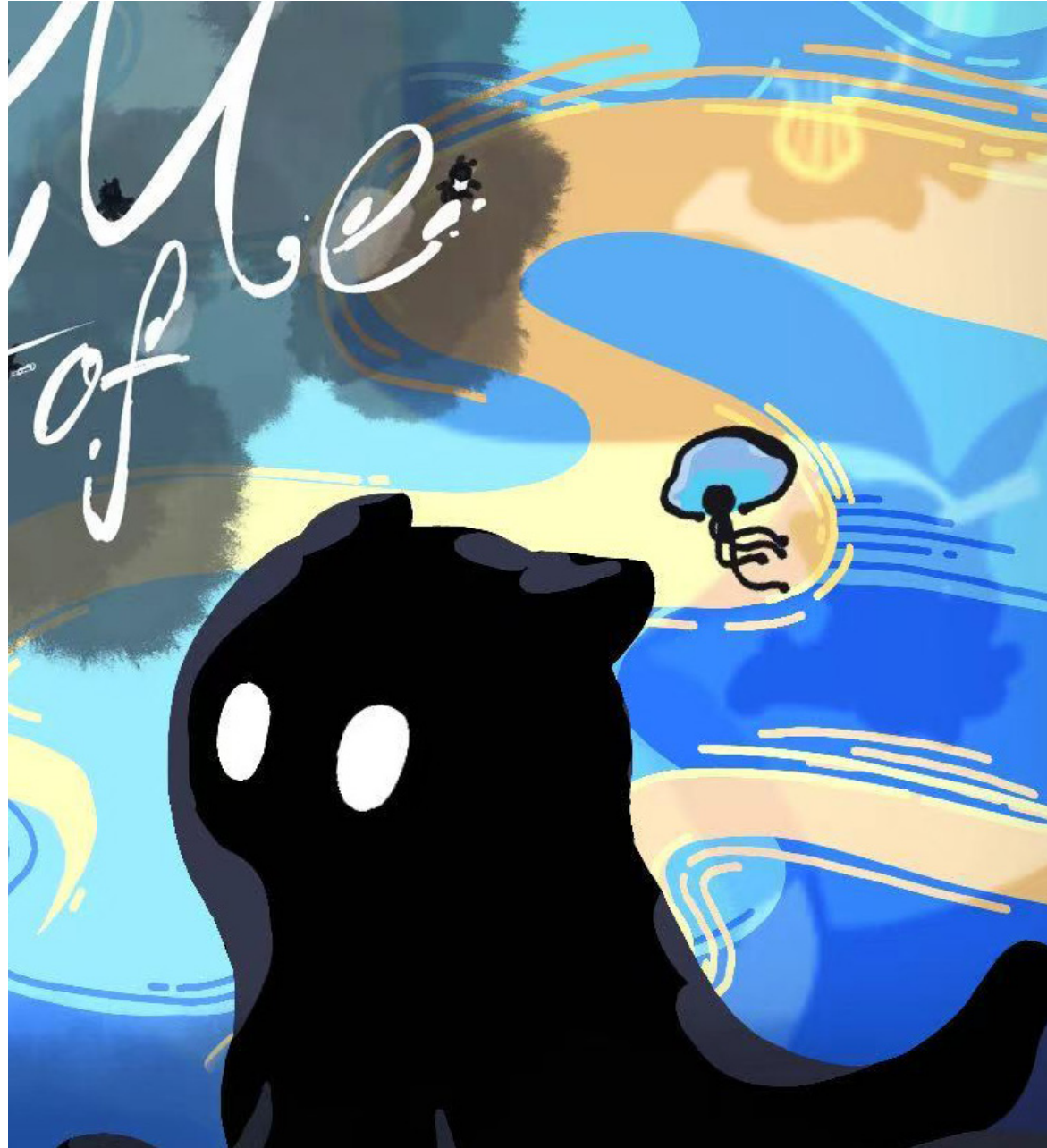


Story of Me

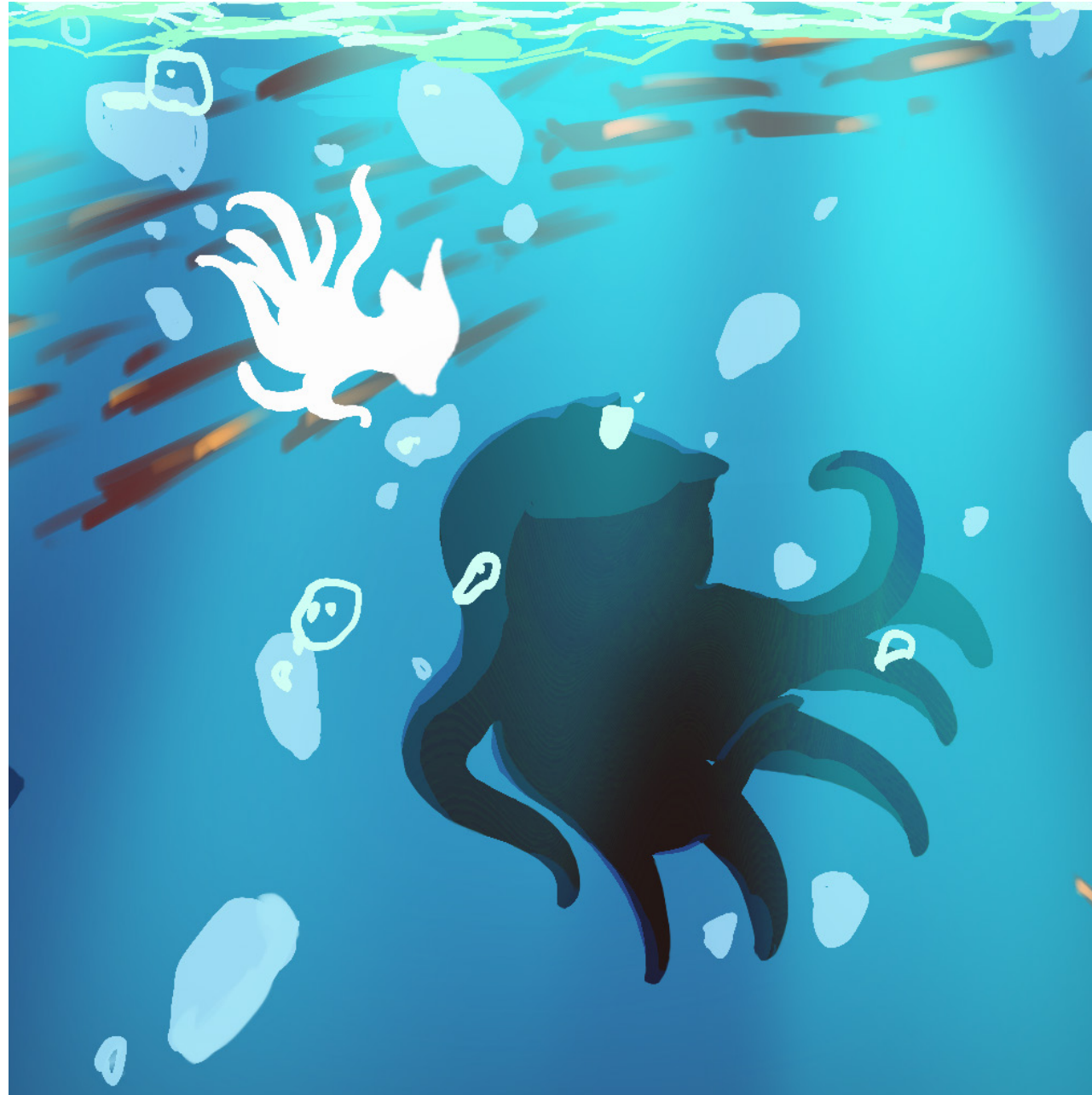
Luyuan Zhang's Final Project

A Fragment Narrative Puzzle
Game
about Building Balance
Between Social Expectation
and Self Identity





This project aims to present a way to achieve balance and mental stability through a puzzle-platformer game with fragmented storytelling. By recounting personal experiences, players integrate character's self-identity, gradually let go of inappropriate social expectations, and gain recognition from social and family bonds. Ultimately, they build the unique balance between external social expectations and self-perception.



I intend to explore this theme in a gentle manner. In this project, players advance the game by altering the core ideas within the protagonist's memory world, while visuals and sound effects together reflect the protagonist's shifting state of mind. Using games, a medium widely embraced by young people, I hope to bring positive inspiration to players.



Narrative Content

The octopus job on land and his daydream of being rich and famous.

A weekly party held by Land and Sea Association
octopus' dream weighs heavy on him.

Way to underground magical teleportation array

Memory clip 1:
the Octopus wanted to visit land and share his story

Memory clip 2:
the Octopus' time in land school he changed his dream to win respect
But he is not always believe in that

Memory clip 3:
the octopus' nightmare
He is afraid that his idea is different
But he accepts them now

Memory clip 4:
the octopus' candour
He puts questions about himself and finds his own direction

Ending
the octopus meets his family and return land
He changes his mind and reach the balance,

Task

Introduce player control options

Introduce Game Background

Introduce the ink skill

Tutorial Level

Players get familiar with character controls and use ink skill to solve puzzles

The core interaction involves using ink skill to alter his ideas.

Use ink skill to answer questions and find his own idea about expectation.



The main storyline is designed around the theme of balancing social expectations and self-perception, aligned with the five core stages of self-reconciliation.

The protagonist of the game is an octopus who yearns for life on land and has secured a job and residence there. He equates wealth and fame as the sole measure of success, and the gap between his reality and lofty ideals weighs heavily on him.

One weekend, he finds a baby jellyfish near his home. To help the little jellyfish return to the ocean, he must restore the magical teleportation array that connects land and sea, and all clues needed for the repair lie hidden within his world of memories.

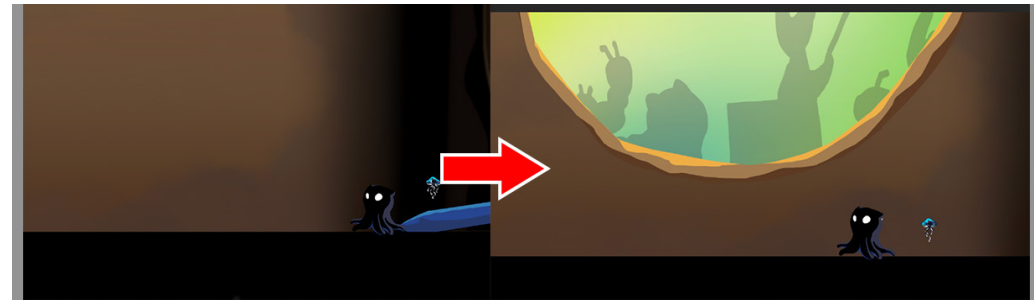
As he explores this realm of memories, the protagonist revisits his original aspirations and witnesses how societal expectations have twisted his ideals. He acknowledges and accepts his inner confusion, resolves to focus on the present, and starts with small, attainable acts within his power.

Parents play important role in this process so I intend to set the ending of the storyline as a reunion with the protagonist's parents. After many years apart, he returns to his ocean home, and a reunion with his parents fills him with encouragement. He resumes his life on land thereafter, yet he has finally achieved inner balance.

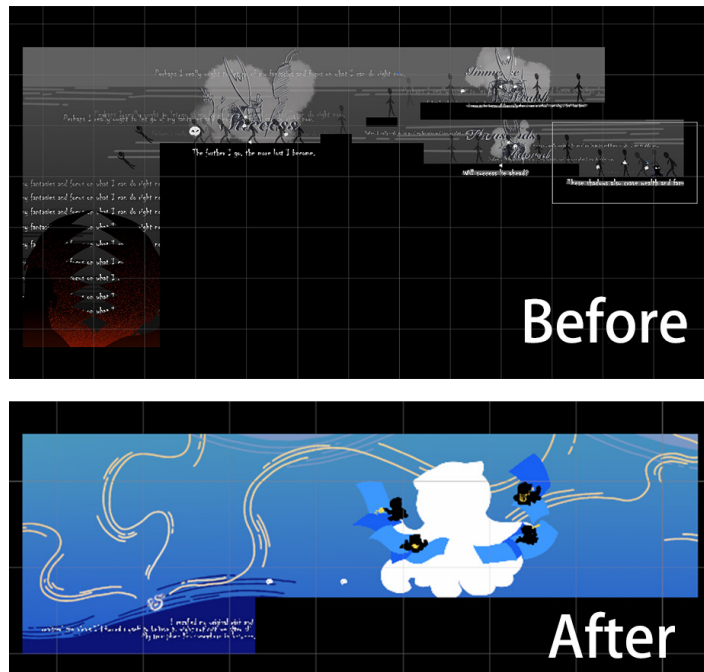
Interactions within levels are divided into two primary categories: interactive interactions and trigger-based interactions. Core puzzle-solving actions and lengthy text information are activated via interactive triggers, while monologue texts, prompt texts, image cues, visually distinctive terrain and artistic elements mostly belong to trigger-based interactions.



Using ink skill to change ideas in mind



Trigger and pop-up images



Before

After

When all ideas shifted, change the environment

Interactive content is further split into informational interactions and puzzle-solving interactions. Puzzle interactions consist of the ink doodle skill and environment switching mechanics.



Full gameplay video:

<https://youtu.be/OR6nys3WPk8>