CESSATION

BFA THESIS DEFENCE
NIA TURPIN
GAME DESIGN
CLEVELAND INSTITUTE OF ART 2021
SPECIAL THANKS

MY BFA COMMITTEE

HARRISON WALSH

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Problem Statement
How can I use the environment to tell a story that invokes heartbreak and loss while progressively graduating towards hope and new beginnings?

Thesis Statement
I’ve done this by sending the player on a ‘fetch quest’, prompting the player to explore the environment and learn the story. Key items will move the story along which will graduate the mood from heartbreak to new beginnings signaling that we’re reaching the end and are moving on.
Proposal

Using elements of winter/early spring, I will take the player through a depressing tour through the house. And then I will use spring towards the end to create a feeling of hope.

- Using Unreal Engine and Quixel Megascans to create realistic scenery
- Interactions with the environment
- Developer Focus
- Environmental Storytelling
- Fetch Quest Mechanic
Inspirations & Concept Art

Tom Clancy’s The Division & The Last of Us Part 2
DEMO TIME!

Drive Link: https://drive.google.com/drive/folders/12KcvfLCvxB2VmJ-hpuWw45T9KblicwXSP?usp=sharing

Itch.io Link: https://nbturpin.itch.io/cessation
WHAT'S NEXT

- Cease all work to focus on building my skills in the environment concept illustration art field and move on towards the next stage in my career.
CREDITS

THANKS TO:

- Dennis Pauly (palinoia gamedev) First Person Story Adventure Template
- Quixel Megascans
- Moravac Design
- Next Level 3D
BIBLIOGRAPHY

SOURCES:

- The Rise, Fall, and Place of Environmental Storytelling in Games

- COMBINING ORGANISATION, PASSION AND FUN INTO STUNNING SCENES

- Unreal Journey: Concept Design

- How Level Design Can Tell a Story
  https://www.youtube.com/watch?v=RwlnCn2EB9o
THANK YOU!

Q&A