

PENGUIN P's PLAN

Made
by
Unity

Game Design
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A game about a PenguinP who are enthusiastic about being all types of penguins in his world. He will visit for kinds of social places.

INSPIRATION

We make many good friends through football and watch matches while playing football. Even if our favorite teams are rivals, we can discuss football techniques and tactics and appreciate different players' styles. I like to enjoy different styles of football, and I will not scold or even violence fans of other teams like extremists. In daily life, I see all kinds of unfriendly remarks made by people with different positions on the internet, and I see many differences and disputes arising from different structures on the news.

Phenomenon definition:

1. Tolerant people in the minority are ridiculed and excluded by other extremists
2. When they have different positions, they label the opponents with preconceptions, subjectively hate and antagonize them, and are completely unable to communicate with them in a normal capacity
3. The hidden hierarchical relationship in social interaction is difficult to talk about and communicate in front of your eyes.

DESIGN GOAL

Analog players experience a tolerance, in the process of the game to feel these objective existence contradiction, experience certain facts, to meditate on yourself whether there is this kind of behavior.

TOLERANCE

Tolerance can connect more people together, understand each other's position, when getting along, can understand each other's shortcomings, can be more harmonious. Tolerance has a premise, is to respect other people's rights and interests and personality will. Tolerance is a kind of realm, people want to achieve this realm, we must have a universal heart, broad mind, but also have a magnanimous, a kind of spirit! It is the quality of pandan's feet when trampled down.



LEVEL

In human society, there are different class relations in all aspects, which often affect our lives invisibly. Because of the existence of such class relations, different classes make it difficult for people to communicate with each other equally and normally. As a result, people of different classes hold different ideas and cognition, and it is difficult to understand each other, thus accumulating many social problems.

Unity, it will bring great strength to people. It's a way of seeing the world as a unified whole, and if you achieve unity, you make yourself feel connected to everything in the world. Unity brings harmony, like the music played by different instruments in an orchestra. Solidarity does not mean equality. A flute will never sound like a drum. But when they play together, they make beautiful music. When you are united, you know that each part adds infinite value to the whole. With unity, you can Mr 力 for our family and the big family of mankind for harmony.



UNITY

Opposition is the alkyl of human society, from the small contradictions between individuals, people's congresses, to the contradictions between the government, atomic contradictions between people. Contradictions can be divided into these types: 1. Conflicts arise from conflicts over interests. 2. Conflicts arise from conflicts of desire. Conflicts of desire can be divided into two categories. One is conflicts of power. 3. The conflicts generated by shortcomings are mainly caused by their own shortcomings. 4. Misunderstandings lead to conflicts. People in the process of communication, due to their different outlook on life, aesthetic, world view, sometimes there will be misunderstanding, these misunderstandings can not be timely clarification, there will be contradictions.

CONFLICTION

COMPETITIVE PRODUCTS ANALYSIS



We become what we behold

This is a game about serious topics. The camera is used to arbitrarily shoot some pictures in the game as news to influence the NPC. The more controversial the pictures are, the greater the reaction of the NPC will be, showing player the consequences will be very serious.

The style of the game is very simple, with hand-drawn cartoon figures so they make the player more focused on the game itself, and this style gives the player better insight into the events in the screen.



Rusted Lake

Rusted lake is a 2D cartoon art style puzzle game, it exaggerates characters with the method of homogeneous. It also shows the ridiculous social phenomenon.



Florence

Florence uses simple interactive methods to simulate the interaction between people or people and things in life and the painting style is very cartoon introduction effectively conveys the narrative and interactive content.

CONCEPT

Game is divided in 4 level, finish level will give player a key tool. Second level will give player another key tool in order to achieve the third and fourth level.

1

First level is watching the soccer game and figure out to join the fans club.

2

Second level is working in a cooperation.

3

Third level is join a campaign and need to help one win this campaign.

4

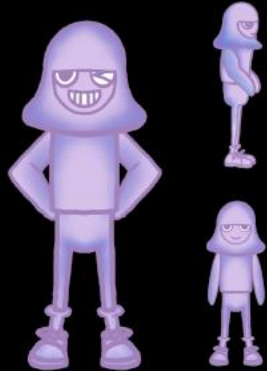
The fourth level is chatting with fashion guys.

Each level represent the conception of our social phenomenon.

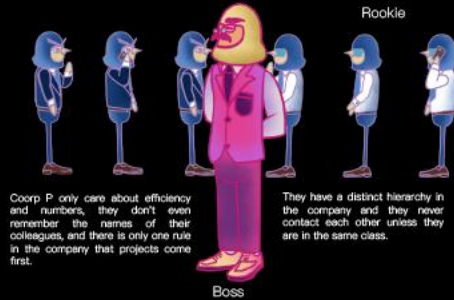
CHARACTERS

PEGUIN P

Penguin P is passionate about the world and likes to travel around and interact with different cultures, but he finds that there are some reasons for conflicts and disputes in many places and cities, but he doesn't care, he likes their advantages and wants to learn from them, so he sets out on the journey.



COOPERATION P



Coop P only care about efficiency and numbers, they don't even remember the names of their colleagues, and there is only one rule in the company that projects come first.

They have a distinct hierarchy in the company and they never contact each other unless they are in the same class.

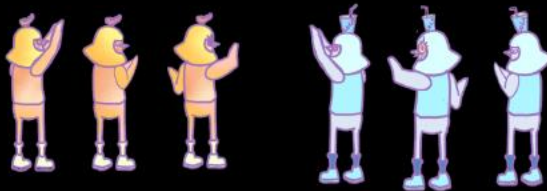
TAG P

Tag P have strong adherents of their own creed, committed to the elimination of people and groups that do not conform to their creed, by any means necessary to achieve their goals.



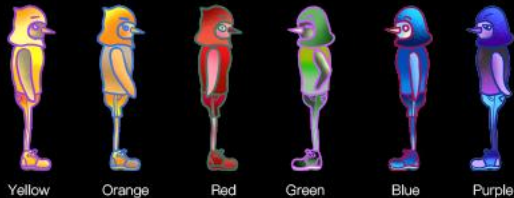
SOCCER P

They are fanatic fans, they support their home team wholeheartedly, and they hate their rival team and their fans, and the happiest thing in their life is to see their rival team and their fans suffer. They will make three movements depending on the situation of the game. The team is not going well they will be angry, the team is leading they will be happy. They also make jokes based on the score.

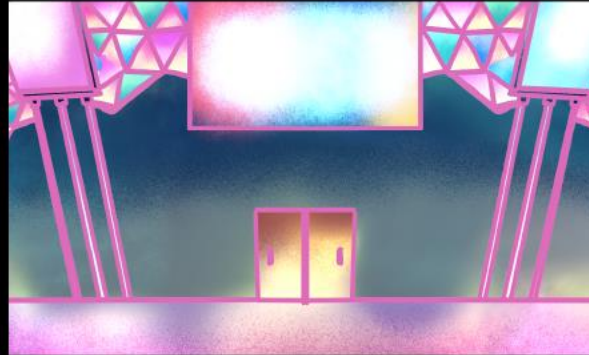


FASHION P

Fashion P is a group of penguins who care about their appearance and wear, and they have their own unique theory of color. In this area, we can see many colors of color rings, and we can talk with them and learn their theory and knowledge of wear.



SCENES



LEVEL 1
Stadium scene



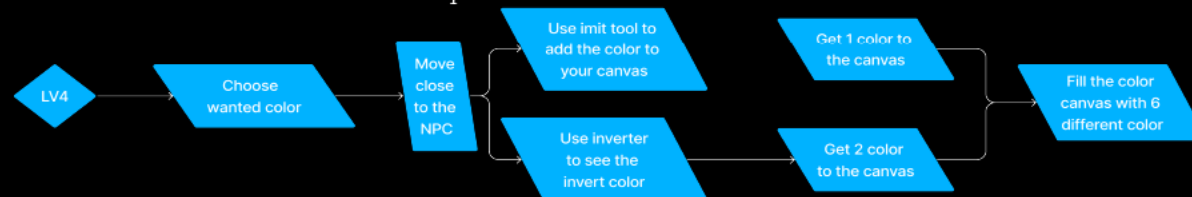
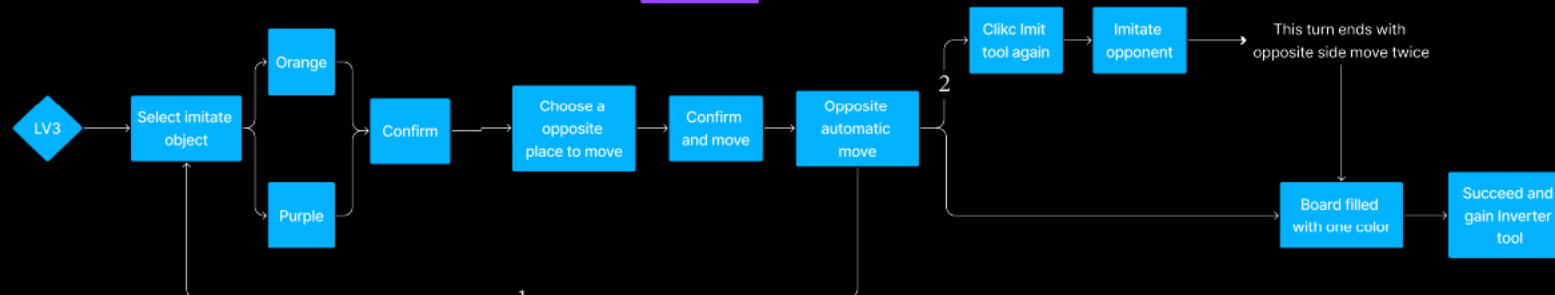
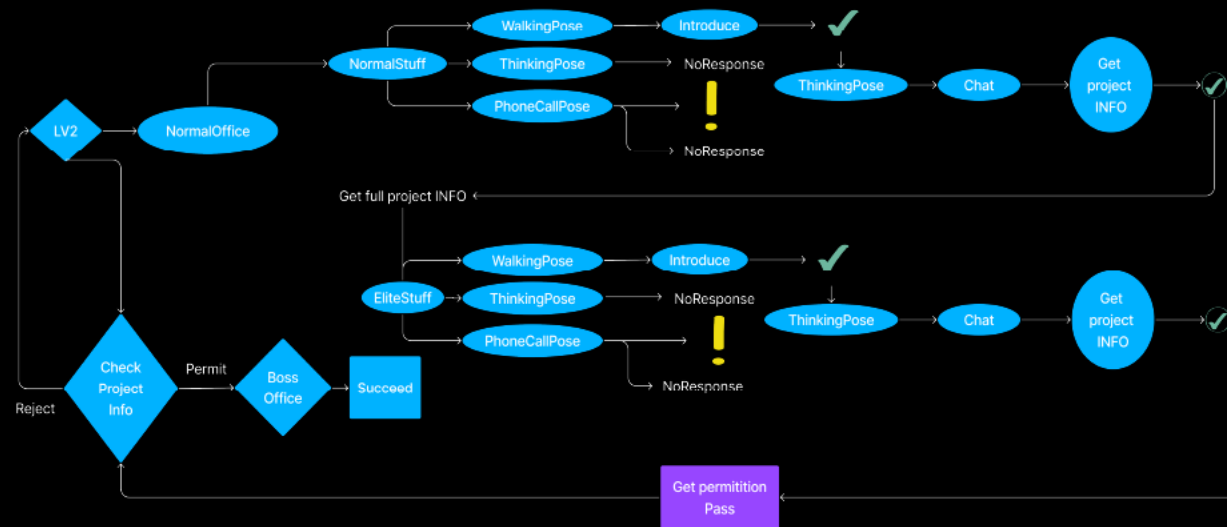
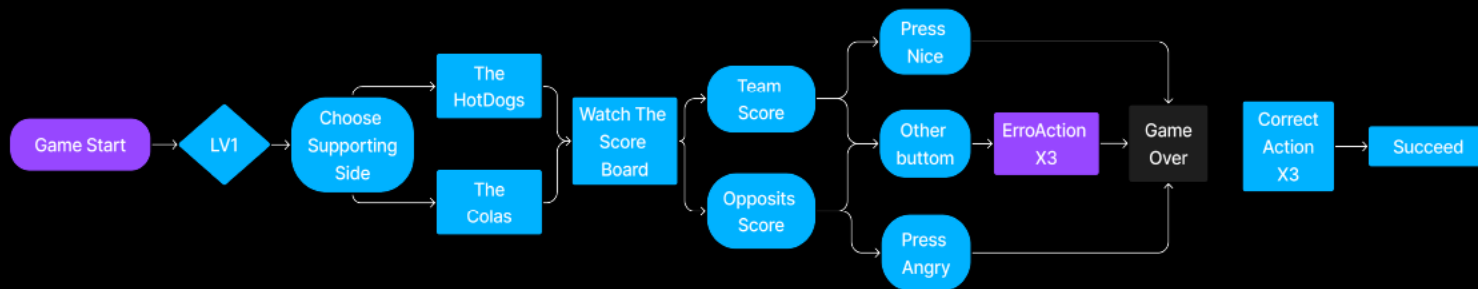
LEVEL 2
Cooperation scene



LEVEL 3
Tag Fight scene

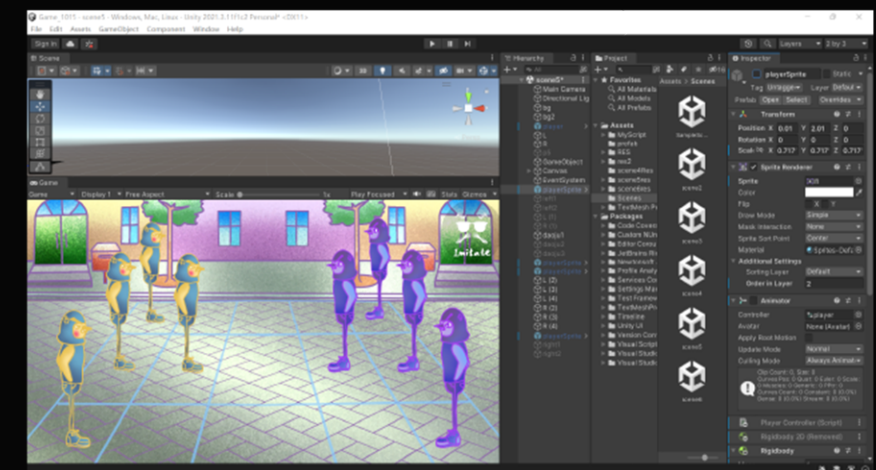


LEVEL 4
Fashion scene



GAME FLOW

Player can observe the movement of NPC to grasp the pace of the level and understand the key points and core of the level, simulate the social scene in a real society, need to read the atmosphere, and then integrate into the group. Once engaged, the player acts on his own vision and goals.

[illegible]

```

public void chat() {
    //targetNpc.GetComponent<NPCRandomWalk>().ai.SetBool("getthink", true);
    if (targetNpc.GetComponent<NPCRandomWalk>().npcId == 1)
    {
        targetNpc.GetComponent<NPCRandomWalk>().npcId++;
    }
    if (targetNpc.GetComponent<NPCRandomWalk>().npcId == 2)
    {
        fun1.SetActive(true);
        fun1.SetActive(true);
        getButton.SetActive(true);
    };
}

public void introduce() {
    if (targetNpc.GetComponent<NPCRandomWalk>().npcId == 0) {
        targetNpc.GetComponent<NPCRandomWalk>().npcId++;
    }
    targetNpc.gameObject.GetComponent<NPCRandomWalk>().isWalk = true;

    button2.SetActive(false);
    fun2.SetActive(false);
    fun1.SetActive(false);
}
}

```

Players need to introduce themselves in order to communicate their game goals, just as they did in real life. After posing will be available.

Players need to introduce themselves in order to communicate with NPC in order to achieve their game goals, just as they did in real life. After posing some guessture some information will be available.

[illegible]

Analysis what can be show in the mirror depends on what NPC the player picks, and whether player can interact with the NPC.

Videos

- Video is included in my personal website
- <https://alanuchiha99.wixsite.com/my-site-2/games>