

Late for School

Va 402-Project Proposal
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Project Definition:

A basic claymation platform game about problems of Istanbul streets like cars, rubbish and mud holes.

Objectives and goals:

This project aims:

- to break linear structure of stop motion technique by making claymation game
- to design a platform game from clay
- to look at Istanbul street problems from a funny standpoint
- to publish the game on its website which was designed by me

Target audience/user:

The main target audience of the game is children. Game players who are interested in playing platform games can play the game. Moreover, there is not any strict age limitation; everyone can play this game too.

Background information:

According to the concept of graduation project, we have to choose a project which we like to do for all semester. Due to that reason, I focused around making cartoon, video or photography. I really interested in photography when I was a child. I want to learn their details and advanced techniques. These options and interest area of mine have formed the beginning of my project.

Then, I made some researches about 3D, clay animation or claymation and stop motion videos. On the other hand, I realized that my drawing is not good at to make an animation like frame by frame. I watched lots of videos and I intended that I can make a stop motion video which includes both technique video and photography. However, I have to find, define a concept or content for my project before deciding the technique. After making some more researches, an idea about games which are designed with clay animation came to my mind. I have searched on the internet and I found some claymation games on the net like the Dream Machine, Skull Monkeys, the Neverhood and Clay Jam. However, most of them are adventure oriented. Actually, I want to do more enjoyable and funny game like the claymation in this video: <http://vimeo.com/51523265> This is also a claymation video, but like a game with some funny sound and effect. I inspired

from it and I decided to create a simple platform game from clay. In other words, it will be basically an interactive, enjoyable and simple game from clay.

Claymation technique is usually used for stop motion or animation videos, but we can also use this entertaining technique for another area like 'game'. In this way, we will also provide an interactivity feature for stop motion technique. In a normal stop motion video, you just watch video in an order, but I will provide a new perspective and interactivity by making game from clay animation. It provides to break of the linear structure of stop motion technique which I mentioned before. After taking pictures of the claymation, the photos will be edited at Stencyl to create a game from pictures. Moreover, I have to design a website to publish the game too. Finally, I will design an enjoyable clay animation game and its website for children and people who want to play it in their spare time.

I will develop my photography, clay animation, web site design and sound design ability by doing this clay animation game.

Detailed project description:

Concept of the game is problems of the Istanbul streets like mud holes, cars and untidy rubbish cans. Background images of the game will be houses that are designed from clay of the Istanbul. The main character of the game is a school boy always runs during the game. The game will be played with keyboard buttons on the computer. There will be jumping action with "up" button of keyboard. If the player presses more, the character will jump higher. Moreover, there will be 'right' button for speed up the character and 'left' button for speed down the character in the game. The school boy, who runs at the street, tries to reach his school by getting through the obstacles like cars, shared taxis rubbish cans, mud holes and cows. When the school boy cannot jump over the obstacles, the player will be game over and there will different game over animations for each group of obstacles. Additionally, the game will be designed at Stencyl program.

Scope of the project:

The main scope of the project is focusing to design an enjoyable platform game from clay and to approach problems of the Istanbul streets from a funny angle. Moreover, to design a website for publishing game and details of game such as inspiration process and characters of game.

And I will not create an advance level computer game; it will be a simple platform game.

Required know-how and resources:

I have to learn:

- the stop motion and claymation technique
- sound design and its required programs
- process of making and coding a game
- new software like Stencyl to run the game and Muse to design Website

Difficulties & risks:

During the work in progress period, learning new software for the project like Stencyl might cause some difficulties for me. Due to clay cases like drying or damaging easily can cause some problem, while taking photos of them too. Moreover, creating the same light conditions and taking lots of serial photos will be another difficulty for me.

Criteria of Success:

- to complete claymation game and to test it,
- to overcome the code parts in Stencyl,
- to design an amusing and playable game from clay,
- to create a website for publishing and playing game

Phases of the project:

- designing a game content and type,
- learning required programs for making game,
- learning claymation technique,
- creating characters and environment from clay,
- shooting the frames for game scenes,
- editing the frames,
- designing sound for game,
- making and testing the game,
- designing website for game