

Nostalgia Game Narrative Design Document

Project: Trip by 8-Bit

Plot Ideas

1. Noah (main character), an adult man, finished a funeral for his father, whom he had fond memories of. He walks back to his family's home going from the graveyard, through the city, and eventually back to a familiar neighborhood. As he treks through the scenery, he begins to reminisce memories about his time with his father, and the simpler times of life before becoming an adult. Each level, it shows him at different ages, like going into the neighborhood, he is a teenager, and in his home he is a kid. Once he makes it back to his father's room, he boots up an old retro game that both he and father used to play.
2. Noah is an office worker who just finished his work for the night. He walks through the city scape, riding on a bus, and makes his way back to his apartment where he can play one of his favorite childhood games. As he walks through the levels, memories of his favorite games and his childhood pop up in his mind. The city he grew up in has evolved, so he comments on what has changed like new buildings or updated roads.
3. Noah, lazing around his apartment, gets a text message about a family dinner tonight. After he gets dressed up and grabs his bag, he makes his way out from his apartment building through the cityscape and to the train station. During this section, he contemplates his life about how he has little free time due to work and feels bad he hasn't talked to his family in awhile. During the train ride, he reminisces more through the farmlands and countryside. He then arrives at his childhood town and makes his way back home, noticing how much the town has developed and changed, reminiscing over former buildings and plots of land. He then arrives home to see his family, his mom and dad in the kitchen are preparing dinner. His sister and her husband in the living room. As he makes his way back into his room, he sees his nephew wondering about the old retro game. He sits down with him and they play it together.

Levels

1. Graveyard
2. City Streets
3. Train Station
4. Neighborhood
5. House

Graphic Styles

1. 3d high render
2. Low poly
3. 32 bit
4. 8 bit

3D Models List

Need 3d and low poly models of main character

1. Graveyard
 - a. graves/tombstones
 - b. Mausoleum
 - c. fences/gate
2. City
 - a. Sidewalks, roads (can be textures)
 - b. Variety of buildings, like stores, apartments, offices, etc
 - c. Street lights, stop signs
 - d. Cars
 - e. Road barricade
 - f. Dumpster
3. Park
 - a. Trees
 - b. Swings
 - c. Benches
 - d. Other park stuff like seesaws and jungle gyms
4. Train station (need a low poly version as well)
 - a. Station
 - b. Rail tracks
 - c. Train
5. Neighborhood (low poly models)
 - a. Variety of houses
 - b. Fences
 - c. Cars
 - d. Lawn ornaments
 - e. Trees, plants, flowers
 - f. Grass (can be texture)
 - g. House fences
 - h. School signs
 - i. School buildings

2D Assets

Need pixel art for main character

1. House assets for:
 - a. Kitchen
 - b. Dining Room
 - c. Living Room
 - d. Bed Rooms
 - e. Study
 - f. Bathrooms
 - g. Closet
2. Grass
3. Trees

Level 1



1. Start from the graveyard
 - a. Funeral service just ended, talks about father
2. Go down the street to the market area
 - a. Comment about how dad took him to these places
 - b. Talks about his favorite food his dad bought
 - c. Talks about how much the city has changed
3. Go into park
 - a. Reminisce his parents playing with him
 - b. Comment on the park equipment
4. Head to the train station
 - a. Comments about how much of the forest is gone due to construction
 - b. Talk about how long the travel distance is

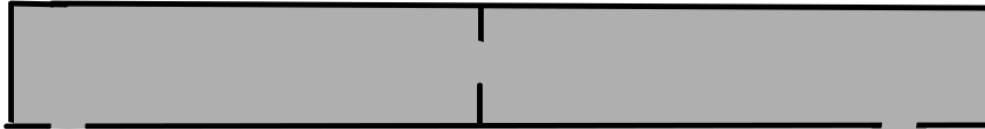
Dialogue

1. Dad's Grave - interact
 - a. Well... The old man finally kicked the dust...
 - b. It's kind of surreal... Knowing I will never see him again...
 - c. Ever since I moved away, we hardly had any chances to see each other...
 - d. And now... I never will...
2. Grave Statue - interact
 - a. With all the renovations around here, I'm surprised they are even bothering with this place.
 - b. Who even comes to a graveyard often...
 - c. ... Well... I guess I have a reason now...
3. Exit Graveyard - trigger
 - a. The city has changed so much...
 - b. The buildings I knew haven't moved...
 - c. Yet... it all feels so different to me...
4. Stores - interact
 - a. The flower shop here always seems to have new employees.
 - b. Makes sense... Working near a cemetery isn't exactly thrilling to kids.
5. Convenience Store - Interact
 - a. I remember after grandma passed, my parents took me to this convenience store.
 - b. I was too young to process what happened...
 - c. Little me just wanted a snack... Man I was such a brat back then.
 - d. Sorry grandma...
6. Street - trigger
 - a. The streets are free from litter, unsullied and kept.
 - b. Guess I gotta hand it to the city...
 - c. Everything here seems so modern now...
7. Garage Doors - interact
 - a. When I was a dumb kid, I always wondered where stores got their stock.
 - b. You hardly ever see the deliveries. It was like magic.
8. Restaurant - interact
 - a. We were supposed to hold a reception here at this restaurant after the funeral.
 - b. But everyone was too bummed out and went home instead...
 - c. I don't blame them though, dad was well liked by nearly everybody...
 - d. How can you even pay tribute to a man like that...
9. Park entrance - trigger
 - a. My parents always took me to this park as a kid...
 - b. I would run around, bouncing from area to area...
 - c. And they would just sit by the benches with the other parents.
 - d. I wondered what they said to them about me...
10. The jungle gym - interact
 - a. I was always afraid of going to the jungle gym.
 - b. Wasn't always great with heights... still ain't now either...

11. Sandbox - interact
 - a. I loved playing in the sand, I almost always entered the park fully equipped with the best sand castle tool.
 - b. I remember getting into a fight with a kid for not sharing with him...
 - c. I threw sand in his eyes... Dad made me apologize later...
12. Merry Go Round - interact
 - a. I asked dad to spin me around this really fast once...
 - b. Flew off and landed squarely on my butt.
 - c. Was crying for a long time afterwards...
13. Swings - interact
 - a. Sometimes dad would swing along with me.
 - b. We would have a contest to see who could jump the farthest...
 - c. I always won... That cheeky old man.
14. Monkey bars - interact
 - a. One time, I was crying for some reason and hid in the middle of the monkey bars
 - b. Instead of dragging me out, the old man would sit there with me...
 - c. Calming me down... It was... nice.
15. Park Exit - trigger
 - a. My parents would take turns who carried me back to the car.
 - b. All tuckered out, probably from running all over the place.
16. Parking Lot
 - a. Slowly driving up to the park would always get me psyched up...
 - b. Leaving the park always felt like a tragedy.
17. Park Office - interact
 - a. After getting into a fight with a kid, dad had to pick me up from the park office
 - b. Mom was so angry with me.
 - c. Dad got me ice cream afterwards...
18. Forest Enter - trigger
 - a. With all the construction of buildings here.
 - b. I'm surprised any trees are left standing here.
19. Street Exit - trigger
 - a. The city is so far away from our home.
 - b. I guess that's what made it so magical to me back then.
 - c. It was like going on a trip everytime we went here.

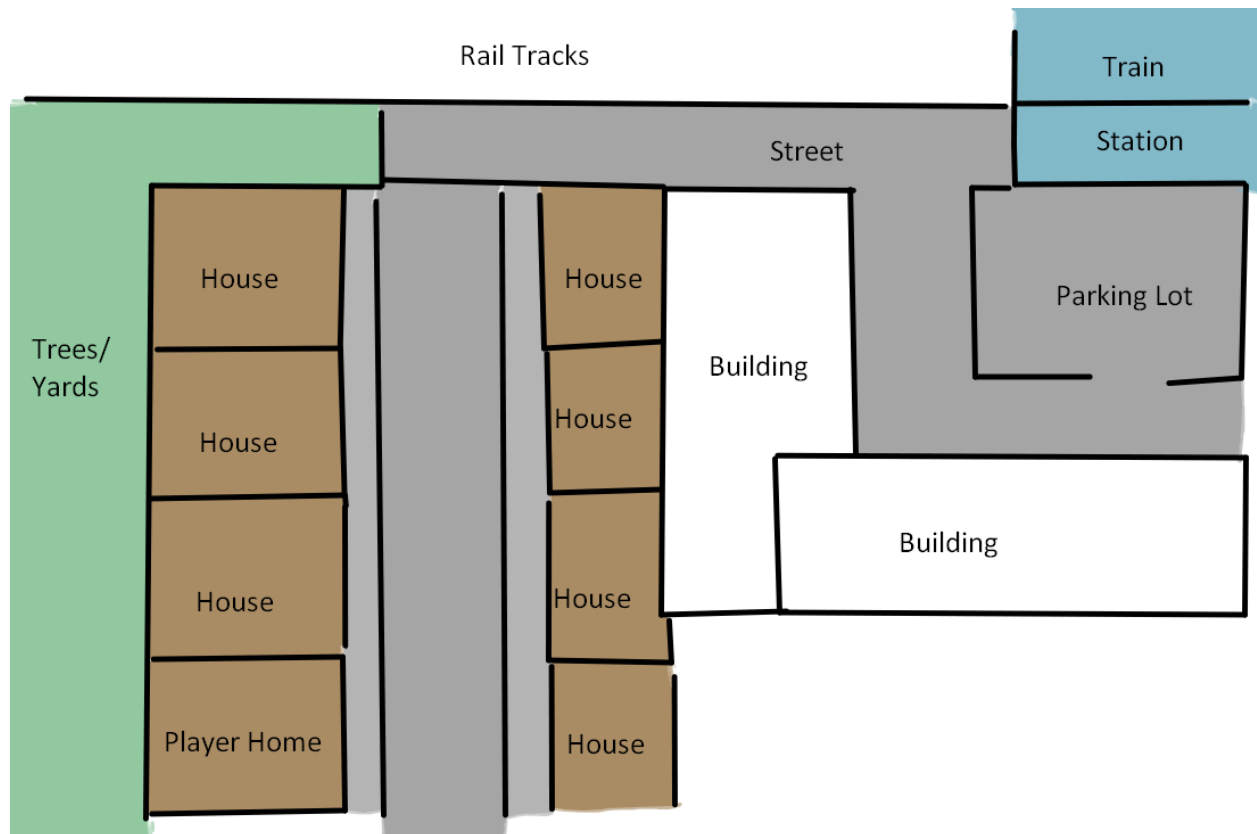
Train

Transition from 3d to low poly



1. Walk through the train as it rides back home
2. This section, it transitions from 3d to low poly
 - a. Comment on the view during the ride
 - b. Talk about how he used to be scared of trains, but grew to be comforted by it

Level 2



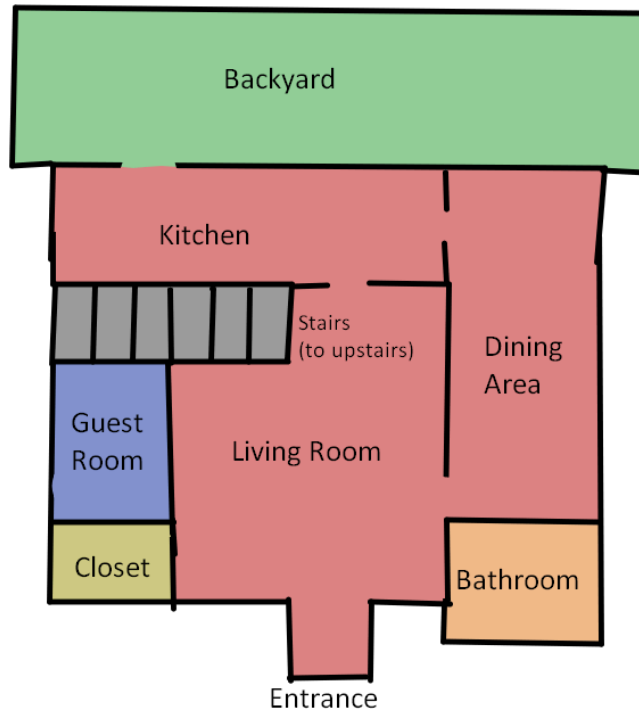
1. Exit train station into parking lot
 - a. Reflect on how much home hasn't changed much
 - b. The train was usually faster than taking the car
2. Head down the street
 - a. Reminisce on the apartments nearby
 - b. Local park where he and friends hanged out after school
 - c. Local Fast food restaurant had the best fries in town
3. Go down neighborhood
 - a. Walking down a familiar path
 - b. Neighbors dog
4. Head to home
 - a. Lights are on, car is parked in front, must be sister, and mom
 - b. Coming back home feels weird, especially since dad isn't there

Dialogue

1. Leaving station - trigger
 - a. I could never get used to trains.
 - b. Still couldn't now, but it sure beats driving through traffic.
2. Enter parking lot - trigger

- a. Haven't been back in a years
 - b. Glad to see my hometown hasn't changed much.
- 3. Apartments 1 - interact
 - a. I was always jealous of these apartments.
 - b. They definitely stand out compared to the rest of the town.
 - c. Dad would always remind me to be grateful we live in a house.
- 4. Apartments 2 - interact
 - a. I remember sleeping over at a friend's place here without telling my parents...
 - b. Boy did I get an earful from my parents the next day...
- 5. Local playground interact
 - a. My friends and I would sometimes come here to the playground after school.
 - b. It might be small, but it was a great way to blow off steam.
- 6. Dumpster - interact
 - a. There were racoons fighting in the back of the building by a dumpster.
 - b. When they noticed me, I ran for my life.
 - c. Went straight into my mama's arms, crying and sniveling.
- 7. Local restaurant - trigger
 - a. This is a local restaurant, couldn't find anything else like it anywhere else.
 - b. Dad would bring me here if I ever felt down on my luck.
 - c. Glad to see it's still doing well.
- 8. Neighborhood - trigger
 - a. It feels good walking down this street.
 - b. I hope the neighbors are doing well.
- 9. Neighbor 1 - trigger
 - a. My old friend here lent me a copy of a game before.
 - b. I played it all night, but got in trouble for staying up late...
 - c. Forgot to return it back to him... oops.
- 10. Neighbor 2 - trigger
 - a. This guy used to throw the best parties on the block.
 - b. BBQ, hotdogs, bouncy castles, the works.
 - c. Those were simpler times...
- 11. Neighbor dog, trigger
 - a. The neighbor's dog used to scare me as a kid.
 - b. I would often walk by the fence and it eventually got used to me.
 - c. Happy to see she's still kicking.
- 12. Car - interact
 - a. Is that sis's car?
 - b. Guess they got home before I did.

Level 3



Level 3-2

