



# Int. Media Project 2

STORYBOARD FOR "NIKO THE MAGICIAN'S CAT."

# Summary

- ▶ Niko will be a cartoon cat who is mischievous and is constantly getting into things. We follow Niko by playing a choose your own adventure game.
- ▶ Niko's "Choose your own adventure" game will feature rough drawn animation for cut scenes by drawing in the individual frames, and by animating the progression in game with "Piskel" to give a "Pokemon" like feel to the game.
- ▶ The adventure's story will start when Niko stumbles into 5 magic potions, upon which choosing a potion a adventure will start. Only three potions progress the game, while two are dead ends.
- ▶ Niko's adventure's purpose is to merge creepy and adorable and do feature some morbid scenery.



# Technical aspects of the game!

- ▶ This game would be meant to be played on a computer due to it's use of flash and many of the aspects of the game will be made in PowerPoint. Inspiration for this game comes from older games on newgrounds.com, with it's simple stop and click adventures and weird and crazy games and animations it's a perfect fit for choose-your-own-adventure game. Initially that's what inspired the style and helped me choose my target audience for this game.

# The Audience

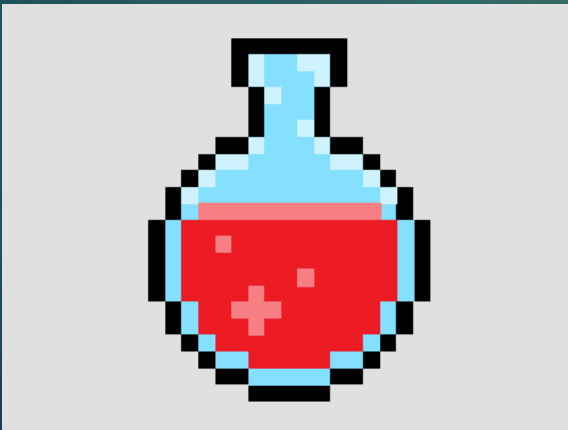
- ▶ While this game isn't intended to have a age cutoff, with the morbid traits and characteristics I wouldn't recommend this to younglings who are easily impressionable. Surprisingly most young kids get upset when they see a cat get squished.
- ▶ Three personas I want to gear this game towards would be preteens, teens and young adults. With the cute Tim burton-esqe style and grotesque death scenes it appeals to both the older teenagers who are somewhat more inclined to violence in media than older generations, and the cute style appeals to all age groups especially the younger ones.
- ▶ Those new to the internet (11-preteen) who are excited to play games and explore the web, this would be a simple game that would be easy to utilize but not boring enough to immediately click away from. My fondest memories from when I was a kid was to escape to the internet and play Runescape and New grounds games, and to recreate that experience for someone else would be lovely.
- ▶ Teenagers, always geared towards violence. The appeal of the death scenes as well as the morbid curiosity makes this game a great choice for teenagers (preteen-17) who are experiencing a newer, more gruesome version of their lives without as much censorship as they had when they were younger.
- ▶ Young Adults (18-21) would love this game for the fact it would bring back nostalgic feelings of older flash games. Additionally, since a majority of young adults are dead inside and are not phased by triggering images that this game will have, they are good candidates for this game.

# C.R.A.P.

- ▶ Some considerations I took into consideration for the user psychology and design principles were based off of how easy it would be to animate Niko and draw enough transition scenes for his drawn animation and cut scenes, and the attention span of the average human with online games.
- ▶ With many online games, especially for users who would play the game maybe once or twice and then forget about it, balancing the frustration a gamer would experience is a main key point into incentivizing a player to continue to play the game by offering different choices and story points. The more that's new to the user the more likely they are to keep playing until all new options are exhausted.
- ▶ This game will be using multiple media points. From hand drawn cut scenes, hand animated pixels and backgrounds, to editing it all together, The design of Niko and parts of his story are essential to the flow. If his design is too complicated it would be too hard to draw or animate. If his design is too simple it could bore users and make the game feel incomplete. By using basic shapes for most of his form and adding small details it's easier to animate and draw various cut scenes of Niko and the game.

# Color schemes and Typography

- ▶ Unfortunately I do not have any current typography swatches to add as I haven't gotten that far ahead so in the future it will be updated.
- ▶ For color swatches I plan to use a combination of bright highlight colors and mostly dark and rich colors for backgrounds and objects. For example, for the red potion's rgb (179, 0, 0) and the hexcode **#b30000**



- The potion will come in five colors, with the focus being on the color of the liquids inside.

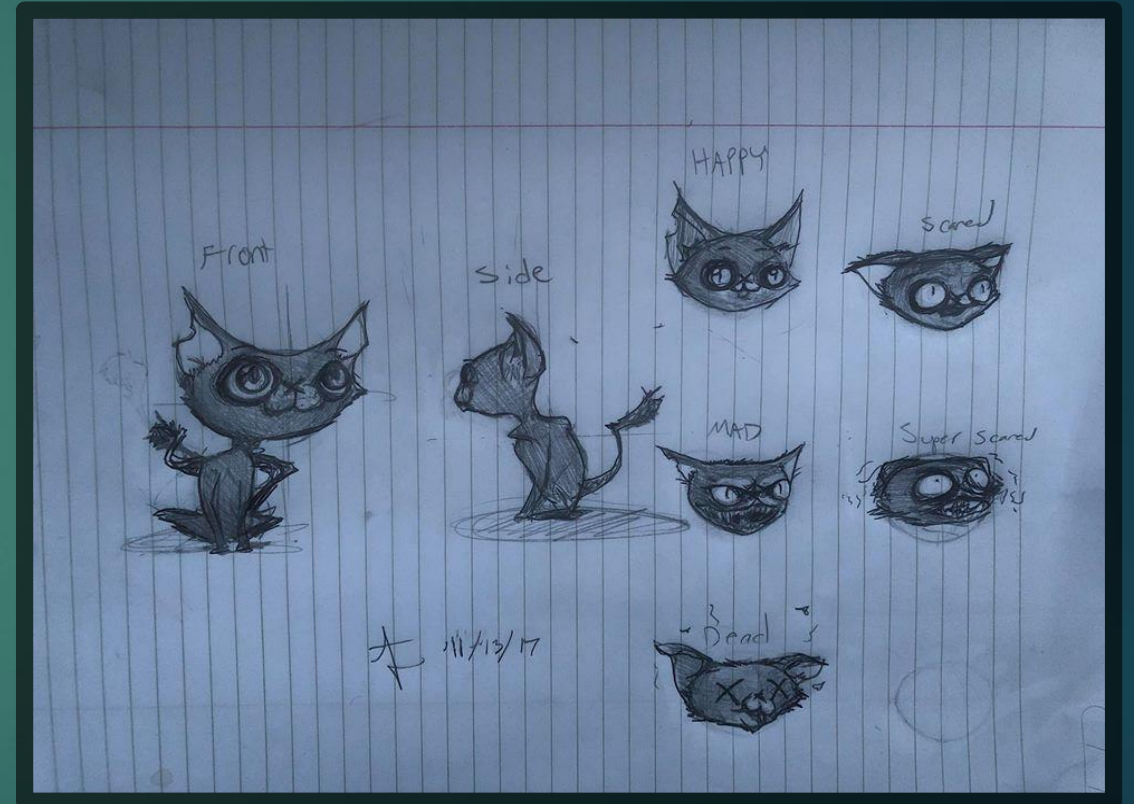


# Character Design

(So rough it makes the salty spittoon look sweet)



1.)  
Rough draft doodles to figure out the general shape of Niko that will work with animation.



2.) Attempt at a facial swatch, with more detail and features.



# Death Slides

- ▶ Because this is meant to be a darker, melancholy game, Niko's choose-your-own-adventure game will feature instant loss depending on what potion is picked or what direction his adventure will go. There are generally three stages for each adventure with 3 choices for the player to choose from, almost all stages will have a death scene.
- ▶ Most will not feature anything too graphic as it is meant too be fun.



# Example Wireframe

*You have died...*  
*...filthy casual.*



*Yeah Boi*

*Play again?*

*Nah Bruh*

# Storyline examples

- ▶ As each adventure had different paths to navigate, it can be hard to visualize. For an example I will be using the red potion's storyline to help create a visual of the progression of the story for the player.

# Red Potion (Storyline Example.)



# Red Potion

- ▶ The Red potion will feature a fire adventure. The current idea is Niko will be transported into a new world and transforms into fire breathing dragon. He will need to escape a warrior, fly through the world and into a open flame to escape or end the potions effects prematurely. He'll fly back into the world through the wizard's kitchen and get covered in food making a mess.

# Red Potion - path one

- ▶ Niko will become a fuzzy dragon who immediately is chased by the “hero” warrior. He can choose to fly away over the vally towards the volcano, or through the forest to escape.
- ▶ VOLCANO- Instant death. The warrior used the opportunity to shoot Niko down with his enchanted bow and arrows. It would take you too long to escape over the open sky, ya idiot. He then skins and beheads Niko and mounts his head on the wall.
- ▶ FOREST- Niko escapes into the forest and through the trees and finds a large cave system in the side of the cliff. He can choose to fly through the caves as the warrior has caught up with him, or niko can go up the cliff.



# Red potion - path two

- ▶ If Niko goes through the caves he will escape into the main chamber of magma under the mountain that leads into the volcano. The hero chases close behind him and to escape Niko flies right into the magma. He flies out of the over in the kitchen in his home in his world and into the wall.
- ▶ If Niko chooses to scale the mountain he will happen upon a village at the top, who stuffs him full of thousands of arrows. The people feast and rejoice in Niko's death and the hero gets drunk off mead and laid by the barbarian village babes.

# Blue potion path summary

- ▶ The Blue potion will feature an aquatic adventure. Niko will be transported underwater. A bubble gets stuck on his head so he can breathe. In this adventure he must swim around until he gets deeper and deeper underwater. He must escape a variety of sea creatures like an eel, an octopus, and a sea leprechaun.
- ▶ Niko swims around and gets stuck in a cloud of tiny fish, and tangled in seaweed. But wait! Not all of that was seaweed!. He barley escapes a hungry octopus and swims away. Here the path diverges again. He escapes by swimming deeper to the seabed. He sees many scary deep sea fish and bumps into a angler before tripping into a clam bed and having a big clam shut on him. He'll pop out of his toilet at home, survived.

# Special guest

- ▶ On this path Nico encounters a friendly sea leprechaun. This path has two endings.
- ▶ Niko can choose to steal the gold and the leprechaun will transform into something scary and eat him. (It style)
- ▶ Niko can help the leprechaun and he will send him home and he will end up in his toilet.

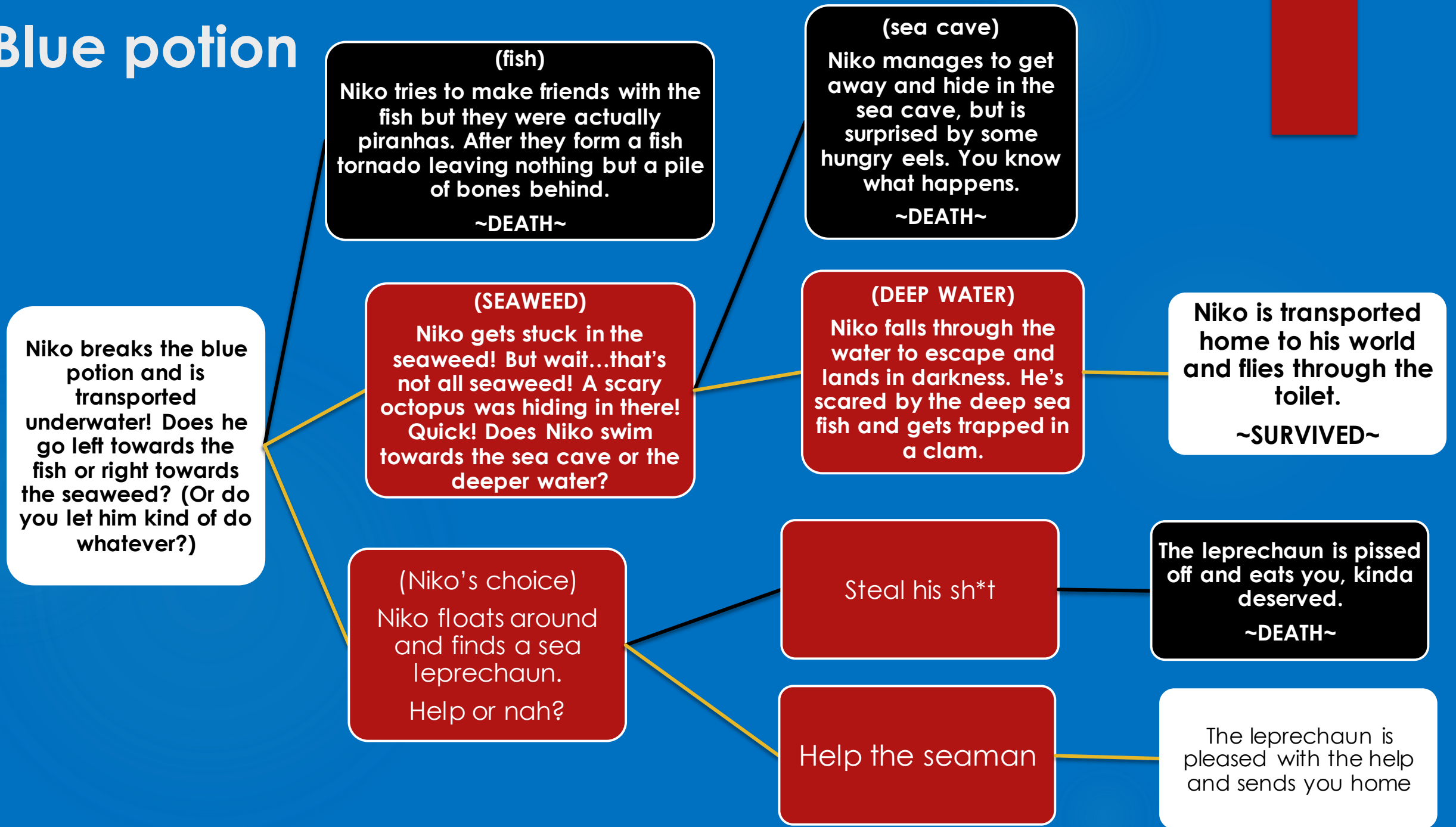


# Blue Potion (Death )

- If the cave is chosen it results in death. Niko will hide in a sea cave. He is happy he has escaped the octopus and is safe. But in the cave is a big eel with big teeth. He eats niko.



# Blue potion



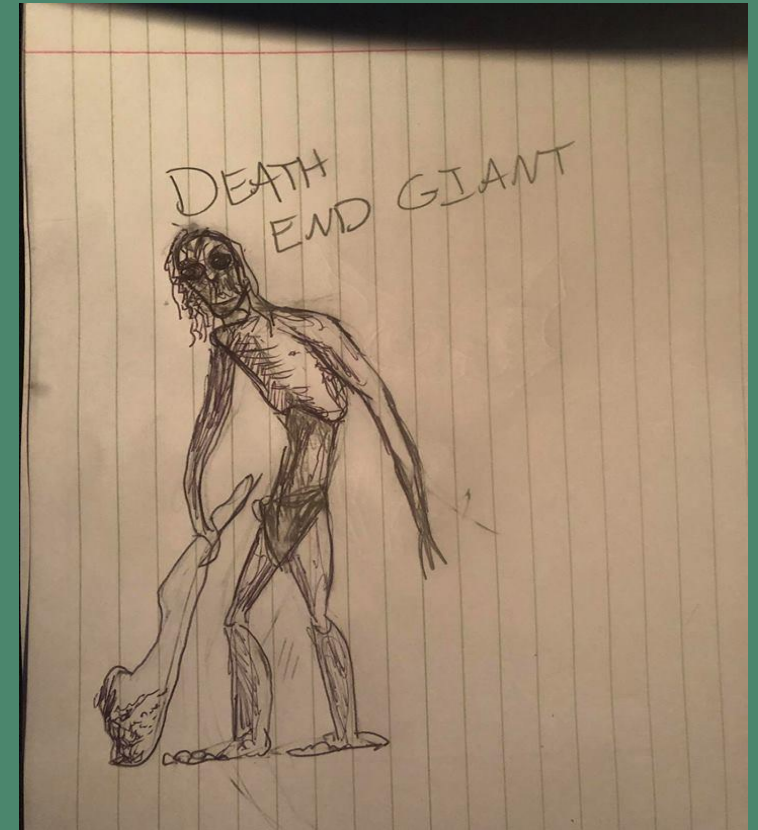


# Green Potion (summary)

- ▶ The **green potion** will transport Niko into a giant forest. Where many things are much bigger than him now. There will be three paths on this adventure and is the largest adventure of the three! Niko falls out of tree and lands comically after hitting branches on the way down. He is in the middle of a forest, much bigger than the ones back home. From where he lands there are 3 ways he can go. Due to the complexity of the plot there will be
- ▶ Path 1-Niko will see fairies and follow them. The forest gets bigger and scarier and much more deadly. This will be the progression slide and the adventure continues from here. When he catches up to the fairies, they transform into scary ghost things and lurch at him. He will run away, fall off a ledge into the spooky woods and into a giant dead tree who's hollow looks like a mouth ready to eat him. Niko will be transported back home and pop up in the garden under a carrot.

# Green Potion/Path 2 (death)

- ▶ Niko hears a sound and follows it. It leads him to a big scary giant walking through the woods. The giant hears Niko, and then smashes Niko with a club and eats him. The end screen pops up and the player will go back to the start.



The giant from initial design.  
Ozzy on drugs is the  
inspiration.

# Green Potion/Path 3

- ▶ Niko stumbles upon a friendly mouse who lives in a mushroom. The mouse is making pies and cakes and Niko and the mouse have a lovely evening eating and having fun. He'll continue the adventure by repeating the initial slide and picking path 1.



# Future sources and credits

