

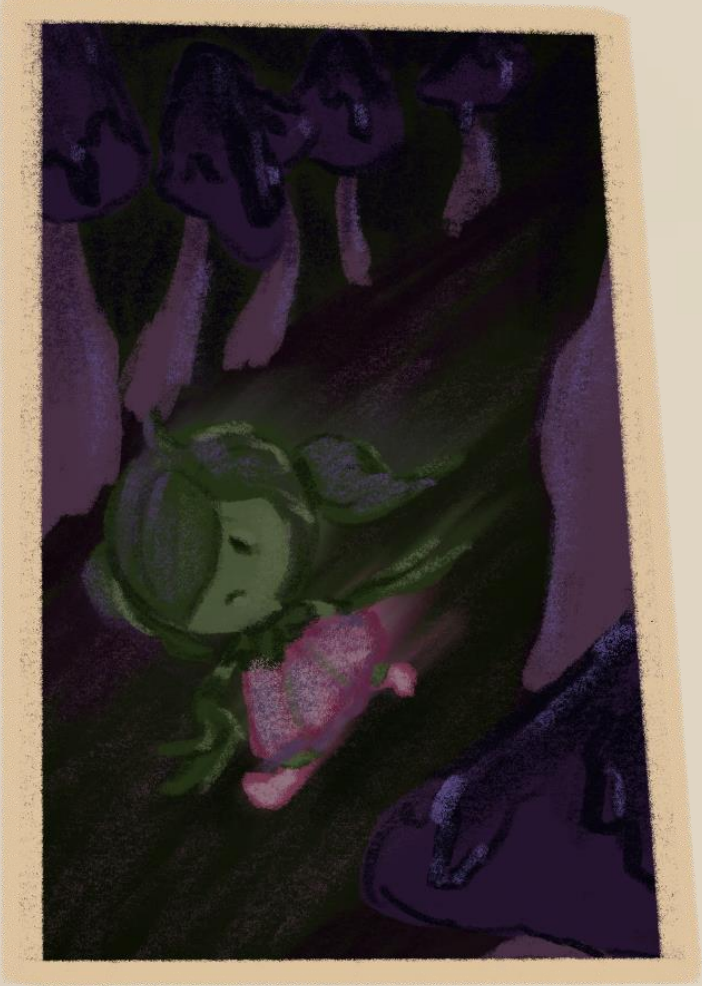
# FEARSOME



Angelika Gort

Caterina Pollaci

Julian Schwarz











*Eleafabeth*

Hello.







CIRCUS



STAFF ONLY





*Goobert*

What do you want? I thought you disappeared.



*It never does me any good.*

Please, just hear us out.

Do you get a lot of requests for favours?

- I know what that feels like. Look at the state my head is in.

We only need your answer to one simple question.









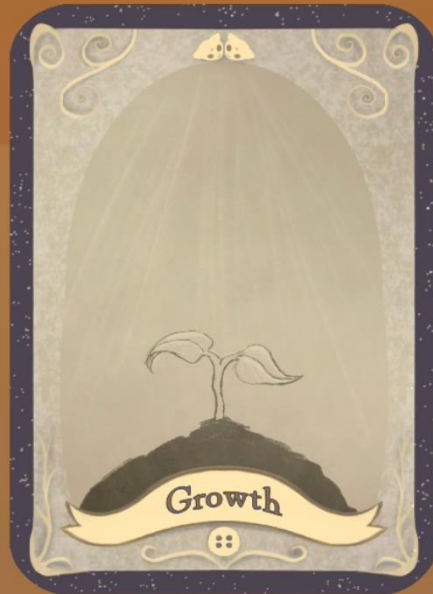
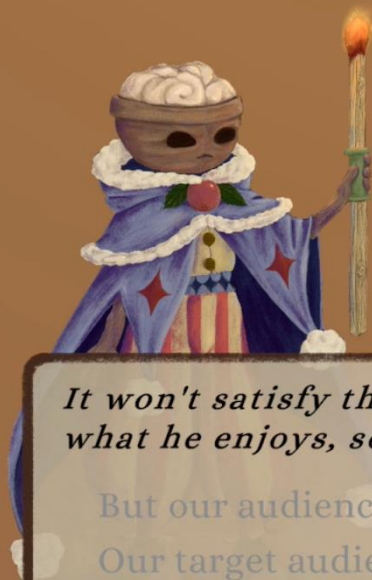
*It won't satisfy the king anymore if the danger aspects of this circus are missing. That's what he enjoys, so that's just how it has to be.*

But our audience is so big, surely most of them don't share the views of the king.

Our target audience shouldn't be the king, it should be all the people who enjoy watching us for our talents!

No, this can't go on. The king will grow bored of this soon and demand even more of our suffering!

I'm sure the people will be on our side if we go against the king. We can do it together!



*It won't satisfy the king anymore if the danger aspects of this circus are missing. That's what he enjoys, so that's just how it has to be.*

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*The Nutcracker*

How did you do it? Where did you get the courage?



**Nuthaniel**

It just took a little push from my friends  
I made along the way. And a little  
guidance.



# Congratulations !

Nuthaniel successfully overcame his fear.

# Meet the tiny nuts

## Angelika

- Character Design
- Story
- Combat Dialogue
- Cards



# Meet the tiny nuts

## Cathy

- Environmental Design
- Story
- Dialogue
- Administration



# Meet the tiny nuts

## Jules

- Coding
- Unity Project
- Balancing



# Character Introduction



## **Nuthaniel**

- Magician from the circus
- Walnut
- Fears being under pressure and overworked

# Character Introduction



## Stitchabelle

- High ranking knight
- Thimble and thread
- Fears being used by the king for his evil deeds

# Character Introduction



## Eleafabeth

- Last survivor of the old forest
- Ball of leafs
- Fears not being able to fit in and being alone

# Characters



Eleafabeth



Nuthaniel



Stitchabelle

# Characters



Nuthaniel

# Character Introduction



## The Nutcracker

- Director of the circus
- Puppet
- Has mushrooms growing out of him for some mysterious reason...

# Character Introduction

## Goobert

- Strongman from the circus
- Peanut
- Isn't able to lift the things the nutcracker wants him to



# Character Introduction



## **Lady Macadamia**

- Acrobatic performer from the circus
- Macadamia nut
- Had to modify her body to fit the visual standards of the nutcracker

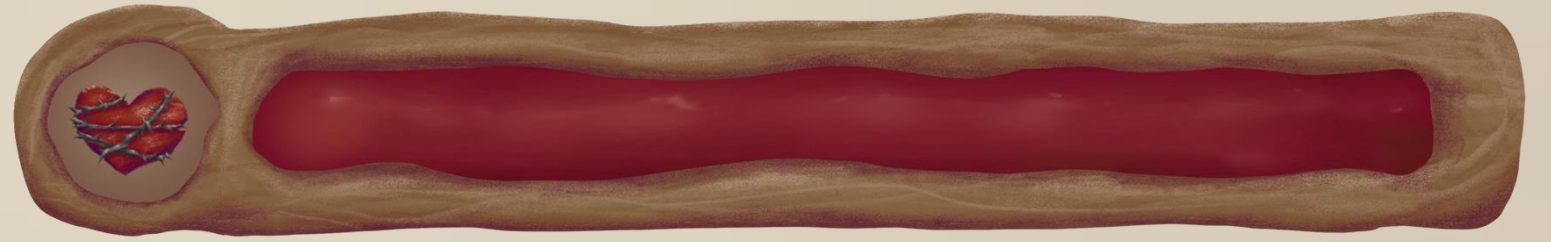
# Fear



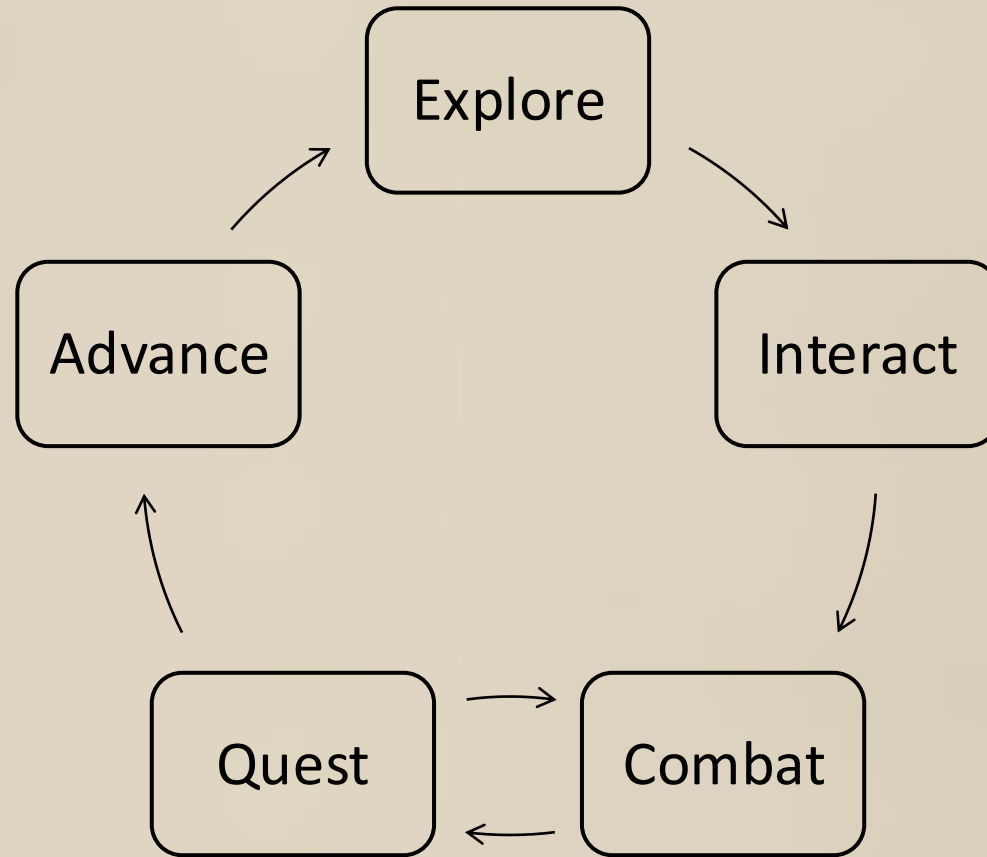
# Fear



# Fear



# Gameplay Loop



# Gameplay Loop



# Gameplay Loop



# Gameplay Loop



# Gameplay Loop



# Gameplay Loop



# Dialogues



Yarn Spinner

# Dialogues



Peanut:  
"I don't need help. I have no time for this. Go away."



Option 1:  
"We don't mean any harm. We just want to help you."

Option 2:  
"Are you sure? No need to be so defensive."

Option 3:  
"What's keeping you so busy?"

Option 4:  
"Fine. It's not like you're that important to us anyways."

# Dialogues



Option 1:  
"We don't mean any harm. We just want to help you."

Option 2:  
"Are you sure? No need to be so defensive."

Option 3:  
"What's keeping you so busy?"

Option 4:  
"Fine. It's not like you're that important to us anyways."

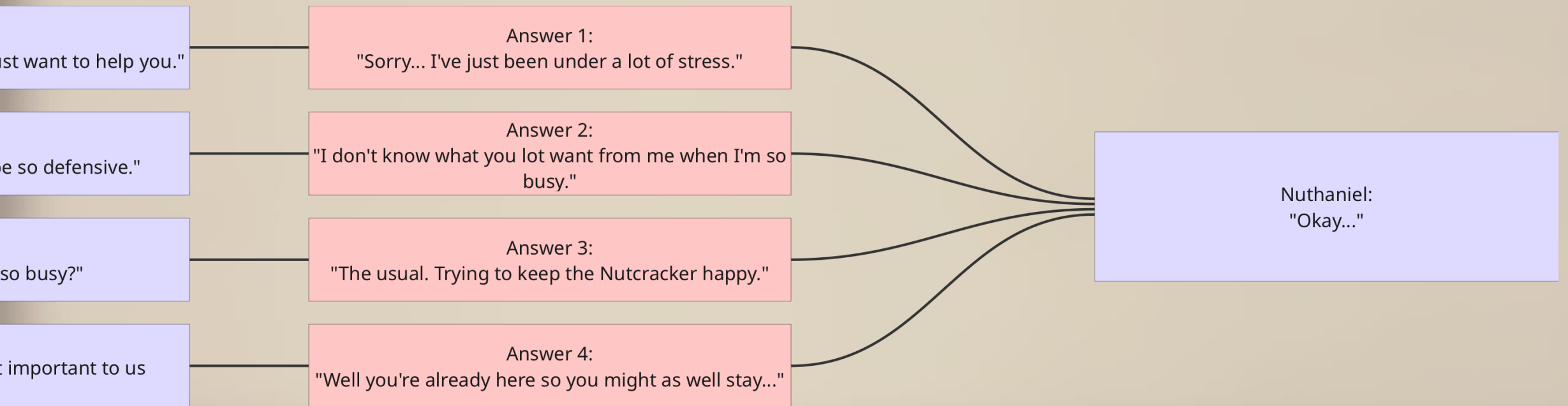
Answer 1:  
"Sorry... I've just been under a lot of stress."

Answer 2:  
"I don't know what you lot want from me when I'm so busy."

Answer 3:  
"The usual. Trying to keep the Nutcracker happy."

Answer 4:  
"Well you're already here so you might as well stay..."

# Dialogues



# Dialogues

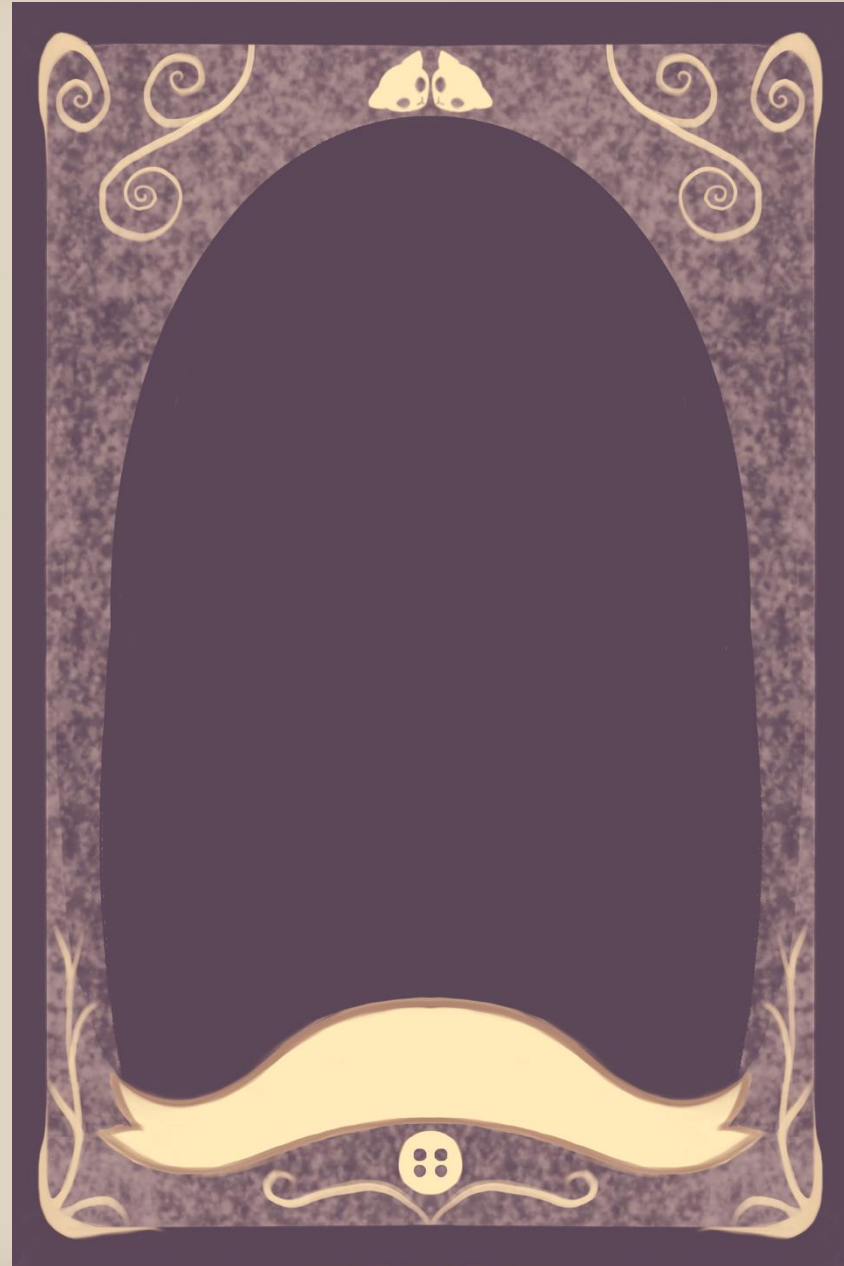


Yarn Spinner

```
BossFight_Nutcracker_Combat.yarn
BossFight_Nutcracker_Combat.yarn No Selection
the way we are treated.
85 Nuthaniel: If you stop with this threatening behaviour, we can all
    work together peacefully.
86
87 <<advance_combat>>
88 ===
89
90 title: Nutcracker_Oracle_Growth
91 ---
92 // Round 5, Card: Growth
93
94 The Nutcracker: It won't satisfy the king anymore if the danger
    aspects of this circus are missing. That's what he enjoys, so
    that's just how it has to be.
95 <<show_card>>
96 -> But our audience is so big, surely most of them don't share the
    views of the king.
97 <<process_action 0>>
98 -> Our target audience shouldn't be the king, it should be all the
    people who enjoy watching us for our talents!
99 <<process_action 1>>
100 -> No, this can't go on. The king will grow bored of this soon and
    demand even more of our suffering! (R)
101 <<process_action 2>>
102 -> I'm sure the people will be on our side if we go against the king.
    We can do it together!
103 <<process_action 3>>
104
105 The Nutcracker: That is just speculation. You have no proof to back up
    your claims.
106 Nuthaniel: We will never know if we never try anything.
107
108 <<advance_combat>>
109 ===
110
111 title: Nutcracker_Oracle_Ouroboros
112 ---
113 // Round 6, Card: Ouroboros
114
115 The Nutcracker: No! I don't want to risk anything.
116 The Nutcracker: I like how it is right now, and the audience seems
    content with it as well. Nothing else matters.
117 <<show_card>>
118 -> It will come back to bite you in the ass sooner or later.
```

Line: 96 Col: 15

# Oracle Card



# Oracle Card



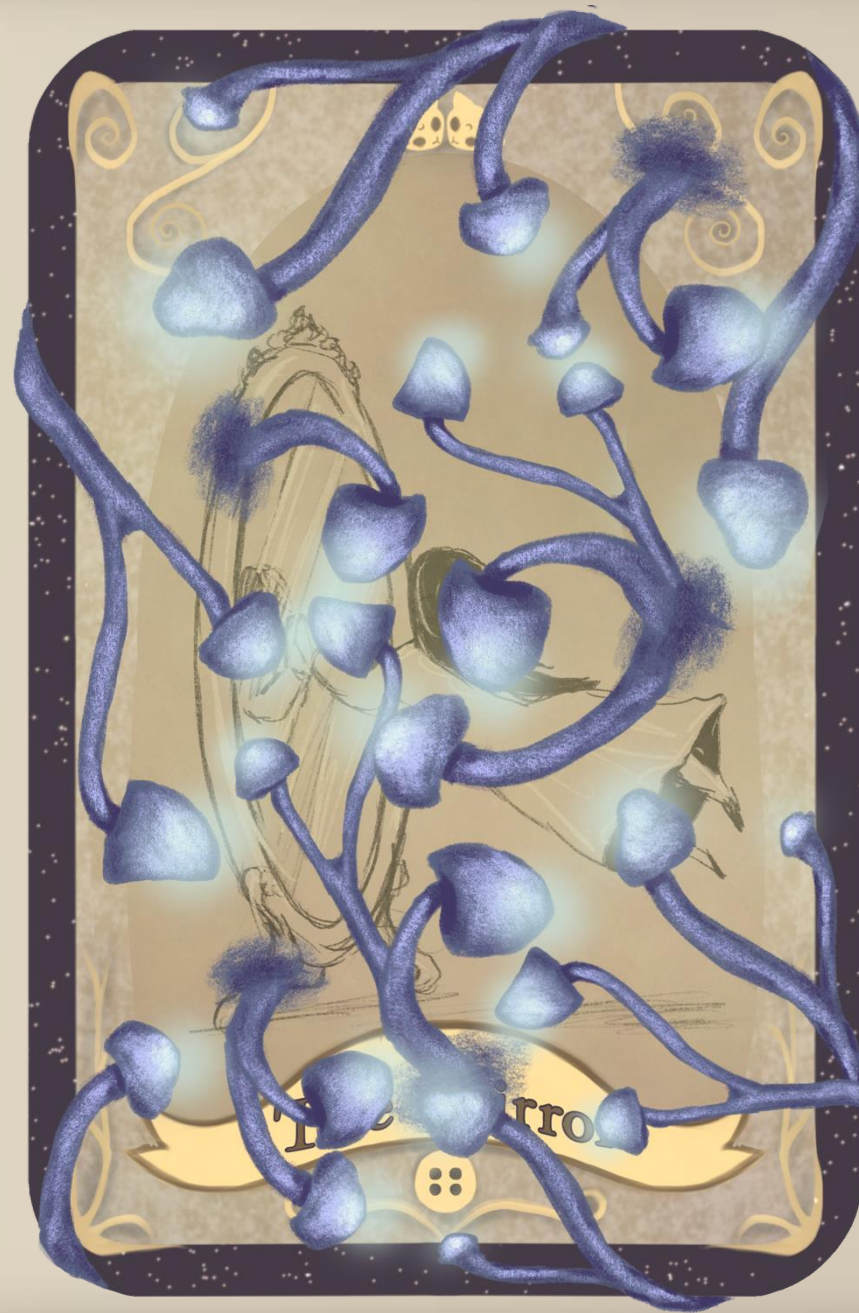
# Oracle Card



# Oracle Card



# Oracle Card



# Individual Criteria

## Character Design



# Individual Criteria

Character Design

*The characters have a clear and dynamic silhouette and convey elements of their context and story through colours, shapes, and details such as props.*

# Individual Criteria



Iterations



Character Design



# Individual Criteria

## Character Design



- Magical staff
- Winter clothes
- Walnut
- Stripes and red Stars
- Colour palette

# Individual Criteria

Character Design



- Winter clothes
- Colour palette

# Individual Criteria

## Character Design



- Winter clothes
- Stripes and red Stars
- Colour palette

# Individual Criteria

## Character Design



- Winter clothes
- Walnut and Peanut
- Stripes and red Stars
- Colour palette

# Individual Criteria

## Character Design



- Winter clothes
- Walnut and Macadamia
- Colour palette

# Individual Criteria

## Character Design



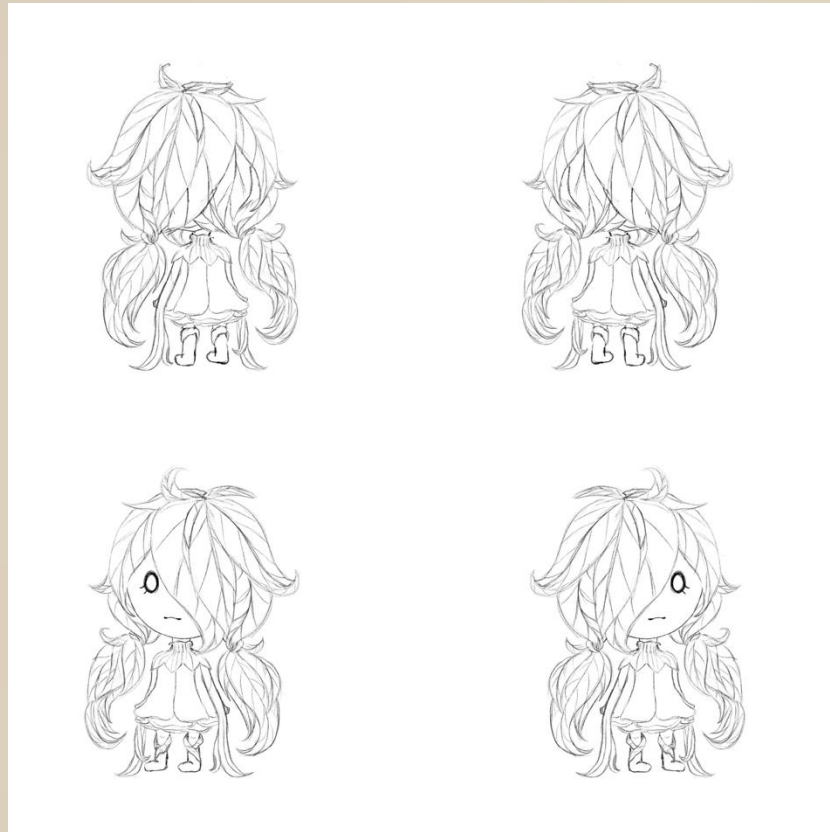
# Individual Criteria

## Character Design



# Individual Criteria

Character Design



# Individual Criteria

Character Design



# Individual Criteria

Character Design



# Individual Criteria

Environmental Design

*Create a game environment that effectively conveys the context of the world.*

# Individual Criteria

Environmental Design



# Individual Criteria

Environmental Design



# Individual Criteria

## Environmental Design



# Individual Criteria

Environmental Design



# Individual Criteria

## Environmental Design

Bike wheel and teacups

Popcorn bag

buttons

Tickets and  
needles

candles



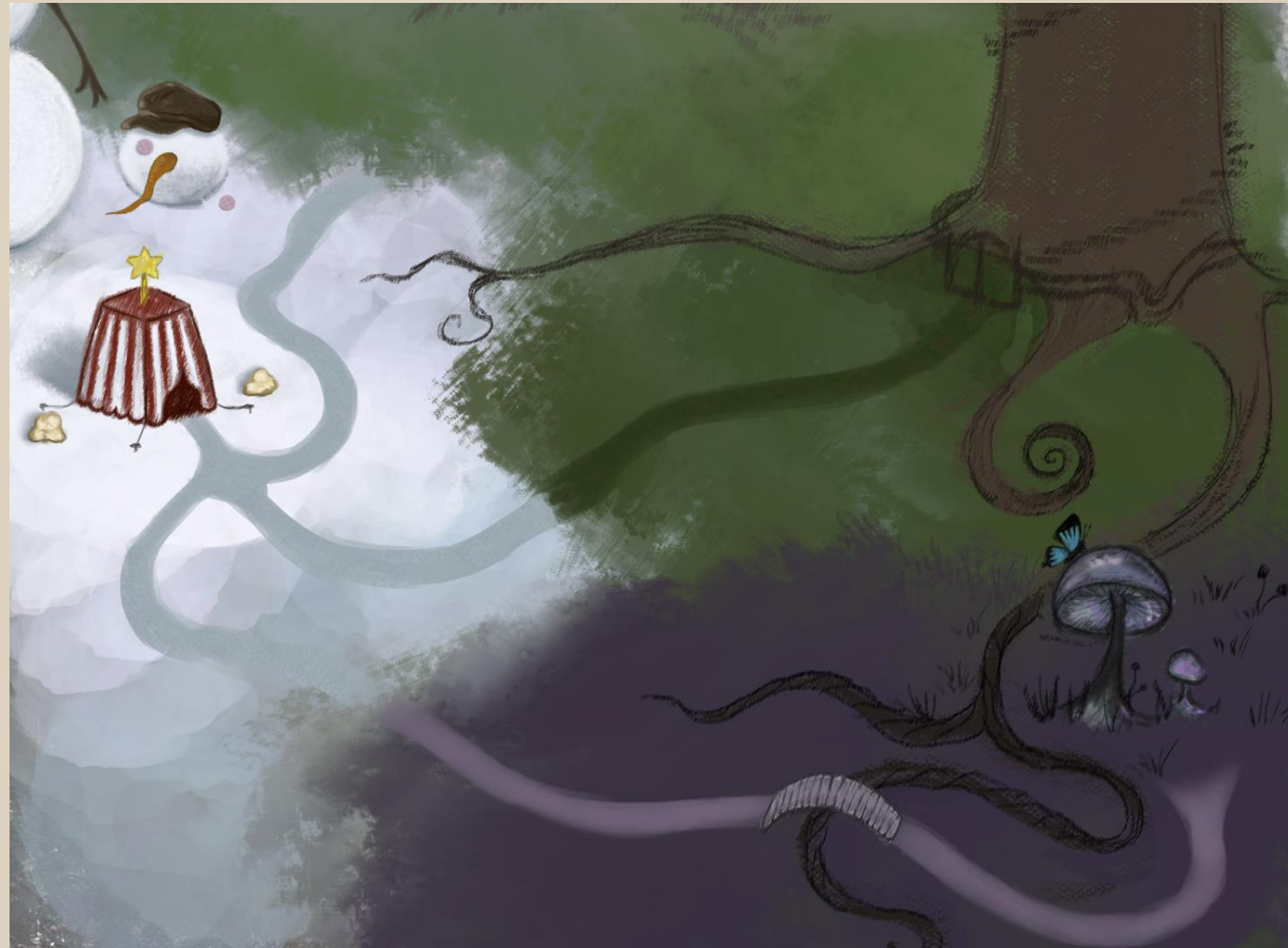
# Individual Criteria

Environmental Design

*Create a game environment that effectively conveys the context of the world.*

# Individual Criteria

Environmental Design



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# Individual Criteria

## Environmental Design



# Individual Criteria



# Environmental Design



# Individual Criteria

Environmental Design



# Individual Criteria

Environmental Design



# Individual Criteria

## Environmental Design



# Individual Criteria

## Environmental Design



# Individual Criteria

Card Combat Balancing

*How well the interaction values, situational cues and state-dependent rules are balanced.*

# Individual Criteria

## Card Combat Balancing

<b>Protagonist</b>	<b>Distress (Fear)</b>	Mental tunnel vision & panic level.	<b>Action Gating:</b> High levels hinder complex responses
	<b>Resilience</b>	Mental stamina and Health.	<b>Survival:</b> If it hits 0, it's Game Over
<b>NPC</b>	<b>Composure</b>	NPC's social facade and Health	<b>Victory Condition:</b> Must be reduced to 0
	<b>Affinity</b>	Sympathy / Dislike towards the PC	<b>Gatekeeper:</b> Unlocks specific actions
	<b>Empathy</b>	Personality Trait	<b>Reaction:</b> Determines if the NPC comforts or exploits the PC

Ebene	Parameter	Mechanisch	Narrativ
	Angst (Distress)	"Gating:" Hohe Angst sperrt/entsperrt gewisse Karten.	Innere emotionale Barriere
	Resilienz	Health: Lebenspunkte	Psychische Ausdauer
<b>Cooperation</b>	- Composure + Affinity		Agreeing, Harmonizing
<b>Resistance</b>	- Composure - Affinity		Confrontation, Stab, Insult
<b>Logic</b>	- Composure - Resilience		Facts, Boundaries
<b>Vulnerability</b>	- Distress - Resilience (If NPC-Empathy is low)		Honesty, Exhaustion

Effektivitäts-Verlust bei anderen Karten.

Card combinations yes if time  
some cards can only be used once but all others are reshuffled into the deck after a fight (or while it's going if it's going on that long)  
You can collect cards around the world  
Effects on the opponent will not be written on the cards but the player should find out listening to other npcs and the opponent to find out what cards would be more useful  
card battles can be replayed but gotta test it out  
fear level is individual

# Individual Criteria

Card Combat Balancing

Starting fear of 80

- Fear →



- Composure → hidden

# Individual Criteria

## Card Combat Balancing

- 4 rounds for NPC



- One set of answer values
  - Perfect
  - Good
  - Weak
  - Bad

*Do you really think it will work?*

- Of course! We're in this together!

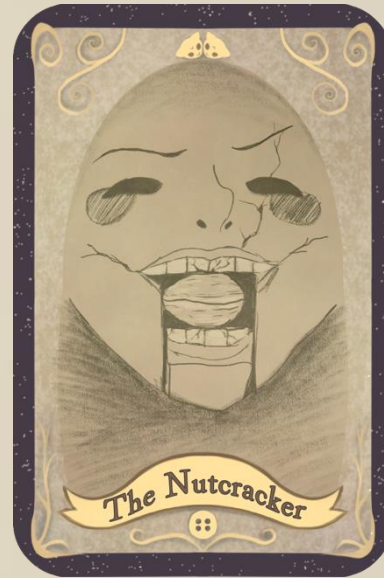
It might not work on the first try but we can't just do nothing about it.

I guess we'll just have to find out.

Even if we fail, at least we tried.

# Individual Criteria

- 7 rounds for Boss
- Different set of answer values



## Card Combat Balancing

- Gatekeep
- Passive Fear Increase
- Obstruction (card visibility)
- Abilities

*Isn't that right, Nuthaniel?*

No, I took a well-deserved break from work.

Yes, actually, it's called the disappearance of the nutcracker.

I'm not scared of you anymore. I know that I have a chance against you.

I didn't learn any tricks, but I've got some support behind me now.

# Individual Criteria

- Three levels of obstruction



## Card Combat Balancing

# Individual Criteria

Card Combat Balancing



- **Two abilities**
  - One helps with the obstruction
  - One heals



# Future Features

The rest of the story and characters



# Future Features

Adding more NPC abilities



Lady Macadamia calms Nuthaniel down.



Goobert destroys the mushroom obstruction for a few seconds

Switching between characters



# Future Features

More NPC quests



# Future Features

Fixing Bugs and Details



# Learnings

- New Program for animation – Procreate Dreams
- Grayscale method
- Yarn Spinner
- We scrapped a lot of ideas we originally had and were able to focus on the important parts
- We ended up with a polished vertical slice that we're all proud of

THANK YOU FOR LISTENING. HAVE  
A LOOK AT OUR GAME ON ITCH.IO

