

Jordin De La Rosa

Project Name: Sirena

Group Members: Brandon Castillo, Jonathan Clement, Isaias Acosta, Edgar Alejandro

Advisor: Hosni Auji

Date: 5/16/22

During the Spring 2022 semester, I worked on a culmination with Jonathan Clement, Brandon Castillo, Isaias Acosta, and Edgar Alejandro. My role was to be the Narrative Designer, Audio Designer and Video Editor. The process of creating the story for our game, Sirena, was a challenge. As a Narrative Designer, I was in charge of making the layout for the game for the rest of the team. It was the pressure of having all of the information laid out for the team to understand and be able to produce their own work. I was in charge of writing the synopsis which is a brief description of what is happening in the game. That had to be revised a couple of times to fit the aesthetic of the type of game we are looking for. I created two characters, the protagonist named Duma, a curious young mermaid who wants to explore and learn the history of her land. The second character, named Ares, has the story revolved around what he did in the past. Originally, he wasn't a character. The main cause of the pollution spotted in the other levels was going to be because of humans but I wanted to take a different approach instead of the generic humans are evil approach. This proved to be difficult because I would have to come up with their personalities as well as a detailed description for the art team to bring them to life. Locations had many revisions throughout the writing experience, especially the second level. I didn't know what to make the level based off until I slept on it one night. That's when I found out that a shipwreck with oil spewing out would be a pretty cool concept for a level. Dialogue in the game was fairly easy since it's a more exploratory type of game similar to Dark Souls. The struggle I did have about dialogue was the code itself and how to implement it into the game. Lots of tutorials trying to understand what I want and I finally found what I was looking for. Sirena's adventure progress was easy to create once the story was made. The reasoning behind making the adventure progress document is because it will make it easier for the coding and level designer to understand what is happening in our game. Then the lore of the game wasn't able to enter the final portion of our project. The lore of the game pretty much explains to the player what happened in this area. However, you have to interact with these capsules if you want to know the history of the area. If you choose not to, then it's okay, you can continue playing the game however you want to. It only adds more depth to the story but without it can give you an understanding on what is happening in the story of the game.

After making many documents of the project, it was finally time to be done with the Narrative of our game. We are to add audio to our game. Now audio was an interesting experience. Especially adding triggers to certain moments of the game. Picking the OST and SFX were easy but blending the OST to have the perfect loop for when it is being played in the game proved to be a little challenging since the most I've done with audio in the past is listen to it and acknowledge it. I also had to figure out the right ambient sounds that were able to fit the soundtrack. Picking the best SFX for specific interactions and coding it in the game was challenging because certain cues had to be played that would give the player feedback if they did something correctly. Finally, my favorite part of the audio was having the music fade into and out of the scene depending on Duma's location. You start off the game inside of this tunnel but the minute you spot the scenery of this cave, you begin to slowly hear the music come into the scene and grasp the beauty of Sirena. Another task that I was in charge of doing is adding different fishes into our game. This brought Sirena to life as you get to witness wildlife swim around this cave. It's a beautiful experience to partake on and with the OST, it makes for a peaceful experience for the player. Before the trailer was made, we ran across a breathtaking error which broke the repository. I was able to fix this issue by creating a new repository but it did bring panic to our group because we were so close to finishing the game. I also had to take seven classes throughout the semester which was a lot for me to handle. However, through all the trials and tribulations that the semester provided me with, we were able to create a beautiful exploratory experience called Sirena. My last task of the project was to make the trailer and it came out great. The only challenge was that we felt that it didn't have enough content but that's when we implemented a sneak peek of our next upcoming level which is the "Shipwreck of Sylvia". Thus concludes my reflection, this has been a great semester and I really want to give thanks to my group members and advisor as without them, this game wouldn't have been possible. Thank you for allowing me to partake in this experience.