

CINEGAME DESIGN DOCUMENT

Introduction

CineGame is an experimental game that combines cinematography with simulation, letting players take on the role of a movie director. This design book outlines the key features of CineGame, serving as a formal record for the project. It's a creative tool designed to explore storytelling through interactive gameplay.

Game Concept

CineGame is all about creating movie storyboards in an immersive, hands-on way. Players act as directors, choosing unique maps and characters to build scenes for their cinematic ideas. The game blends experimental art styles with different storytelling structures, making it a playground for aspiring filmmakers and storyteller

Gameplay

Choosing the map

The game begins with players selecting one of three maps, each tied to a distinct art style and scenario progression type:

Choosing characters

Once a map is chosen, players pick a main character to control from a third-person view. They then select three additional characters from a total of six available options to set up their scenes. Gameplay focuses on arranging characters, framing shots, and directing actions to craft a storyboard that reflects the player's vision.



Rusyn

Role in Game: A wise and spiritual guide, Rusyn introduces players to the cultural and spiritual roots of the world. He shares legends, traditions, and rituals, helping players understand the deeper layers of the game's universe.

Core Traits: Noble, wise, spiritual, deeply connected to rituals and nature.

Archetype: Pagan warrior, a symbol of ancient heritage and resilience.

Appearance: Wears traditional, hand-crafted garments adorned with runic symbols and natural elements.

Varyag

Role in Game: A master of physical challenges and strategy, Varyag sets players on quests that test their courage, ingenuity, and ability to adapt.

Core Traits: Brave, pragmatic, skilled in combat and craftsmanship.

Archetype: Craftsman-warrior, a figure of strength and action.

Appearance: Clad in functional armor, adorned with practical tools and weapons.



Turk

Role in Game: A charismatic merchant and storyteller, Turk offers rare items and knowledge, often requiring clever negotiation or creative problem-solving.

Core Traits: Resourceful, clever, and skilled in trade and diplomacy.

Archetype: Entrepreneurial negotiator with a keen understanding of cultural exchange.

Appearance: Vibrant, exotic attire representing wealth and a worldly outlook.

Gameplay Influence: Provides quests that involve bargaining, cultural exchange, and acquiring valuable resources.



Jesuit

Role in Game: A diplomatic intellectual who introduces ethical dilemmas around progress, faith, and technology. Players must navigate his layered intentions to uncover the truth.

Core Traits: Erudite, logical, technologically advanced.

Archetype: Scientist-programmer bridging tradition and modernity.

Appearance: A mix of clerical garments and futuristic elements, carrying books or devices.



Kaidashikha

Role in Game: A grounded and practical figure, Kaidashikha introduces family-centered challenges and moral dilemmas tied to survival and tradition.

Core Traits: Practical, self-sacrificing, protective of family and home.

Archetype: Maternal figure and hearth-keeper.

Appearance: Modestly dressed, carrying tools of domestic life.



Solokha

Role in Game: A seductive and cunning character, Solokha tempts players with arcane knowledge, forcing them to weigh risks against rewards.

Core Traits: Confident, intuitive, mysterious.

Archetype: Knowledge keeper and solitary manipulator.

Appearance: Mysterious attire adorned with talismans and occult symbols.



Pannochka

Role in Game: A progressive and ambitious character, Pannochka encourages players to challenge tradition and explore innovation. She reveals secrets of the past while pointing toward future possibilities.

Core Traits: Visionary, aristocratic, daring.

Archetype: Noble innovator and modern thinker.

Appearance: Elegant yet experimental attire, symbolizing the blending of tradition and futurism.



Taking a camera shoot

Players navigate the map using standard WASD controls in a third-person view. At any point, they can press 'E' to take a camera shot. The process involves three steps:

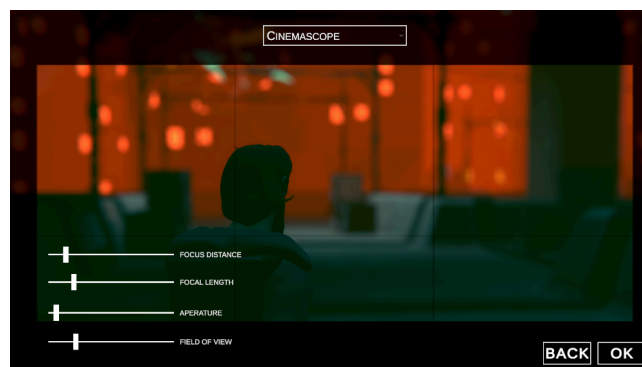
1. **Choose an Aspect Ratio:** Players select the desired aspect ratio for their shot's frame.



2. **Position the Camera:** Using a free-flying camera, players adjust the angle and position to frame the scene.



3. **Capture and Adjust:** After taking the shot, players can tweak the zoom and focus to suit their vision.



Writing frame content

Once a shot is taken, players can create a frame by adding details about:

1. **Scene:** Which scene the shot belongs to.
2. **Shot:** The shot's number within the scene.
3. **Duration:** How long the shot lasts.
4. **Frame Description:** A brief description of the scene's content.

FRAME

OK?

SCENE:2

SHOOT:3

TIME:02:10



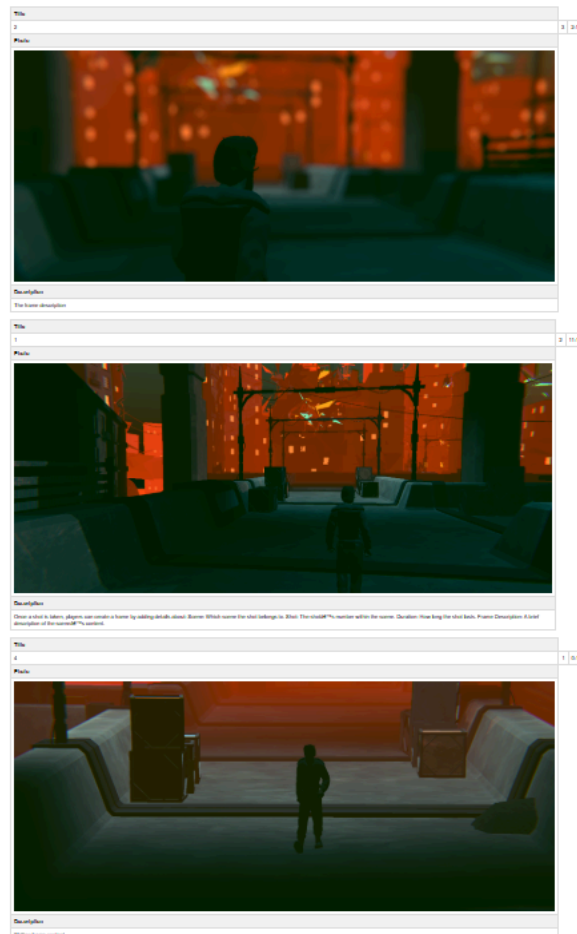
2.35:1 Cinemascope

FRAME DESCRIPTION

The frame description

Exporting story board

After the player has taken the all necessary frames for story board, he can export it by pressing 'B' to enter "STORY BOARD" view and then click 'EXPORT', THE whole story board wil lbe exported in HTML format for users to share it.



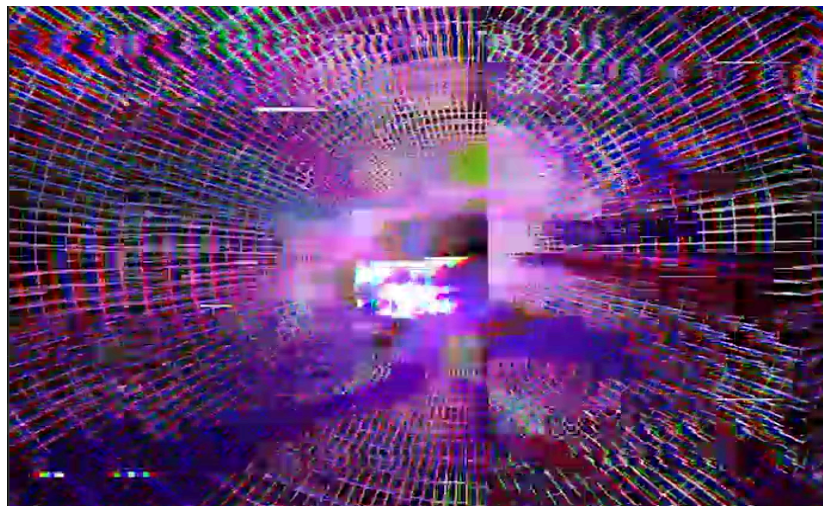
Art and Design

Each map is built to match its art style, giving players inspiring settings for their stories. The six characters players can choose from vary in look and personality, offering different options to bring scenes to life.

Glitch Art:

A modern, digital style with distorted visuals that create a sense of chaos and energy. During the second half of the 20th century, traditional beauty such as *nature morte* with nice flowers and fruits or an appealing landscape, has lost its charm. What we find captivating in art are often things that differ from the romantic understanding of beauty. Strange, unusual forms and wild behavior of artists seem to be more interesting to young people as they strive for rebellion against the tradition. Glitch brings a taste of damage and originality at the same time. In his treatise *De Pictura*, the Renaissance thinker Leon Battista Alberti defined paintings as a window demonstrating the natural world. The avant-garde ultimately challenged that definition, and began folding, warping, cutting up, and reassembling the window. Vincent Van Gogh and Paul Cézanne among others started to paint a deformed reality. Cubism, dada, futurism and other trends in art represent this tendency as well.

Andris Vētra aka -8. Video Igora Stravinska operai Izvirtības hronika, 2018



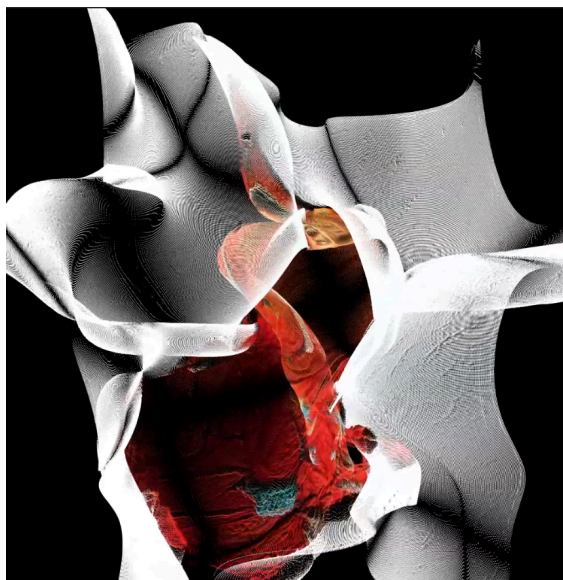
Микита Шаповалов. Anagnorisis, 2020



Generative Art

Generative art represents the biological principle of self-organized growth as well as randomness. Generative artwork is drafted by the author but further enhanced by technology so that the author may be unaware of the outcome in detail. Creation in generative art refers to Dadaism and their idea of automatic writing. The most interesting art, stated Dadaists, occurs when the author loses the authoritative role, and the artwork is partly creating itself. Another precursor of generative art is the Fluxus movement. The conceptual “piece of silence” by John Cage 4’33” (1952) shows the basic idea. Any sound that occurred in the concert hall was considered suitable to form the work as the player sat at the piano but did not play. Hence, the piece was composed with the help of random sounds.

Jurgis Peters. Images of The Divine (2023)



Kitel, Fields of the Abandoned Homeland #78 (2023). Courtesy of the artist



Whimsical

Whimsical style, closely related to naïve, sometimes looks awkward because of its simplicity as if these works were created especially for children. The idea became topical in the era of modernism, with its connection to psychoanalysis and the savage mind that lets the inner child express an untamed spirit. Hand drawn characters, bright colours, a lack of perspective and simple expression are some of the typical features of the style. It is playful, brings joy to its beholders, and never takes itself too seriously.

Līga Spunde. How far are you (2024)



Primachenko, Maria. Two pigeons drank water by a windmill and ford (1970)



Three Narrative Types with Player Guidance and Film Examples

1. Linear Narrative

In the linear narrative, events unfold in a clear, chronological sequence, guiding the player through a structured story. This type of narrative focuses on logical progression, emotional transformation, and character relationships, making it ideal for straightforward storytelling.

Film Examples:

"My Thoughts Are Silent" (Antonio Lukich):

The protagonist's journey to record unique sounds in the Carpathians is a sequential, emotional story that highlights personal growth and the evolving relationship with his mother.

"Homeward" (Nariman Aliev):

The story of a father and son traveling to Crimea to fulfill a burial tradition emphasizes emotional reconciliation through a clearly structured journey.

2. Open Space Narrative

The open space narrative encourages exploration and discovery. Players craft stories by immersing themselves in the environment and using visual, auditory, and symbolic cues to shape their narrative. This approach fosters creativity and free interpretation.

Film Examples:

"Atlantis" (Valentyn Vasyanovych):

A post-apocalyptic Donbas comes to life through symbolic landscapes and minimal dialogue, allowing viewers to interpret the desolation and humanity of the world.

"The Tribe" (Myroslav Slaboshpytskyi):

The lack of dialogue or subtitles in a closed school environment forces the viewer to interpret the story through gestures and context.

3. Cyclical-Mosaic Narrative

In a cyclical-mosaic narrative, the story is fragmented into episodes that repeat motifs, themes, or symbols, creating a sense of interconnectedness. This narrative type allows players to construct multi-layered, reflective stories that explore deeper ideas.

"Donbas" (Serhii Loznitsa):

A series of satirical, absurd episodes depicting the chaos of war and propaganda. Recurring themes and motifs tie these episodes into a cohesive whole.

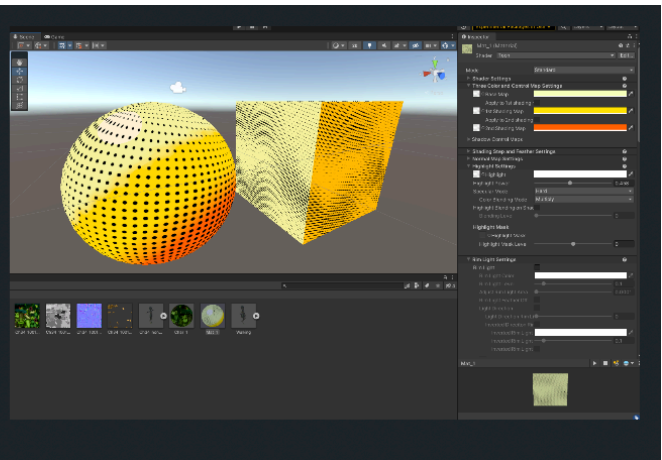
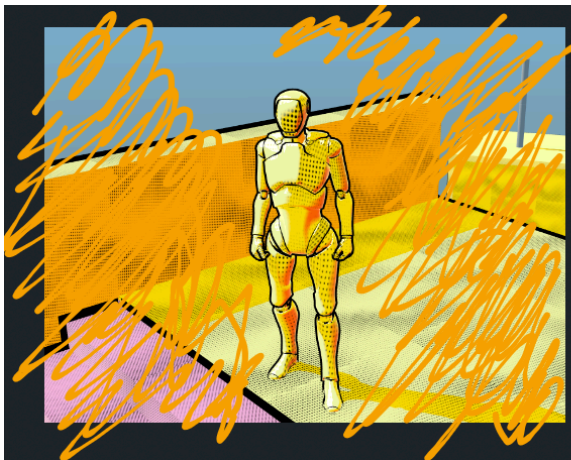
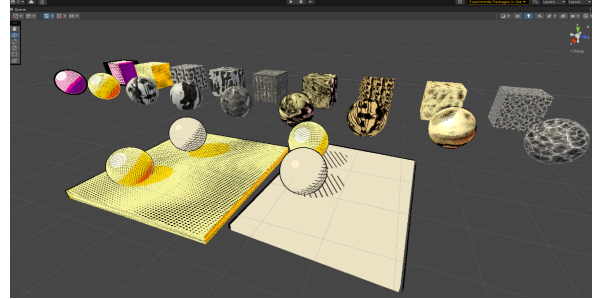
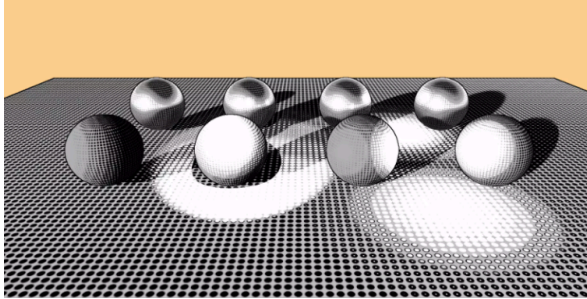
"Brothers. The Final Confession" (Viktoria Trofimenko):

The fragmented memories of two brothers gradually reveal a deep story of guilt, redemption, and familial duty, tied together by cyclical themes.

Technical Aspects

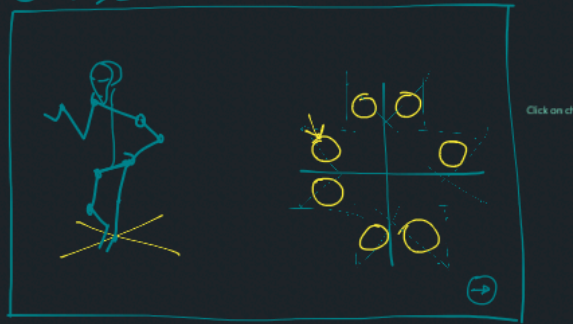
Game was made in unity engine 2022.3.17, 3d models were made in Blender, Audio was made in Ableton Live 11.

Game's Early Concepts and designs

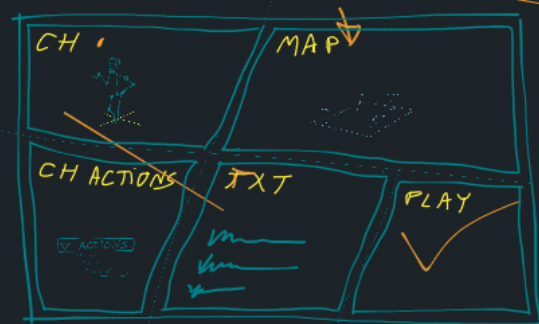
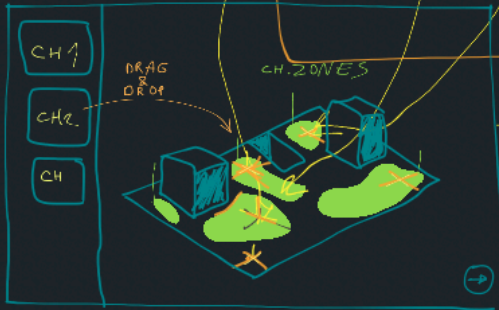




CHOOSE CHAR

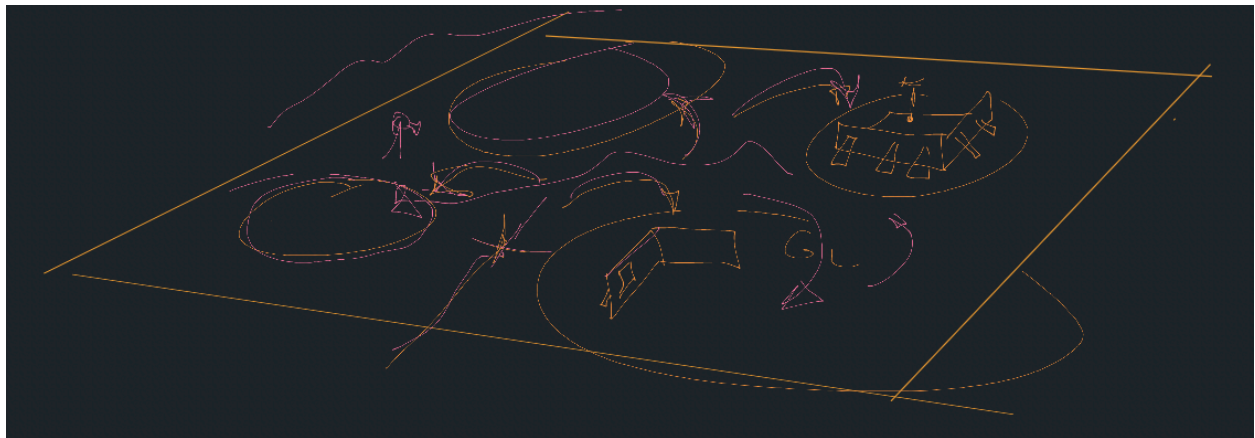
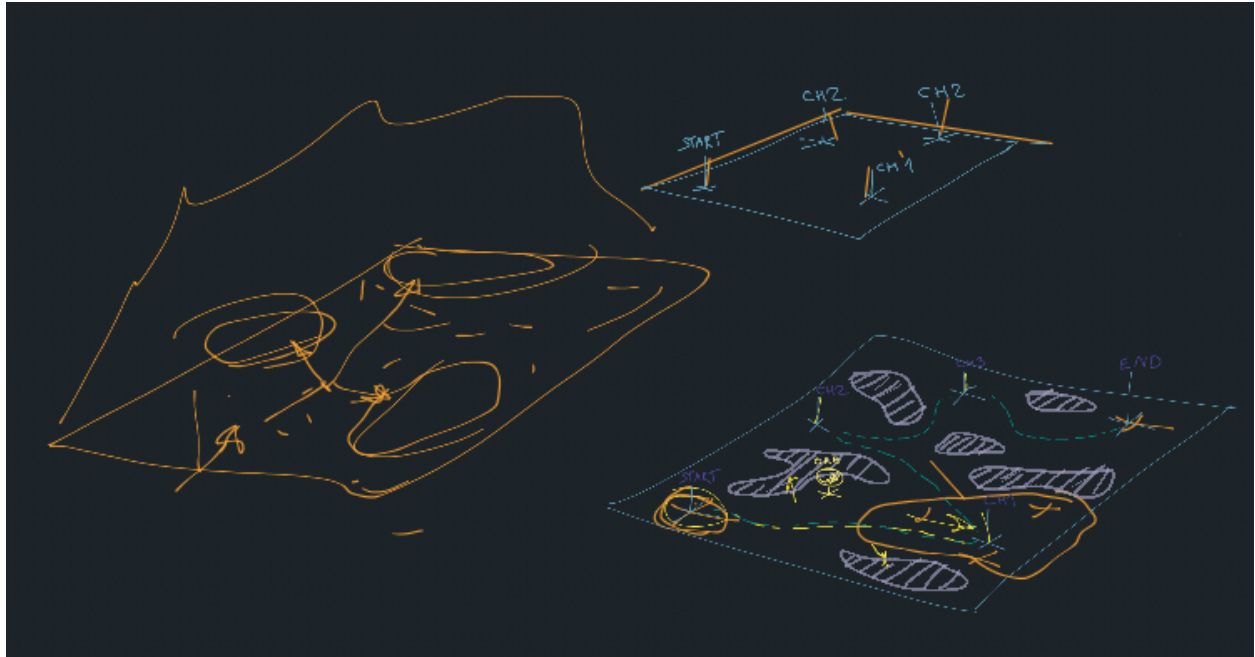


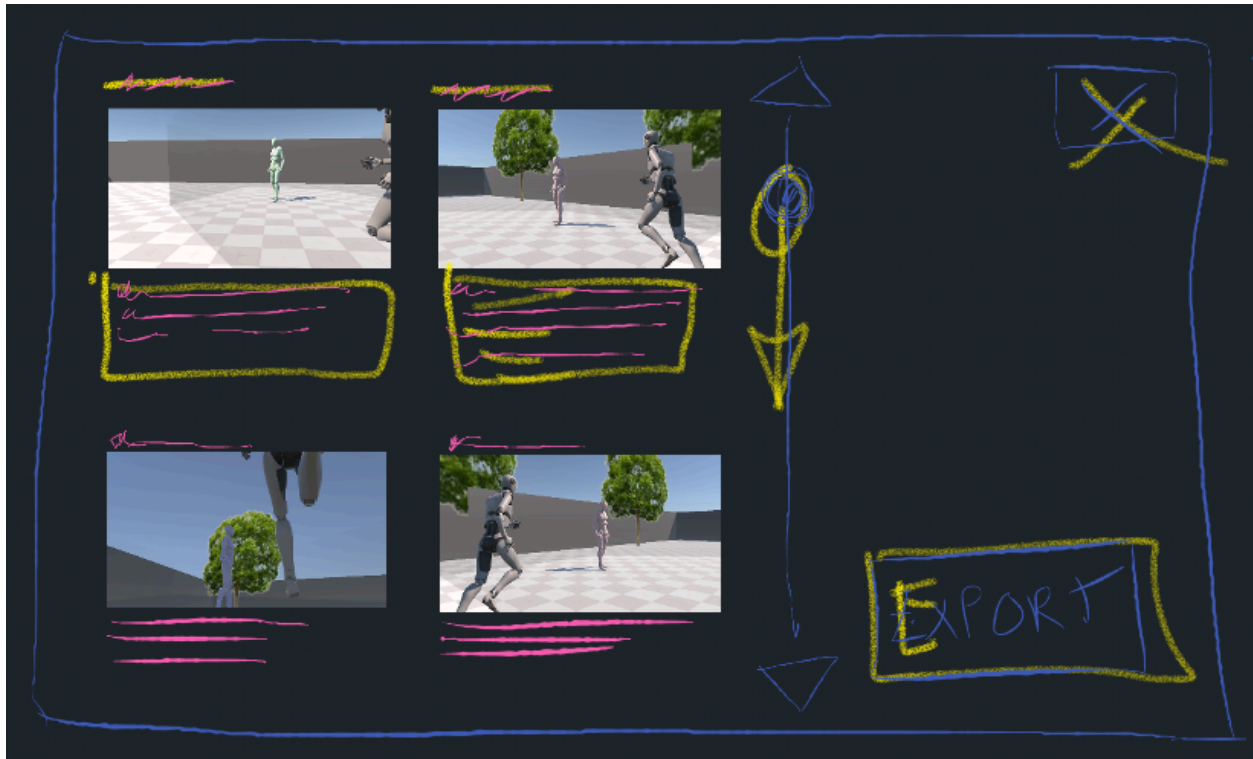
CHAR PLACEMENT



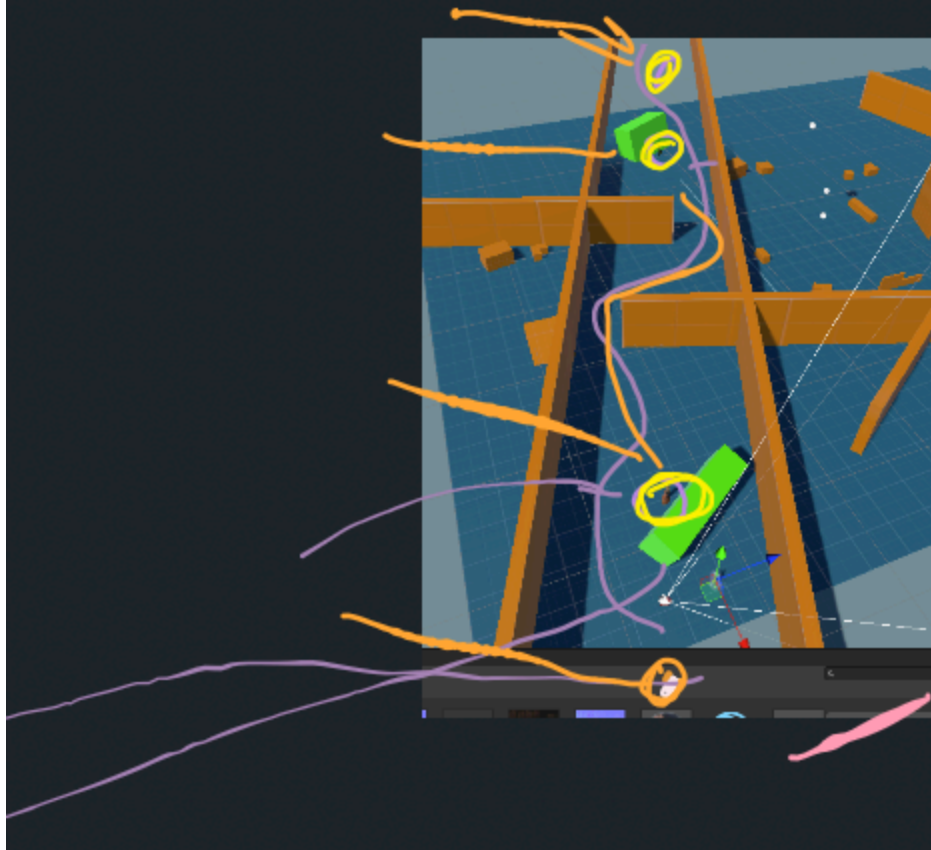
CHAR ACTIONS



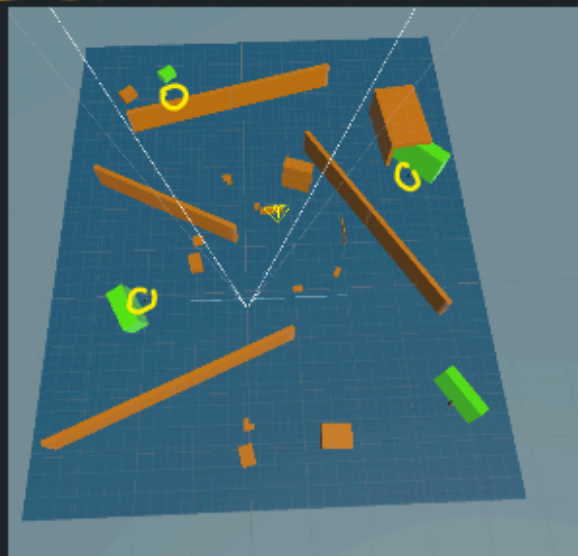




~~1#~~ LINEAR

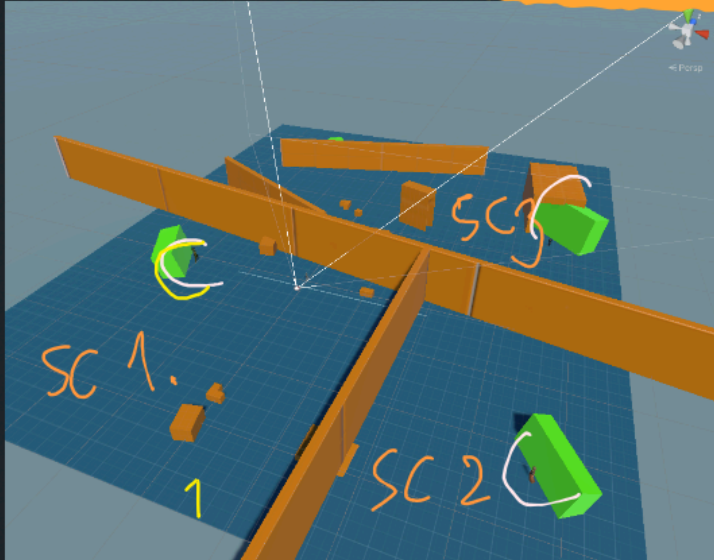


2# OPEN



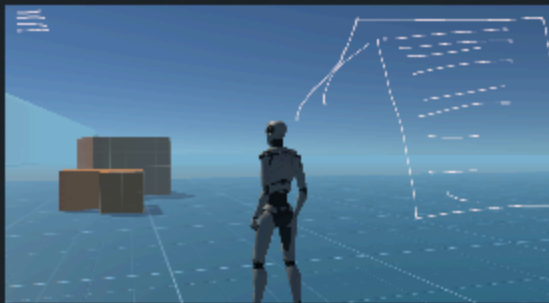
N A I V E

3# Circle

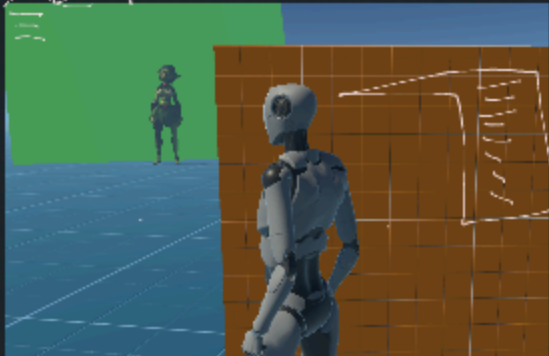


FV + VR

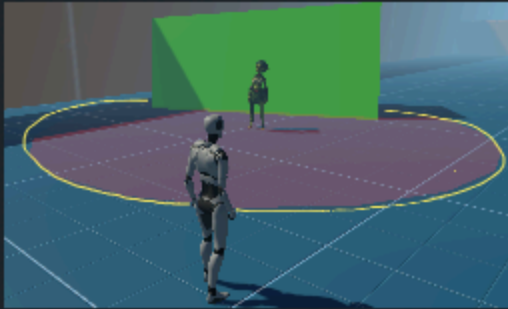
SC 1



SC 1



Linear map



Activation radius

