



KIERKEGAARD

Marius Klezok, Alexis Luengas Zimmer, Samuel Roppert, Marco Spath, Janina Wachendorfer, Stephanie Wagner

INTRODUCTION

Kierkegaard is a 2D Point & Click Adventure. The story revolves around the protagonist and his companion, which wake up in an unknown city, defined by the body of a giant moray. Here, he gets to know seven police officers, each one with a completely different personality. They depict different characteristics, a person can have. (e.g. Courage, laziness, pride, ...) As the story progresses, the protagonist tries to find out, who he is and how he got into this situation – while the other characters get dragged down by their extreme behavior.

WORKFLOW

1. Assign roles (Especially in the art department)
2. Think of basic story concept
3. Decide on art and narration style
4. Plan first milestones for each department
5. Test out engine features
6. Create concept art
7. Design rooms and light sources
8. Design puzzles
9. Flesh out story and character concept
10. Start implementation of puzzles
11. Proof read dialog
12. Implement dialog



MAIN OBJECTIVES

1. Implement the 1st act of the story
2. Different kinds of puzzles
3. Set the right mood for the story
4. Well fleshed out characters
5. Dialog for all passages of the act
6. Animations

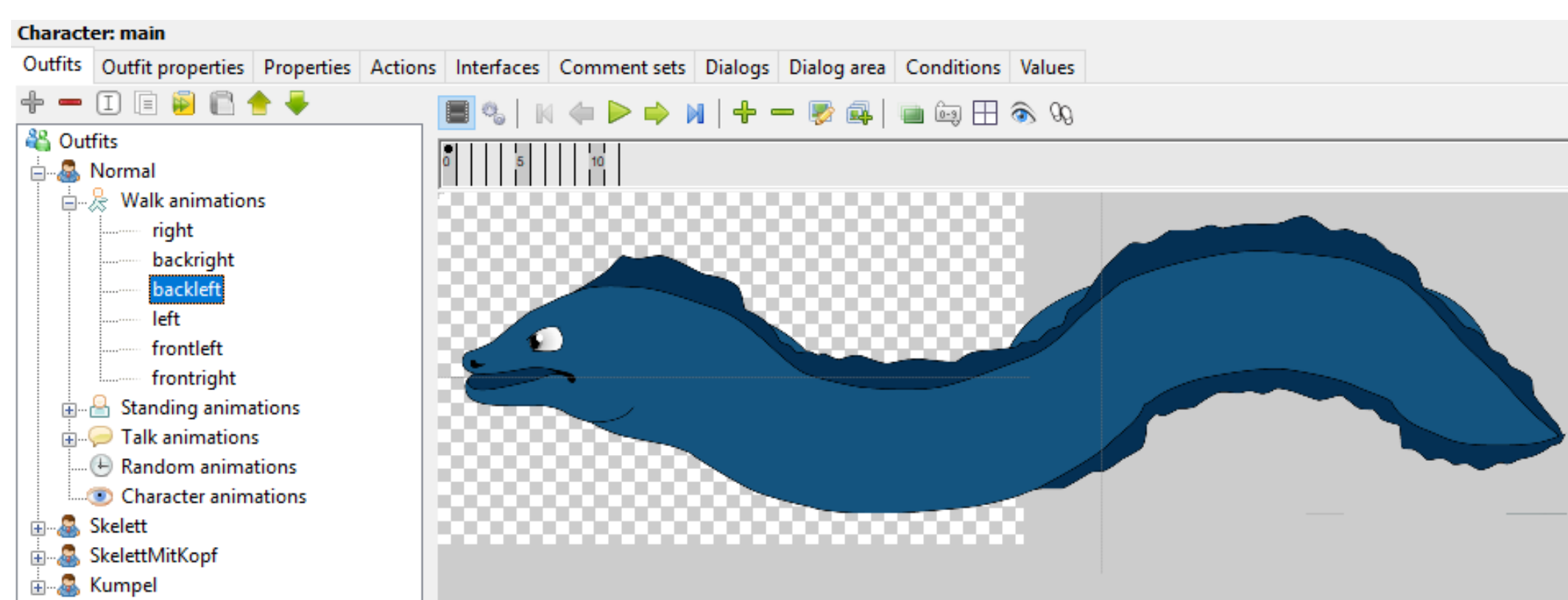
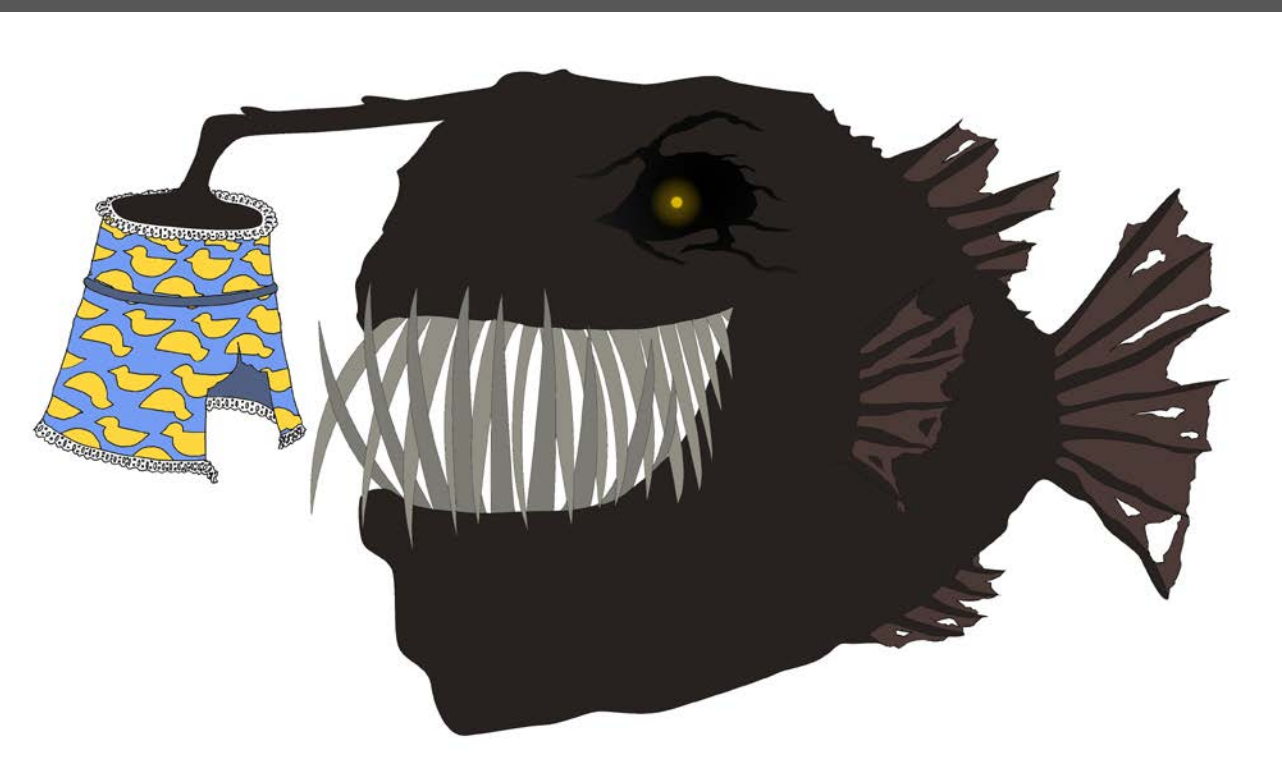
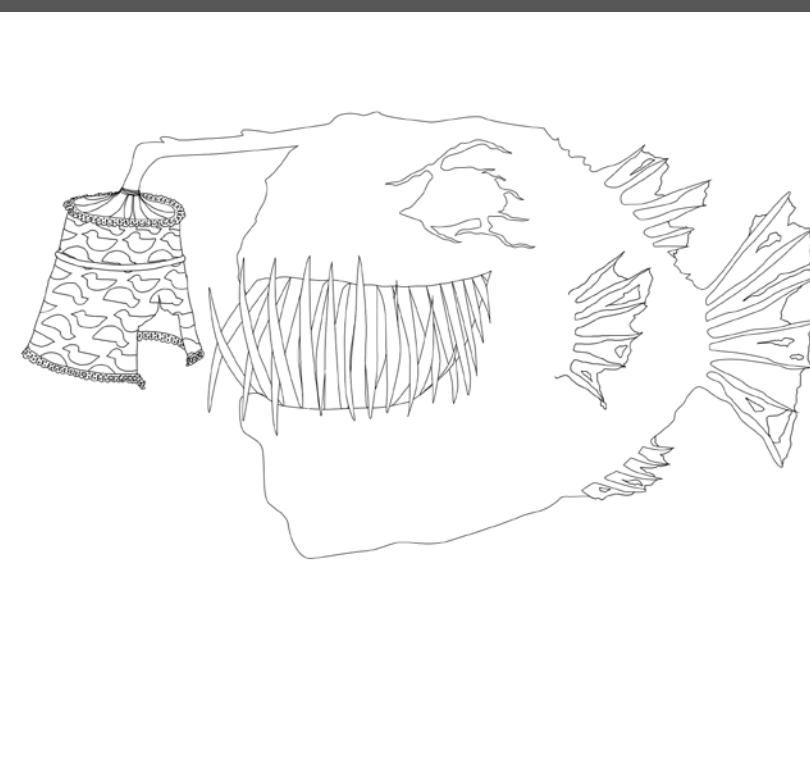
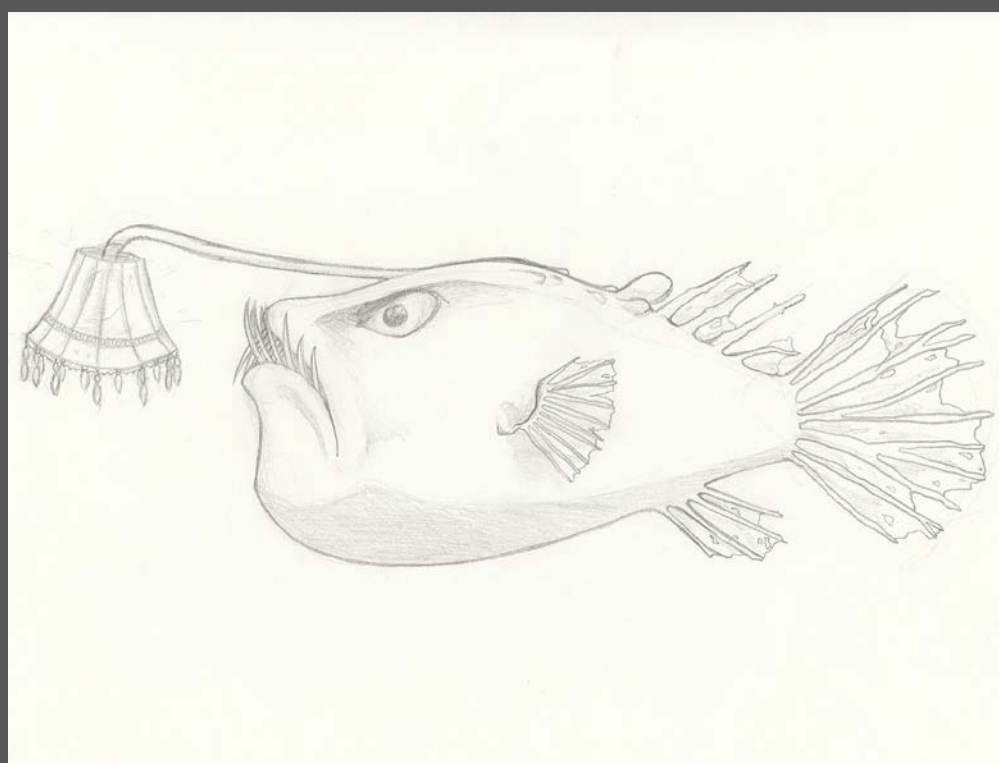
RESULTS

1. Act 1 fully planned
2. Dialog completed
3. All puzzles implemented
4. All rooms drawn
5. Recorded some Dialog
6. Main theme composed



MATERIALS AND METHODS

The game is implemented in Visionaire Studio, by using the given functions of the Engine in addition to custom scripts written in Lua Script. The images for the characters and the rooms are hand drawn, scanned and digitalized in Gimp. They were colored in Photoshop and animated in Adobe Illustrator. The illustrations for the cutscenes are drawn in Krita. The Dialog was recorded and edited in Audacity.



SAMPLE SCRIPT

```

-- script for looping an animation while moving it across the screen
local tblMainLoop = {}
tblMainLoop["vif_scene"] = 0
tblMainLoop["vif_state"] = 0

function vl_toMainLoop(scene, state)
    tblMainLoop["vif_scene"] = scene
    tblMainLoop["vif_state"] = state
end

function onMainLoop()
    if tblMainLoop["vif_state"] ~= 0 and game:getLink(VGameCurrentScene):getName() == tblMainLoop["vif_scene"] then
        vLoopFunc()
    end
end
registerEventHandler("mainLoop", "onMainLoop")

```