

# Noah's Ark



**Games Overview Document**

**BA Games Design - Honours Project – DD3992**

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## **Game Description**

The game is based on the story of Noah's Ark, a story taken from the Old Testament of the Bible, which can be found in **Genesis 6-9:17**.

<https://www.biblegateway.com/passage/?search=Genesis+6-9%3A17&version=NIV>

The story shows how God passed judgement on the wicked, and found favour in an honourable few. It also shows how God's covenants are binding, and He will never break his promises.

The game would require the player to explore the environment that they are placed in, and find two of every kind of animal that has been placed in the area. They would then need to place each of these animals onto the Ark, which can be found in a central area which will be easily accessible.

This can be achieved by simply exploring the area, and listening out for any animal noises, or noticing any movements which indicate there may be an animal nearby. The player would then need to stand next to the animal and press the corresponding key to collect it. The player could then either return to the Ark, place the animal into the Ark, and proceed to find more animals, or simply find all the animals before placing them all into the Ark at once.

### **Platform & target audience:**

The game would be designed and created for the PC, and would be aimed at young people aged 11 to 15 years old.

### **Story Description:**

The story is about how God saw the wickedness of the human race, and that their hearts were only full of evil thoughts and wrong doings, but Noah found favour in God's eyes. He told Noah to build an Ark and to fill it with two of every kind of animal, both male and female. Noah did so, and upon finishing building the Ark, rain began to fall and fell for 40 days and 40 nights. This wiped out all life on Earth, humans and animals alike. After 150 days, the flood waters had receded, and Noah, his family and all the animals left the Ark. God placed a rainbow in the sky, as a sign of His promise that he would never again wipe out all life on Earth with a flood.

The game is driven mostly by the narrative of the story, which has been used as the foundations for the concept. The gameplay is kept simple, and is relatively easy to implement, whilst also keeping the player interested, and gives them an understanding of the story behind the game.

### **Look and Feel:**

The environment will be the interior of Blackburn Cathedral, built in a simplistic style to prevent extensive construction times, and to make the visual style more suited to the target audience. The art style will also be simplistic, with textures being built mainly of block colours and black outlines.

### *Blackburn Cathedral - Images*



Cathedral images taken from: <http://www.blackburncathedral.com/gallery.asp>

## Blackburn Cathedral – Environment



### Timeline and key events:

1. Game Begins – Player will start in a central area next to the Ark, so they are aware of its location.
2. The Player will begin to explore the world, trying to find the hidden animals that can be found around the cathedral in various locations.
3. Once an animal is found, the player will interact with it to pick it up. They may then choose to place it in the Ark immediately, or wait until they have collected some more animals before placing them in the Ark.
4. Once all animals have been collected and have been placed in the Ark, a cut scene will begin, showing how the story of Noah's ark proceeded, and how it ended.
5. The game will end, and credits will scroll across the screen, showing all the people that helped in the design process of the game.

### Character Information:

Player Character – There are no characters designed for use in the game. The main character is the player themselves, this is to make the story feel more realistic.

Mechanics – The mechanics for the game are simple, pick up and place. The player would be able to pick up the animals that they encounter, and will also be able to place them inside the Ark.

NPCs - There are a number of NPCs in the game, all of which are animals. There will be around 10 species of animals in the game, each of which can be found twice, meaning there will be 20 animals to be found.



This image gives three examples of possible animals that can be collected within the game.

### Control Systems:

The Character has a number of simple controls, all of which are commonly used in a large number of games.

Action	Controls
Move Forward	W
Move Backwards	S
Move Left	A
Move Right	D
Interact	E
Jump	SPACE
Camera control	MOUSE

### Camera:

The camera is permanently positioned in a first person perspective to make the player feel like they are the one playing through the story of the game.

When the player has completed the game, the camera will move to show the cut scene that will follow.

The scene displays the rest of the story of Noah's Ark, with the camera following the Ark and its movements.

<b>Cut Scene</b>	<b>Camera Position</b>
Once all animals are placed in the Ark, rain will fall.	This is where the camera will switch from the first person view, but there won't be a sudden jump. It will appear as though the player is flying around watching the scene unfold through their own eyes.
The cathedral will fill with water slightly up to waist height.	The camera will rise to follow the Ark as it floats.
The Ark will then sail around for a few moments.	The camera will follow the Ark, and show it from all angles, transitioning smoothly from side views round to front and upper views.
A bird will fly out of the Ark, fly around for a moment, then go back in.	The camera will settle into position slowly, and will be in a position to see the bird fly around.
Water level will lower slightly.	Camera will continue to follow the Ark.
A dove will fly out and disappear off screen, it will then reappear with an olive branch and enter the Ark.	Camera will be positioned to show the bird flying away, and to show its return.
Water level will lower again slightly.	Camera will continue to follow the Ark.
The dove will then fly out again, and not return.	The camera will again show the bird flying away.
Water will lower to nothing.	Camera will continue to follow the Ark.
Ark opens and all the animals exit.	The camera will settle into a fixed position, and will show all the animals exiting the Ark.
A rainbow appears across the sky.	The camera will then pan upwards, and will show the rainbow across the ceiling.

#### **Audio:**

There won't be any audio clips in the game, but there will be a number of sound effects. These include an animal noise for each of the animals in the game. This is so the player isn't relying entirely on their sight to find the animals, and so can use their ears to see if they are close to an animal or not. The only other sound effect that will be used is for the rain that will fall at the end of the game. This is to make sure that the story has a greater impact, and feel more realistic to the player.