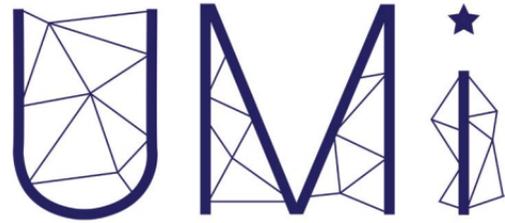


UMi

By Myra Fortin







★⁴ The Story

★¹² UMi

★²¹ The World



THE
STORY

My Goal

I wanted to create a game that told a story without the use of text or dialogue. I wanted to do this because I'm dyslexic, and growing up dyslexic I had a hard time reading and couldn't beat video games because I didn't know what to do next or what was really happening. I want to create a game that even kids who have a hard time reading can play and still understand the story.

Inspirations

I had many inspirations for UMi. The main inspiration came from the game Journey which told a beautiful story without any text or dialogue and truly moved me when I played it.

The First story

UMi's original story was heavily based off the Ursa major and minor story. Which is the story of a mother who got turned into a bear and her son who grew up to be an hunter and kills her only to find out she was his mother then the two are both turned into the constellations of the two bears so that they would always be together.



I wanted the story to be about the son falling out of the sky and the mother bear trying to find him.

The son would have returned to his human form while the mother would have looked like a bear though and would have been seen as an enemy by the player.



Final Story

I changed the story to just be about a fallen star (UMi) who finds themselves on an unknown world. UMi wants to return home, and along the way they find other fallen stars. These fallen stars cannot move like UMi can and UMi is faced with the choice of helping these fallen stars or forsaking them in order to find their way home.

I think making choices that truly effect the outcome in games is not only interesting but fun, because it changes a stories outcome and the feelings about the world and the character they play.



U M i



This is UMi

UMi wasn't always UMi though. UMi was a nameless archer, Little Bear, a Lost child, and then a Star child. Until Finally they became UMi.



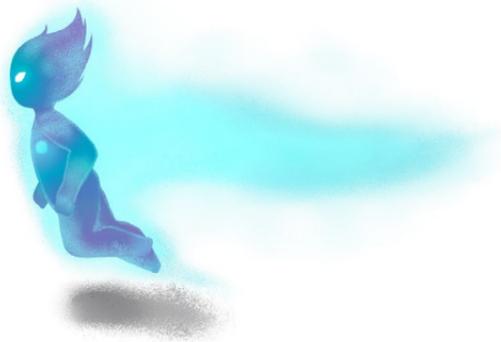
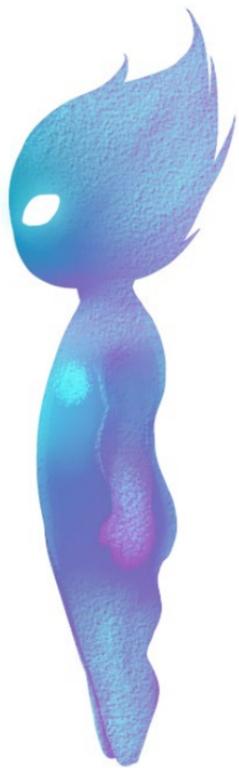
Early UMi

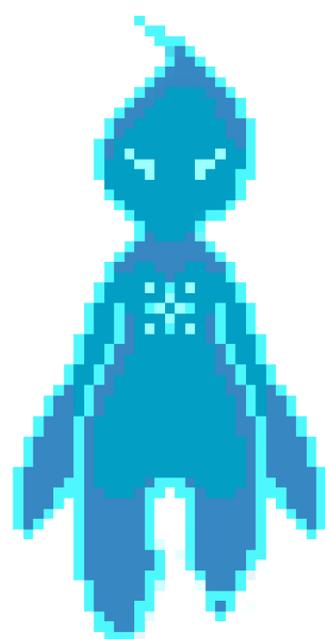
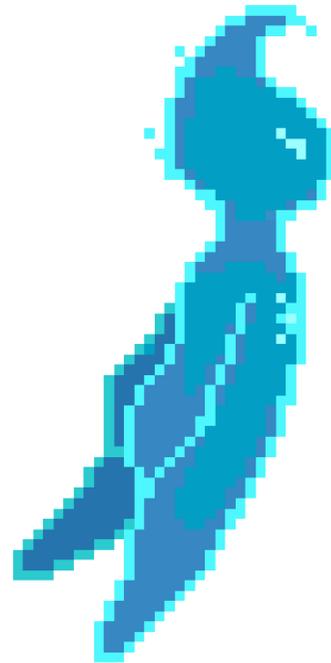
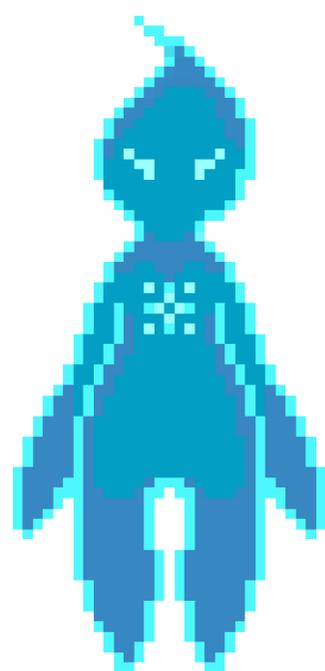
I based the idea of UMi off of the Ursa Minor Constellation. The story behind the constellation a favorite of mine, was my main source of inspiration. Originally I was going to make a nameless archer, I wanted them to be genderless and have a mask. The color scheme reminiscent of space and stars.

UMi

I realized I had to remove the Ursa Major and Minor story from my mind. This was a different character this was a different story. It was then that I decided to make a character that looked more like a literal star.

Then UMi was born.





Sprite Design

I had never designed a sprite before this project, I had to chose which details were important in UMi's design and what could be left out. I'm overall happy with the final sprites design.



THE
WORD



The World

I wanted the world that UMi inhabited to be alien, but also familiar and almost comforting. I wanted the world to be a character, to have it's own story to be told.





Early World

I realized early on that the world had to be in a constant state of night. Not only so UMi could stand out, but because with the stars falling it would only make sense that the sun was gone from this world. Or maybe this world never had a sun to begin with.



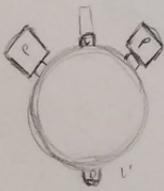
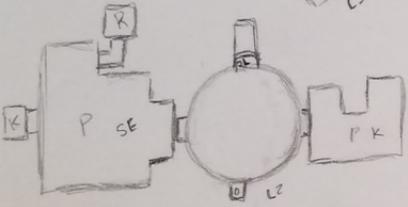
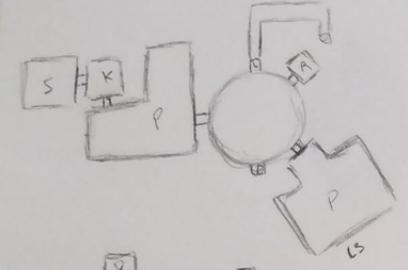


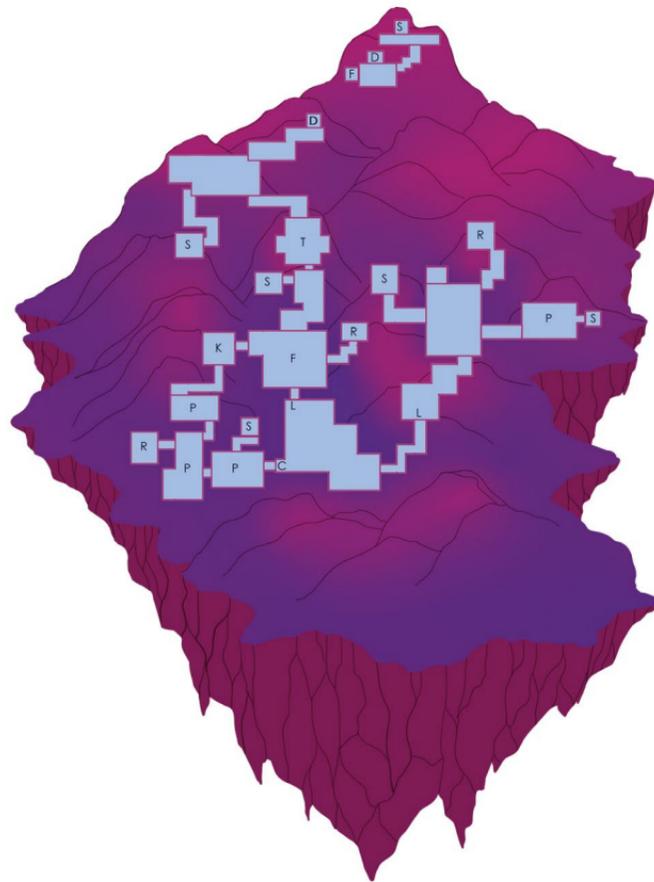
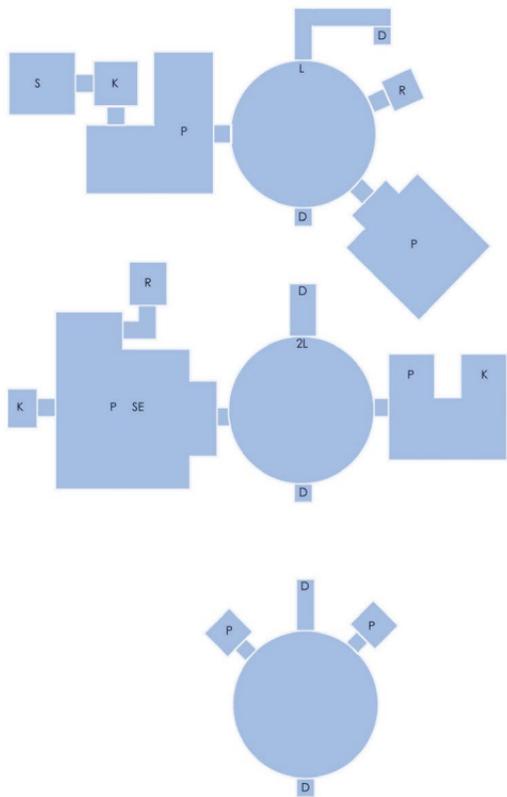
Level Design

When I got a better feel for the world, I began designing a level. I thought having multiple floating worlds or islands would be interesting. So I designed an island and created a map of the island to help ground where things in the world would be and what they would do.

Fist Island
 +
 Tutorial + Level one + Two

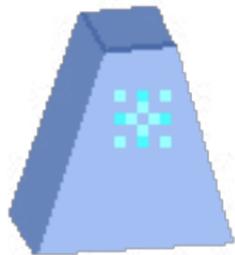
- SE - Shrine Entry
- SD - Shrine Door
- S - Shrine
- R - Ruins
- P - Passage
- F - Fallen
- K - Key
- D - Dungeon
- L - Lock
- C - Cave
- T - Temple
- H - Hidden





- SE - Star Eater
- S - Shrine
- R - Ruins
- P - Puzzle
- F - Fallen
- K - Key
- D - Dungeon
- L - Locked Door
- C - Cave
- T - Temple
- H - Hidden

Final World



After figuring out the layout of the first world I began sketching and then coloring the area's marked on the map. The tilted top down perspective I chose was difficult to get used to at first but once I got the hang of it was easy to correct myself.

