GAM 651 OL1
Professor Krefting
Fengyu Xu
05242043
02/13/2023

Sharpenter, the Magical Scissor Spec Sheet

Contents

Section 1: Story Behind the Scissor

Figure 1: Sewing Scissor

https://cdna.artstation.com/p/assets/images/images/012/724/942/large/dane-brennand-bisecting-02.jpg?1536191217

Merope's treasured possession is a sewing scissor called Sharpenter. She has had it since her earliest memories and it has been a source of comfort and protection, helping her fend off bullies in the orphanage. Merope takes great care in maintaining Sharpenter in excellent condition. With the confusing voices in her head, the scissor serves as an anchor for her sanity. Merope often talks to the scissor about her life, feelings, and hopes for leaving the orphanage. For a long time, the scissor remained silent, but lately, Merope feels as if she can hear it talking back if she listens carefully.

Section 2: Game Mechanics

Figure 2: Scissor Cutting and Stabbing

Essential Idea: The scope of the game limits the gameplay to just two mechanics. Therefore using the two ways to use a scissor, Cut and Stab, might be a good starting point for puzzle design. As an orphan, Merope needs something as both a comforter and a weapon. Scissor has reasons to be used by Merope. The two actions can also fit the character of two snakes. Nah-Gi'nni would be the one to encourage Merope to stab, as breaking the puzzle; Lo'Tgh would be the one to encourage Merope to cut, which would be the puzzle-solving-way of solving the puzzle. Therefore the player can use two different buttons to decide who to listen to.

Core Mechanic: "Cutting" and "Stabbing" will be used throughout the entire game when solving puzzles or interacting with the environment.
- <u>Cutting</u> will be utilized for tasks such as cutting ropes to release objects or slicing open cloth to uncover hidden items. Compared to stabbing, cutting is a more subtle action.
- <u>Stabbing</u> will be used for destruction. It's a more aggressive solution in the game. For example, instead of searching for a key, Merope can use stabbing to break the lock and open the door. Compared to cutting, stabbing is more forceful and violent.

Idea Breakdown: It is essential that the player feels the scissor when playing the game.
- *Appearance*: The scissor should have a distinctive appearance, reflecting its importance to the young owner who has kept it well-maintained. Its color should be a shiny, aged

bronze. Although it is a regular-sized scissor, in reality, it becomes quite large in the game and requires both of Merope's hands to use. When not in use, the scissor is carried on her back.
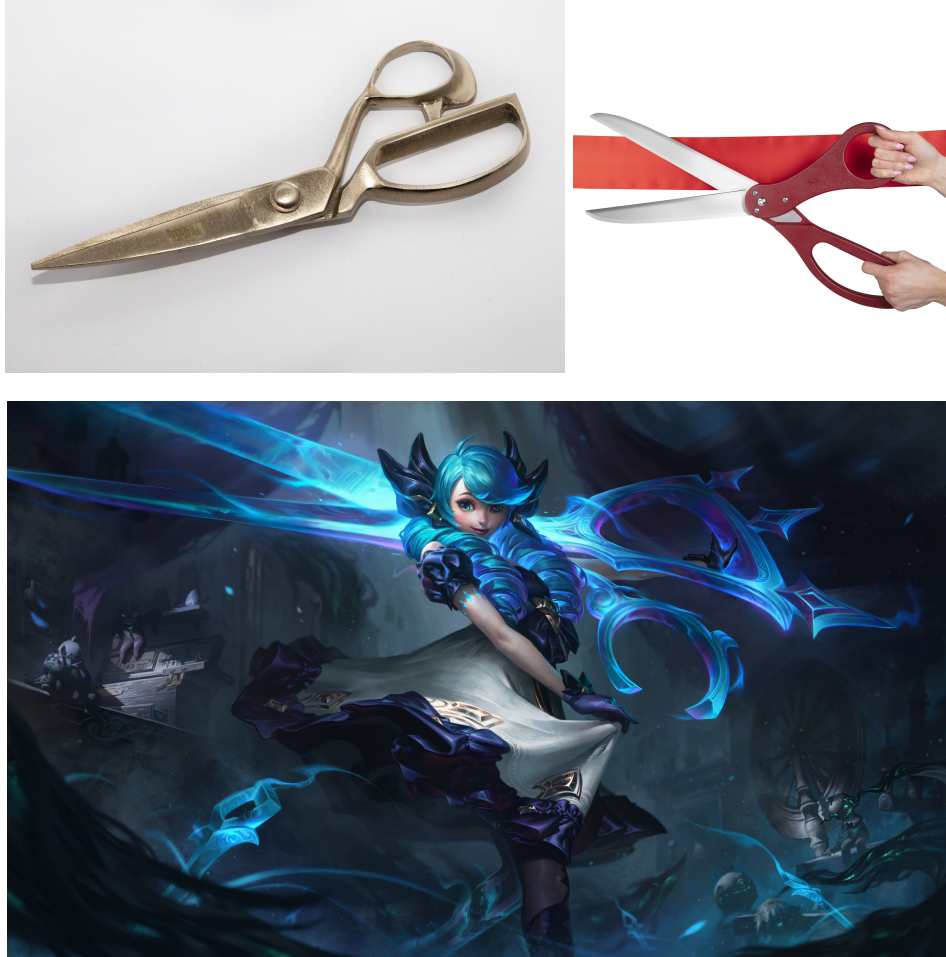
- *Emotion*: The emotion of two actions is crucial. If we have time to make animation for Cutting and Stabbing. The animation of cutting needs to feel delicate and cautious. The animation of Stabbing needs to be forceful. Merope is holding the scissor up and stabbing at things with full force.
- *Personality*: Sharpenter will be talking and giving hints to the player in the game. It needs to have a personality. When it talks, it is very much like Hugin, in the game of *Valheim* ([Hugin | Valheim Wiki](#)). It will give the player instructions when stuck and comfort Merope when she is confused or scared. Like a labrador dog, Sharpener is always there for Merope, different from the snakes, as each of them has secrets.

Mechanic Breakdown:

- *Cutting*: By pressing "E", the player can use Sharpenter to cut.
- *Stabbing*: By pressing "Q", the player can use Sharpenter to stab.
- There will be instructions on the screen every time when an interaction is needed.

Sharpenter in Gameplay Environment: When not needed, Sharpener will be on the back of Merope. When the player presses "E" or "Q", Merope will grab the scissor from her back and do the assigned animation (if we have the skill and time)

Section 3: Asset List

- *UI*
  - A profile illustration will be needed for Sharpenter. As it speaks, it needs to appear next to the dialogue box so the player would know who is saying it.
    -
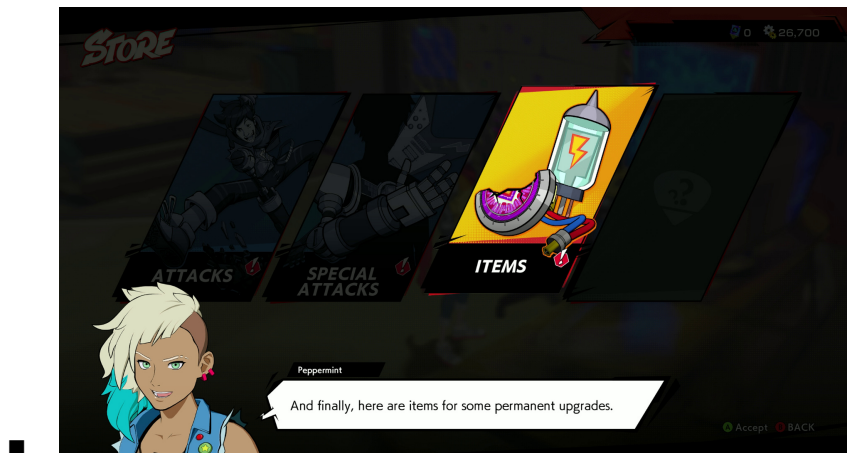
- *Model of Sharpenter*
  - Limited by the scope of the project, only one model of Sharpenter will be needed. As shown above and in the reference sheet, a shiny bronze sewing scissor. Some special decorations will be preferable.

Song of Horror
Prop / Asset

José Miguel Sierra
3D Artist www.josemiguelsierra.com

■

- *VFX of Sharpenter*
    - It glows yellow when Merope is carrying it.
    - It has a bronze texture.
    - When cutting, sparks fly between the blades.
    - When stabbing, a whooshing line surrounds the blade as Merope exerts her full strength.

- *SFX of Sharpenter*
    - Metallic cutting sound.
    - "Whoosh!" when the scissor stabs down.

- *Animation of Sharpenter*

    - N/A