Hook Presentation Speech, 5-minute Outline Script

(Hook)

Media and entertainment are labeled as the primary focus of engagement. With a mixture of high quality and excitement build-ups, audiences are likely to get engaged…or not.

Many went for intense quality, suspense, and explosions because their response will always be "It's very good" or "It's the best one of all time!". Some audiences can choose not to like them because their engagement level is determined on any specific preferences rather than just one. A very obvious example is not liking the high-realistic quality, they only like cartoonish styles

Categories that belong to media and entertainment; films, television series, art, & video games, carry the same level of needs with engagement. Art games or games with primary-focused art qualities almost have these such standards but the way how it's achieved and defined is completely different. (Add Hollow Knight, Chicory)

Well-crafted, immersive quality without realism, gimmicks that can interact with the world, and actions creating greater achievements & impacts…by simple performance (Journey)

(Introduction)

Hello! My name is Yenlinh Ngoc Nguyen and I design **The Genesis Records**, a project with only two main gimmicks as general gameplay use and player's response. Applying the methods of minimalism, players will quickly learn to use these gimmicks through world interaction, solve puzzles, and engage in combat. No need for upgrades, it's simple and straightforward!

(Content)

Players will play as one of the two Protagonists in **The Genesis Records**. By exploring worlds, players will stumble upon puzzles, battles, and NPCs to interact through a visual & wordless tale.

To pursue the main goal of this game, players must help the Writer and Artist to unleash the power of the Swords as well as guiding their path through the strange, twisted, & colorful worlds.

The Writer and the Artist

Living species are called Beings and monsters adapting the environment are Creatures. Writer is a Being & the 1st Protagonist who uses a pen-like tool to create words or phrases. Artist is the 2nd who instead use a brush tool to draw a variety of patterns to spawn certain effects

Throughout the game, players control either the Writer or the Artist of their choice using one button command. Upon moving around or world exploration, players will have many visual encounters with NPCs, objects to interact, and much more! Stories & world-building content are the main drive of engagement; from great emotional & memorable impact on the audiences to well-driven, rich-flavor writing that connects the player, the characters, and the world. The story inside **The Genesis Records** will be told through without words, only colorful, rich-favored, & hand-drawn characters. Excluding the text of introduction, there will be no words spoken to interact nor communicate, only body language and sounds

Power of the Swords

> *"A pen is always mightier!...So does the brush!"*

Before the 1st world, the Writer and Artist are immediately gifted with special tools called Swords, that possess a powerful ability to change everything inside the Creation(s), the name for World levels of **The Genesis Records**.
Another yet a different type is called the Creator(s). Tall, giant Beings who are born to craft the Creation(s), the "storybooks" that create tales of many.

To pursue the main objective from the Creator of the 1st world, players must use the Swords to solve puzzles that are scattered all around. Solving puzzles requires cooperation and strategies. Some will need the Writer or the Artist to solve, some puzzles require not just one but two

Swords at once, and some cannot be solved without one of two Protagonists. Using these special gimmick, players will be able to change everything without the elements of unlocking skills & upgrades. They will have quick, easier access to these skills; drawing a line to create a log bridge, selecting one of two words to make platforms move, and summon a giant wave that destroys a wave of enemies

Between puzzles and world interaction, players will approach certain stages that mainly involve combat. Most games achieve performance by inflicting combos, skillsets, and large mashup of button commands to apply the best amount of damage. With simplicity, players will have no issues to remember the combos. All they have to do is select and activate a skill that instantly destroy hordes of enemies through two or one button commands to attack. (Add Okami)

(Closing)

The Genesis Records is built with Godot 3 engine. There will be many plans to soft launch through windows executable, Steam, itch.io, or Game jolt.

To tackle problems or issues revolving the use of complexity into greater quality as the result; players will quickly acknowledge the basics over simplicity. With the method of minimalism applied, players will gain easier access & develop strong, familiar connections with puzzle-solving & combat. Through the aesthetic touch of fantasy and immersive 2D art quality, players are likely to fully engage both gameplay and story from their experimental use with the Swords gimmick.

"A pen is always mightier...So does the brush!"

The mightiest power of words and the mighty power to create & change everything

Let creations flow and see how two Protagonists will turn the page as they dive deep into the cycle of creation. Your experiences will unfold messages, meanings to them. Explore and create as new elements with simplicity will be introduced.

Thank you

Visual Plans (Video recording, Digital Art animation, possible plan of presentation slides?)

Note for Digital Art Animation: All scenes will feature the protagonists and elements needed for showcasing functionality

Hook: At the start is digitally animated: Writer and Artist experience media made with high quality from challenging process with complexity (Live-action movies for example). May provide illustrated examples of media that fit the definition (A drawing that has 5 posters of the same title yet it can be described as sequels, whether the continuity begins to lack or increase). After the examples, there will be clips or video game recordings

From Introduction to Content: Between the introduction and the recorded footage, there will be an animated/fade-in & out transition (In case of limits).
Throughout the Content, the introductions of Puzzle-solving, World interaction and Combat will be animated to showcase the project's functionality, part of general gameplay use, and showcasing minimalism/simplicity. Between the animated version and the recorded in-game footage of the project. Artworks and sources with credit of Prior Art(s) (Some are not included but they do serve examples) will be included in-between Puzzles, Combat, and World Interaction.

Closing: Right at the very end after I close the presentation, the protagonists make appearances through animation (After my closing sentence, two characters will be animated to appear right in front of the screen. They will wave at the audience)