The Genesis Records

YenLinh Ngoc Nguyen

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

Technical Fields

The project will involve the technical fields of digital art animations, game art assets, and 2D game design

Background Information

The project, *The Genesis Records*, will aim to continue informing how video game mechanics and themes can achieve artistic qualities without the necessity of realism. From entertaining players with new, advanced mechanics to applying minimalism on video game elements. The creation and inspiration behind this project is to inspire players to create their "story", their creation or a work that comes in many forms. Following the main theme of the game, players will experience the general purpose and impacts by content creators (Not limited to literature and art).

In order for that project to earn achievements, the game will introduce new mechanics that not only will inspire and engage players from puzzle-solving elements but to include the style of minimalism on basic combat and interaction with the game itself.

Prior Art(s) - [The list may update/change over time]

The following prior arts are provided for this project:

Hollow Knight - [Main Page](#)

       An action-adventure & Metroidvania game. The player controls an unnamed warrior traversing in the Hallownest, a fallen kingdom plagued by a supernatural disease. Throughout the general gameplay, the game is divided into subterranean locations featuring insectoid characters with rich personality and bosses. From unlocking combat abilities & skills through exploration to approaching limited features with respawn and death.

Journey (thatgamecompany) - [Information Page](#)

       The genre of *Journey* is defined as an Art game, it is also developed by the company who created *Sky:Children of the Light*, *flower*, and *flow*. The game's summary is a nameless traveler whose primary goal and destination is to reach the mountain that appears in the beginning of the game. The main focus is the ability to fly (By gathering collectibles) and communication to solve puzzles. In addition to communication, *Journey* includes an online multiplayer content where travelers can meet each other with no conditions or standards to meet; the highlight of communicating contains no spoken dialogue or text words, only sounds.

Okami - [Information Page](#)

       While *Okami* majorly falls into the action-adventure genre, it can be defined as an Art game, followed by its unique mechanic that carries great impacts on both gameplay, puzzles, combat, and the characters as well. Heavily inspired by sumi-e (A Japanese term for ink wash painting), traditional customs & folklore legends originated in Japan; the game follows the adventures of the white wolf painted in crimson red marks named Amaterasu (The name of the sun deity in Japan). Along her journey, she uses her powers called the Celestial Brush technique as her benefits to solving puzzles and mainly combat. This game is heavily recognized by its gimmick; the Celestial brush's ability to

draw patterns on the canvas. If a certain pattern is drawn on the canvas, that pattern will turn into a mechanic that will affect the gameplay (Example: If the player draws a loop, wind will blow)

Gris - [Main Page](#)

A wordless & platformer game that follows a girl named Gris. Along with rich worldbuilding and unique artstyle, this game manages to achieve artistic qualities by allowing players to gain abilities through simple performance. In addition to the removal of combat and respawn mechanics, this game mainly focus on puzzle-solving elements.

Chicory: A Colorful Tale - [Main Page](#)

An adventure game where the player controls an anthropomorphic dog named Pizza who wields a magical paintbrush which serves the main mechanic that affects the game's world. Similar to *Okami*, the player use the brush as their benefits with puzzle-solving elements and combat. The difference is that the player can choose to color the game's world and there are no limits regarding the use of the brush

Project Description

The project will be defined as an Art game that mainly focus media aspects and its impacts (From literature to art). Including challenges such as writer's block and misuse of AI (Artificial Intelligence) in media will be covered in the project through the main mechanics and worldbuilding. In addition, the project is not limited to stating the difficulties or problems (lack of motivation, stealing someone's work without their consent/permission, etc.)

Innovation Claim

"To develop new gimmicks that achieve artistic quality is to teach and inspire players through the method of adding minimalism to puzzles, combat mechanics, and interacting with the world"

Usage Scenario

To discuss the new mechanic that will achieve artistic quality; the mechanic is divided into two major sections (& roles) called the Writer and the Artist (It is also the motif representation of two main protagonists for this project). The Writer is the role of the 1st protagonist; they're in charge of creating words into a sentence. As for the Artist known as the 2nd protagonist, they mainly take over on producing specific patterns before it will be recognized as an art, an image, or a drawing. The scenarios will include descriptions of its use on the following elements; Puzzles, Combat, and World

Puzzle(s) - *The element that will be explored in general gameplay. In order to gain access to the next stage/level, the player must learn to cooperate & control two protagonists through puzzle-solving*

Writer: The player will need to approach a spot that will access the use of the Writer's Sword (Pen). When using the pen, the player will choose which word phrase or term to fill in the blank or to replace old words. After the player's performance, either the player solves the puzzle or they must find another solution. There are conditions where the player is limited from accessing the Writer's Sword meaning the player is unable to solve the puzzle for the time being as the Artist

Artist: The player will need to combine buttons to access the use of the Artist's Sword (Brush). When using the brush, the player can control the Sword to paint or create a pattern. The player must draw a specific shape, pattern, or line to solve the puzzle. There are conditions where the player is limited to draw that shape meaning the player is unable to solve the puzzle for the time being as the Artist.

When approaching a condition that limits the function of the Writer/Artist in puzzle-solving elements, the player must switch roles between the two protagonists in order to fulfill that condition (Example: The player must switch to the Writer by a button command because there is a puzzle that the Artist cannot solve without fulfilling a condition appearing only to the Writer)

November 10-12, 2025

The following text of the Artist's role in Puzzle-solving from Usage Scenario: *The player will need to combine buttons to access the use of the Artist's Sword (Brush)...* **It'll be heavily changed to this text:**

"The player will need to use one button command to access…"

Combat - *Appear in certain circumstances, between puzzle-solving or world exploration. Basic performance with skills* ~~*(Unlocks in later gameplay)*~~ *(Unlocks in the very beginning)*

Both Writer and Artist have the same performance: The only difference is their skills. Their difference doesn't majorly change the combat in terms of increased power levels, both protagonists are equal to each other. To support this, some skills involve the Writer and the Artist working together to create a devastating wave that nearly defeats a large portion of enemies on screen

World - *The main core element that revolves exploration, interacting characters with memorable personality and rich world-building*

While Writer and Artist have the same performance, there are circumstances where players are free to switch between two protagonists: Along with interacting characters and the world, players can use the protagonist's Sword to their free will. From using the brush to color the landscape to writing comfort words for the lonely villager

Evaluation Criteria

The following questions are provided for gameplay test of the new mechanic introduction (This list may update over time)

Criteria - Question(s) and Solution(s)	Yes (Y)	No (N)	If No, what is the issue, and what improvement is necessary?
Does the button command allow players to switch to using the Sword mechanic (Applying both to Writer and Artist)?			
Can the player exit the Sword mechanic?			
As the Writer/Artist, does the 2nd protagonist follow the player in control?			
Following from above, can the 2nd protagonist collide with an object/wall? (Example: Are they running against a wall instead of passing through?)			
For Combat: Did the giant wave attack (A move by both the Artist & Writer) hit (& destroy) the enemies?			
Can the player switch to the Writer/Artist? (Not limited to Combat, Puzzles, & World)			
During a cutscene, do accessories carry over? (This doesn't affect the game's plot including animated scenes)			
On Artist: Does the brush have its color changed after the player picks it?			
On Writer: Are there new words spawning instead of the same old words if the player discards it?			
Any bugs, errors, encountered during the test?			

Removed one of the following criteria questions: *For the blank canvas portion: Does the eraser tool function properly?*. This is due to the response of removing the Canvas section

Objectives and Tasks

Goal I: Develop the Sword mechanic for the game's protagonist as both playtesting purposes and general use of main gameplay

Objective 1 - Plan rough drafts of the Sword mechanic & the two protagonists -

Complete!

1.) ~~Create the beta assets of the protagonists; designs & sprite animation~~

2.) ~~Initiate button commands for movements; walking, running, jumping~~

3.) ~~Initiate button commands to switch between Writer and Artist~~

September 25, 2025 - *Move the task for button commands and system related to the Sword mechanic under Objective 3*

4.) ~~Develop an AI-character code on the 2nd protagonist (when the player switches between Writer/Artist)~~

5.) ~~Plan thumbnails on the Sword mechanics' sprite animations~~

    a.) ~~Develop specific animations for the Swords: Puzzle, Combat~~

Objective 2 - Finalize the beta assets of the protagonists, effects & the Sword mechanic -

Complete!

1.) ~~Finalize the protagonists' designs, sprites, and animations~~

2.) ~~Finalize the sprite assets of the Sword mechanics~~

September 26, 2025 - *Removed the "Replace the beta version of the effects with the finalized version". Also rewritten "Replace the beta version of the Sword mechanic with the finalized version" to* ***"Finalize the sprite assets of the Sword mechanics"***

[Optional: Add any additional effects to both design and movement]

Objective 3 - Code the Sword mechanics that proves general use on gameplay -

Complete!

1.) ~~Button commands and system that allow players to access the Sword mechanic~~
2.) ~~Code & test performance of the Sword mechanic with different button commands for Writer and Artist~~

September 26, 2025 - Updated Objective 3 with new list of tasks. Also added a new Objective with new tasks

October 23-25, 2025 - Added Objective 5 that details the step process of Combat element. Also updated Objective 4 with a new goal of constructing 4 levels

Objective 4 - Perform test on puzzle-solving gimmick

1.) ~~Design puzzle stages for both testing on the Sword mechanics and general experience of controlling characters~~
   a.) ~~If successful, convert the puzzle stages into the 1st world level~~
   b.) ~~Plan 4 levels that revolves around puzzle-solving~~
2.) Initiate tutorial through text as the introduction for both the Sword mechanic and puzzle-solving elements (Wordless should be possible, excluding written dialogues for tutorials)
3.) ~~Develop a particle effect that represent a certain spot for the Writer, specifically, to let the player know the Writer's Swords can be activated~~

November 9-13, 2025

Instead of cutscenes, there will be written dialogues appear on screen when the Writer/Artist approach a certain spot (Cutscenes are still planned yet they may be chosen to appear in the enhancement process)

<u>Objective 5 - Perform test on Combat</u> - **Complete!**

~~1.) Design a testing stage for the Swords when engage in combat~~

~~a.) Must apply minimalism meaning input one or two button commands with visual effects~~

~~2.) May apply changes on AI control for combat levels~~

~~3.) Create and develop a skill that destroys a large portion of enemies (Think of it as their superpowers that comes in variety)~~

Goal II: Through the method of minimalism (or simplicity), create immersive effects on world interaction between the player's experience and the protagonists

(Objective will be added if Goal I provides proof of success and satisfaction)

October 2, 2025 - Added the one and only type of Enemies featured, along with Creature type(s) of different worlds. Both characters will serve as supporting examples to the new mechanics/gimmicks

October 2-3, 2025 - Plan thumbnails for the Starting screen, two main gameplay options: one for testing gimmicks and one for drawing.

October 11-12, 2025 - Added two particles in response to my SME Feedback for the first-minute video presentation **(Update on October 13: The two particles will be the finalization as visual effects/details of the Artist's Sword mechanic)**

October 15, 2025 - Added the wind spiral visual effect for more testing purposes on the Writer's Sword mechanic (Design on the wind spiral effect may receive changes for finalization)

November 1-2, 2025 - Added another Goal that focus world-building of the game's world for world-interaction elements

Description of the Design Prototype

The prototype stage of *The Genesis Records* will be planned on using Godot (In case of urgent changes, the stage will move to Construct 3). The game will be planned to have three main sets revolving around the new mechanic that will achieve artistic qualities. Through testing, the game will set on just one world for both this project and the showcase

1.) The 1st set will focus on puzzle-solving. The player will control either one of two protagonists. The first puzzle will be planned for the player to use the Writer's Sword; in this puzzle, the player must choose a word that matches or describes well with an object or a scene. Next is the Artist's turn; the player must carefully think before drawing an object that will either resist from getting burned by the fire and crossing over the gap. The 3rd puzzle requires both protagonists' Swords to solve this puzzle. There are no current plans so far but the description is likely to be updated

   a.) **October - November Update:** The numerical order of these puzzles suddenly got mixed up due to my SME's advice that requires changes, modifications, or to include certain parts in order to meet the condition. The primary focus of the Swords mechanic, however, did not change. Here are the recent changes of levels: 1st Puzzle introduce the Artist's Sword, 2nd continues the Artist's role, 3rd introduce the Writer's Sword, 4th is supposedly the continuation of Writer's Sword before adding the Artist's role in order to achieve the combination of both Swords in puzzle-solving

2.) The 2nd set is combat. The player will start on a stage before entering a door. Once the player makes a few steps forward, combat will be initiated (The player will know by the symbol appearing on screen). Only one skill is unlocked to test the collision effect and limits such as cooldown after this skill is used. The player will know the combat section is over by the pop-up section that says "Victory!"

a.) **November Update:** Due to the time limit, combat will be minimized to showcase the basic button command to attack and another button to test the skill's collision effect. The premise and the staging effects for Combat is still planned

3.) Last is world exploration. The player will begin on what appears to be a page before they are presented with pictures of life drawn in black ink. As the player continues to walk, a large cave entrance will appear at the end. Entering will lead to the forest-like world set for this project. Once the player enters through, they will have access and features they can do in this world. This 3rd set will be planned to have its function descriptive once combat and after 3 puzzles are proved success

October 12-15, 2025

The following text in the description of the Design Prototype over World Exploration: *The player will begin on a dark pathway before they are presented with the Japanese shrine gate, the entrance to the world set for this project*. **It'll be heavily changed to this text:**

"The player will begin on what appears to be a page before they are presented with pictures of life drawn in black ink. As the player continues to walk, a large cave entrance will appear at the end. Entering will lead to the forest-like world set for this project."

The dark pathway and the Japanese shrine gate however, are still planned to be added into the game (The scenery may become as part of promotional purposes before finalization)

November 4-9, 2025

The last text in the description of the Design Prototype over World Exploration: *This 3rd set will be planned to have its function descriptive once combat and after 3 puzzles are proved success*. **It'll be heavily changed to this text:**

"This 3rd set will be planned to have its function descriptive once Combat and Puzzle-solving are prove success and fully satisfaction for the presentation"

Evaluation Plan

The evaluation criteria for this project will be handed out to the people whom I can trust with, the people whom I am familiar with, and possibly my family members. Their

playtest experience for the prototype is to ensure the new mechanics are functioning and will be able to be recognized as proof or achievements of having artistic qualities. In addition, they will experience features available on world exploration such as accessories to see if customization satisfies their engagement level. People who agree to playtest the prototype will have their privacy respected once they are required to fill out the criteria via Google Forms (May change/alter in the time being) after testing the main mechanics.

October - November Update, 2025

In response to the removal of the Canvas section, people won't be able to use the Canvas section to share each other's drawings or illustrated works. Customization feature, however, remain unchanged

Project Completion Assessment

September 27, 2025

From the beginning of repitching my SIP project to having a very active performance and progress between the project's prototype and functioning stage. Unlike the stages of the original SIP project called CraftNexus, the performance behind my new, repitched (Along with the approval of my SME) SIP project; ***The Genesis Records*** has met both standard levels and expectations for both prototype and the functioning stage. Since the original does have minor requirements with my major (Game Art & Animation), this project heavily revolves around my proficiency skill including one that is necessary for this project to function.

If I would have asked my SIP instructor(s) or my SME before I attend this next part of the course, I would have acknowledged the possibility of repitching SIPs. Along with my acknowledgement, I would have a new SIP with dedicated time and progress rather than beginning the process where my graduation is a few months away right after I attend this next part of the course.

September 28, 2025

I have the basic game assets made for the protagonists (Sprite animation, basic movement, and controls) that are ready to be programmed. In addition to the Sword mechanic, it

also has the assets ready as well. After the main set-up for the project is done, I will be moving on to focus on implementing codes on the Sword mechanic that will prove general use on gameplay and interacting with two main elements; Puzzle-solving and Combat. Of course, there will be the method of adding minimalism included as well to the Sword mechanic.

October 4-5, 2025

All game assets for the two protagonists have been implemented and became functional in the game! In addition to working on the Sword mechanic over general gameplay, I include other thumbnails that will be planned as sprite assets to Puzzle-solving and Combat: the Enemies and the Creature(s) of the 1st world level.

October 6-10, 2025

Due to another course part of my schedule and my graduation, I have to put this project on hold (Semi-hiatus) to focus on completing assignments and final projects. There are cases where if the assignment process is fairly simple to complete, I can try to go back to the project, work for an hour, take a break, and then resume focusing on the remaining assignments.

(On October 10th or 11th: I officially finish all the assignments and final projects earlier from its due dates. I should be able to get back into my full schedule over my SIP project)

October 11-15, 2025

The Sword of the Writer is currently halfway to being functional between the player and the character. All it needs is to continue working on its general use while receiving modifications or fixes during the process. As for the Artist's Sword, the mechanic receives quick fixes to the spawned object's coordinates including the visual effects or details added (In response to my SME feedback). As of today, the wind spiral visual effect is added as the visual effect for the Writer's Sword mechanic

October 22-25, 2025

If the Writer's Sword has managed to receive proper success to both its general functionality and use on gameplay, then both Swords (Writer and Sword) will receive

finalizations: From planning thumbnails of the sprite animation in response to use these skill to adding them as the animated sprite into the game. Once the Sword's mechanic have proven finalization, the next step will be developing two puzzle levels revolving around the Writer's and the Artist's Sword mechanic to serve as the tutorial stage

The last and third puzzle is currently in the thumbnail stage (Some thumbnails sketch are made but it still hasn't receive an approval yet)

October 26 - November 1, 2025

Construct 4 or 5 levels (4 levels are puzzles and one level is combat). 3 levels have its basic stage set up as part of the showcase (In case if Combat receives proof of success on minimalist, there is a possibility to enhance quality). The fourth level & Combat level are currently in the development process; the 4th Puzzle will need to have another use of the Writer's Sword mechanic and Combat will need more time for any possible responses of changes or modifications

November 2-3, 2025

Combat will definitely continue to be the primary focus. Once Combat is finished from the basic testing, then I will be able to go back to working on the 4th Puzzle in order to apply the Writer's Swords mechanic. Should these two goals manage to receive success upon testing, either changes and modifications on Puzzles & Combat or apply the skill superpower on Combat that is likely to become the next step.

In response to preparing for the presentation, I think I should be good if Combat element has the basic function lay out (Again, simplicity: Press one button command to attack the enemies)

November 4-9, 2025

The basic function for Combat has been finished! Similar to the previous one, all that's left is to go back to working on the 4th Puzzle that requires the Writer's Swords mechanic. Along with the statement of processing the changes & modifications on Puzzles & Combat, that will be on hold.

November 9, 2025

        Applying the skill superpower on Combat will be the next step after a successful implication of the 4th Puzzle (Writer's Swords). A skill that activates a giant wave that destroys a large amount of enemies with a different button command. It must be functional for as part of my preparation of the SIP presentation.

November 16th, 2025

        A skill superpower for Combat has been successfully implemented onto the video game project. The next step would normally be focusing on world interaction element, however due to the time limit AND the 5-minute presentation video, I will try to see if I can basically input just one that displays both functionality and what this project defines as a world interaction element for the players. If I did manage to include the 3rd and last element, I should be able to proceed with the recording.

<u>Current State:</u>

        Surprisingly, I have managed to implement three world interaction elements (It was initially planned to have one NPC yet to the sudden change of process, it quickly went to three as the result). At the same time, the recording process with the 5-minute video pose no current issues so far (There are slight occurrences of an event that requires me to switch between two channels I have; one is for UAT and one specifically is for my personal content. Yet, it shouldn't pose a problem with uploading the presentation video)

        As of right now, I could try to continue working on my SIP project right after the presentation videos (This & SIP411). I am hoping that my 5-minute presentation video will either pass or pass yet standards need to be changed (which I am okay with it in case I need more time to evaluate)

<u>Appendices</u>

Appendix A: Writer (Protagonist) - GR_Writer_(Final).png

Sword (Writer)

The Writer <3

By: Yenlinh Ngoc Nguyen

Appendix B: Artist (Protagonist) - GR_Artist_(Final).png

Appendix C: Enemies of The Genesis Records - GR_Basic_Enemies.png

Appendix D: Creatures of World I - GR_Creatures_(Forest).png

By: Yenlinh Ngoc Nguyen

October 22-25, 2025 - Deleted the Creatures of World I - GR_Game_Icons_(Part One).png in response to removing the Canvas section (One good reason is if that section is added in the final, there will be pros and cons in terms of sharing each other drawings; think about how artist use social platforms to share their works with positive and negative effects. This won't affect the game however upon the removal of the optional section)
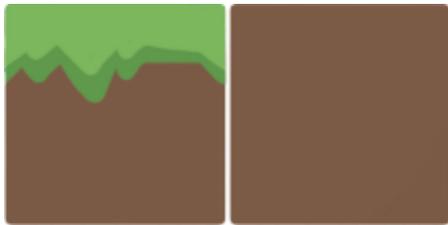
Appendix E: Particles (Artist's Sword) - Particle.png
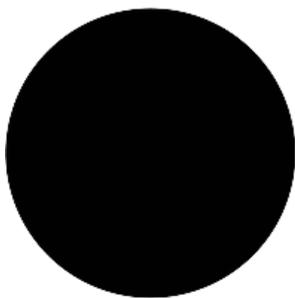
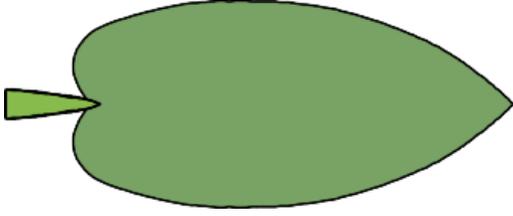Appendix F: SpawnedObject Particles (Artist's Sword) - Spawn_Particle.png

Appendix G: Basic Tiles (May keep this BUT there will be an updated version of these tiles if Goal I is success) - GR_Basic Tiles.png

Appendix H: Leaf Boat - GR_Boat.png

Appendix H: UI for Writer's Sword skill (World I version) - GR_Leaf_UI.png

Appendix I: Log- GR_SpawnedObject_1.png

Appendix J: Rock- GR_SpawnedObject_2.png