Temporal Flush

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AMERICAN UNIVERSITY OF BEIRUT

UNDERGRADUATE SENIOR PROJECT
IN
GRAPHIC DESIGN

SUBMITTAL FORM

Temporal Flush

by
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_____
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Date of Final Thesis Presentation: 5,14, 2020

Appendix 1: Project Release Form

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THESIS, DISSERTATION, PROJECT RELEASE FORM

Student Name: _____Ghazzaoui_____Saheer_____Mohammad-Eid_____
                          Last   First   Middle

☐ ArDT Project (Architecture Design Thesis)
■ GDRP Project (Graphic Design Research Project)

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_____21/5/2020_____

Signature   Date

This form is signed when submitting the thesis, dissertation, or project to the University Libraries.

Acknowledgments

To Fouad Mezher for helping bring this game into what it is now and being an awesome brain refreshner when mine failed to function.

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To Lee Hammoud for saving my butt and coding ALL of this.

Thank You

Temporal Flush

Abstract

My FYP is a narrative game that focuses on the experience of my Grandmother's daily struggle with Alzheimer's disease. The game goes through a day in her life highlihgting different challenges that she goes through, each of which are presented as memory based puzzles. The narrative in the game is based around facts I have collected from my dad and his sister about their mother's life. The game consists of 5 levels, each one showing a different stage of the disease as it progresses to the end wherein she loses focus on reality completely. The aim of each puzzle is to get players to experience the frustration of completing simple tasks based on memory under the stress of time limitation.

Table of Contents

Visuals / Brief Description

LEVEL 1

In this level, Gramma has forgotten the spice mix used in Nena's recipe and the player should play a mini game to match a pair of the same spices to help Gramma remember them.
There will be a timer that ticks down fast and makes it very difficult for the player to complete this level, moreover the cards that have been solved will close again after 5 seconds because Gramma will have already forgotten what she just remembered.

The cards will flip once the player taps on them to reveal the spice.
Throughout the game, a pair that has been matched will close again by itself after 8 seconds of being matched. This further indicates to hardships of Alzheimer's disease. When all the pair of spices have been matched the player wins the game.
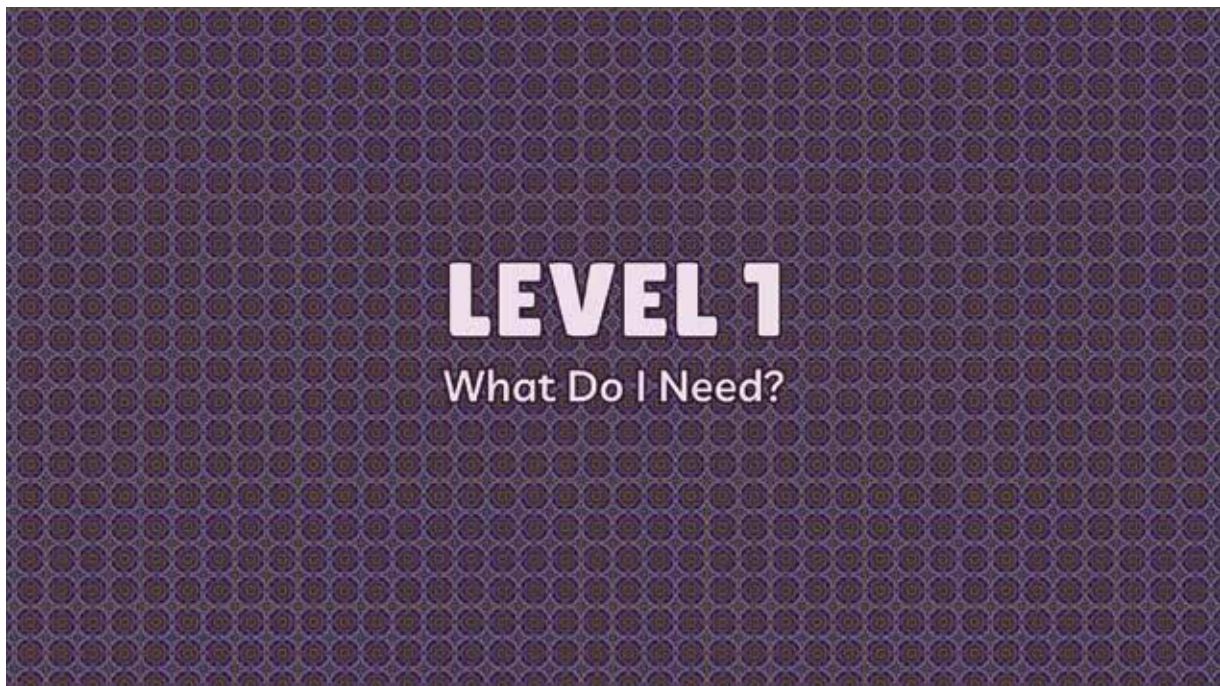
LEVEL 2

Gramma has to head to the bathroom before it is too late. A pee meter will appear in the corner of the screen and will begin to slowly fill up throughout the remaining mini games. On her way, each of her children will pop up and stop her to ask where to find a specific item of theirs. Gramma has to remember where the items are placed. If she answers wrong the pee meter will speed up and if she answers right the pee meter will continue on a steady pace.

The player moves Gramma through the house by dragging anywhere on the screen. The start of the pee meter will already be lled and will continue to increase at a steady pace throughout the level.

As Gramma moves through the house, each one of er children will pop up and ask for the location of an item of theirs. The player will have to pick one of the anwers given as a response. If the player picks the wrong answer, the pee meter will speed up and if they answer correctly the pee meter is not effected.

Mohammad
MUM! Where are my plane tickets for Riyadh? I'm going to be late!

Gramma
They are in the nightstand in the second drawer on the left in the back.

Fatin
Good guess mum...

Sawsan
Mum! Where is my favorite apron?

Gramma
You always loved baking, didn't ya? Its behind the kitchen door, right?

Fatin
Yes! you remembered mum!

Gramma
Of course I remember... why wouldn't I? damn...I really need to pee.

Nasser
MUM! Stop reshuffling my book! Where is The Little Prince?

Gramma
I WAS DUSTING THEM OFF! DON'T TALK BACK TO ME!

Fatin
It's next to your bed on the night stand.

LEVEL 3

Gramma is a few meters away from the bathroom door and she gets too tired to move. She has to call on one of her children to help her but she doesn't remember their names. Based on the previous level the player has to remember which item belongs to which child. The pee meter is still in the corner filling up continuing from the previous level. With every mistake the player makes, the pee meter speeds up.

In this level, the player has to recall the details of the previous level to be able to complete this puzzle. They have to match the items to the corresponding child. The pee meter is still there with the same rules as the past two levels. Increasing at the same speed and if the player makes a mistake, it speeds up. The pee meter is already more then half way full from the previous level. If the player fails they wil have to repeat the level from the start.
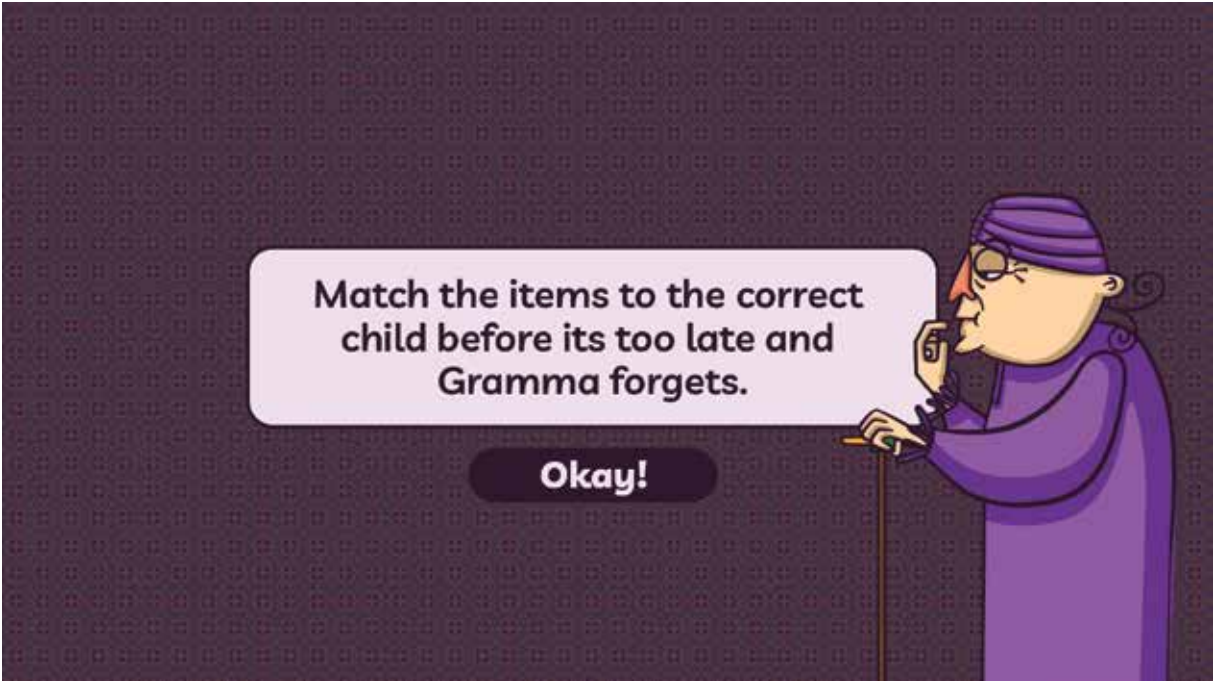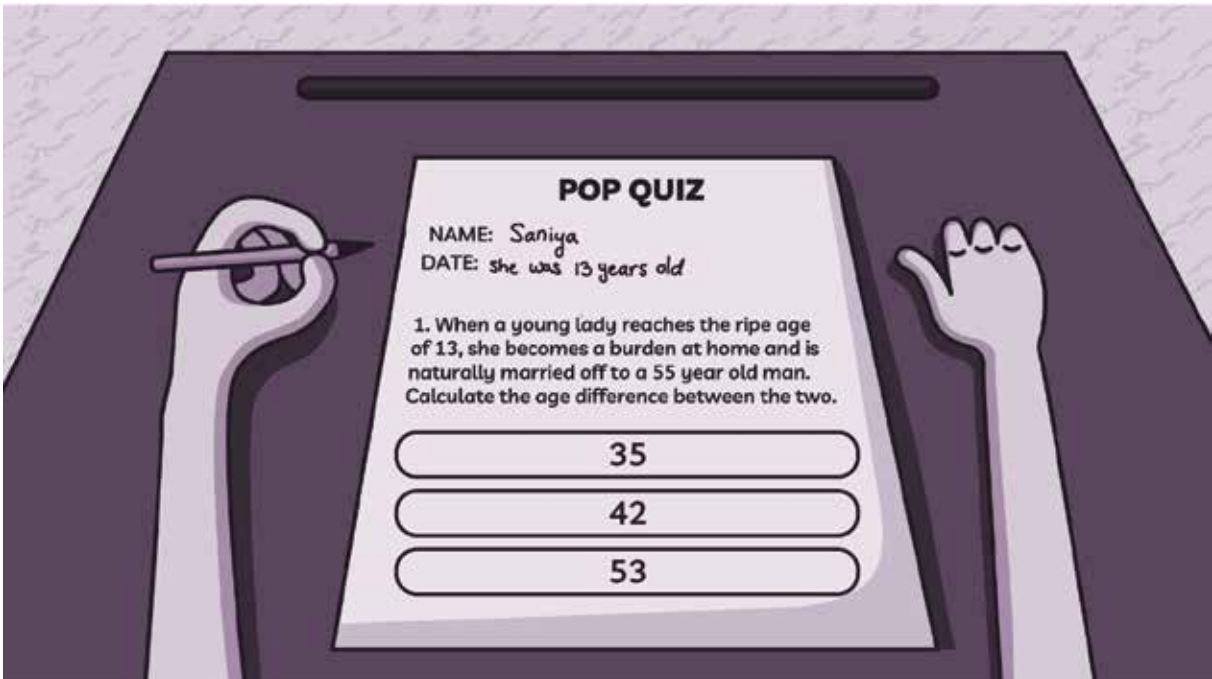
LEVEL 4

In this level, Fatin is helping Gramma get to the bathroom. Along the way Gramma starts to disassociate from reality and slips into her past around the time she was 13 years old. You will be visiting 2 scenes: a school and a living room. The living room scene will show a little of her past to when she was forced to marry Khalil, a 55 year old, who was friends with her family.

In this stage, there will be 2 mini games. The first is a simple math game that tells the player a fact
about Gramma about her first husband. The second mini game is when the player meets that husband and they discover that she is the second wife and that his first wife was the women they met in level 1. These mini games are simply choice based, each of which will lead to the same outcome.

LEVEL 5

In this level, Gramma is in the bathroom but she doesnt remember why she is there. The player has to answer 5 questions that are the same questions they see as the level's subtitles throughout the game. If the player fails to answer correctly they will have to replay the entire game.
If they win the game they will unlock a prize and have the satisfaction of finishing the game.

Where Did I come From?

- Married at the age of 13 to a 55 year old man, Khalil.
- Khalil had a first wife (Nena), who was unable to conceive children.
- Nena taught me how to cook and clean.

- Married at the age of 10 to a 75 year old man, Khalil.
- Khalil had 3 wives (Nena, Khadeeja and Latifa), who were unable to conceive children.
- Nena didn't teach me how to cook because she told me I sucked while Khadeeja and Latifa laughed.

- Married at the age of 13 to a 70 year old man, Khalil.
- Khalil had 2 wives (Nena and Khadeeja), who were unable to conceive children.
- Nena didn't teach me how to cook because she told me I sucked while Khadeeja laughed.

- Married at the age of 20 to a 55 year old man, Khalil.
- Khalil had a first wife (Nena), who was unable to conceive children.
- Nena taught me how to cook and clean.

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This game was made through *Unreal Engine 4.24*

Graphics were done on *Adobe Illustrator*

Animations were done on *Adobe After Effects*

Music and Sound Effects were editted in *Audacity*