

Karin and the Hidden Lake

Post Mortem - DADIU Team 5

The story of our game takes place in an ancient Swedish forest during Midsummer Night. Karin is promised by a wise lady that she will know her future husband, if she picks a handful of flowers in the forest during the night. It turns out that in the forest at Midsummer's Night there are many dangers for a young girl coming of age. Once she enters she is attacked by shadows. They steal her dress and leave her in her underclothes.

The game play is in two different parts. Karin must pick flowers to keep her inner light shining-keeping away the shadows that surround her in the forest. She must also dodge shadows creeping out of the ground. Once she reaches the hidden forest lake, she must use her mirror image to find the dress in the lake. The surrounding shadows are also reflected in the water, forming a labyrinth that must be navigated through. The mirrored girl had better hurry up if the real girl is to get her dress before the shadows close in on her.

We found inspiration for the game setting in Swedish folklore and in the artwork of John Bauer. This more or less gifted us with a story setting, where we could draw upon ancient myths about the woman's transition from adolescence to adulthood. This setting was perfect for our Midsummer Night's tale. We believed the setting would fit adult women around 30 years and up. This target audience was interesting, because their representation among the average gamer is very small. The games played by women in this age are mostly casual games. We decided to attempt to make a game for the woman who had played solitaire; grown tired of it; moved on to on line board games; grown tired of them; and had found herself in a situation where she might be tempted to try out a "less casual" game.

We are very happy with the end result. We feel that we truly made our vision of the mythical Swedish forest and the young girl into a game play experience. We are also quite certain that the game will entertain many in our target group. We wish we had resources to put even more effort into the mirrored game play. The lake and the mirror image was the original idea that fueled the entire creation process, and we feel that this aspect could easily be expanded much. While we had the mirror game play nailed early in the process, we should have focused more on it while expanding the game. Instead we expanded the initial part of the game, where Karin must pick flowers to keep the shadows away. This is not necessarily a bad thing, but it is obvious that we worked on two separate game play modes .

The purpose of this production was to make a vertical slice of a game concept, and as such, the end result is more than enough. The entire team has had a great learning experience and we are sure that it will help us make even better games in the future.