

The theme of EDI: Assimilation

Game Jam Fitting-in Game Concept introduction



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Course:

Combined honours in English Literature and Media communication

Computer Science (MSc)

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Instructions for Game

- You are an alien and have the power to turn invisible. Every time you enter a new place you use this power to see what humans are doing and how they are interacting.
- You can only be invisible for so long before the timer runs out so you try to figure how to adapt to the place you're in. You do this to try and fit in.
- YOU WANT TO FIT IN.
- YOU WANT TO BE COMFORTABLE.
- You are the only alien and you want to interact with humans but you do not want to betray who you are.



The purpose of the game

- The end message we aspire for players to realize by the end of the game is to value authenticity. The ability to realize that you can also be true to who you want to be, respecting your own personal beliefs and values and at the same time being comfortable with showing people who you are and being part of the group and fitting in.
- Ultimately we want the players to realize that they don't have to change who they are just to fit in, but rather they can adapt to the space by realizing who they are and see how they can fit in.

Target audience

- The game's target audience is pretty much anyone that has struggled or had a difficult time adapting or trying to fit in in different scenarios and situations. The game plays to the advantage of many people having the shared experience of sometimes feeling out of place or unable to interact with those surrounding them. In this way the game is made for anyone that has had to experience isolation, alienation, or assimilation before, anywhere in the world.

Logo design fitting-in

- As for the background it contains multiple layers of symbolism. The black silhouette is supposed to represent the alien, and at the same time could represent the player.
- The starry background is an allusion to Aliens coming from space, but also to fitting in. The stars represent the possibilities of who you want to be, and having the silhouette be watching them all the more highlights the mental turmoil held by people who struggle to be who they want to be because they are trying to fit in.



Why we choose the name Fitting In

- The design behind the name ties in a very literal sense to the title of the game. Since the game is about an Alien trying to fit in human society in a way he finds himself comfortable, the title shows multiple aliens trying to literacy fit into letters, in comfortable positions.
- We chose this name because in the context of the game, fitting in is quite nuanced. We wanted a title that would tell players what the game is about, but also hint (quite unsubtly) as to what the purpose of the game is.

The role and concept of the game

- Bio for Alien (e.g.:Alex, You can also create your own name)



- You come from a long line of nomadic species of aliens who travel the cosmos learning about different cultures, species and planets. However, on your journey through the Milky Way Galaxy your ship gets hit by an asteroid and you have to make an emergency landing. The planet you ended up landing on is called Earth. Here the creatures have very different lifestyles than what you're used to, and you are very intrigued by them. Hence, you decided to try and imitate them and try to fit in while being in comfortable within Earthen society.

Interaction in games

- In the process of playing the game, the setting of the interface and the careful design of the process emphasize the player's subjectivity and interaction.
- Generating two-way feedback on a certain basis, helping the game developers to receive feedback from the players and users in time.
- Then improve and upgrade the game version, so that our game series will become more humanized with the extension of time and the upgrade of research and development.

Infinite possibilities of endings

- Endings
- Low Med High
- Isolations:
 - The alien feels alienated (no pun intended). Comfortable, Fitting in
 - Reluctant participant: The alien sacrificed a lot to fit in and had some success. [Comfortable, Fitting in]
- Full Assimilation:
 - The alien is fully integrated into human society but forgetting its original culture. So it's at a personal cost. [Comfortable, Fitting in]
 - Misunderstood outcast: The alien tried to fit it but was unsuccessful. [Comfortable, Fitting in]
 - Coexistence: The alien went out of its comfort zone without seeking complete acceptance. [Comfortable, Fitting in]

Infinite possibilities of endings

- **Balanced assimilation:** The alien is a well integrated member, but it did sacrifice some of its values. [Comfortable, Fitting in]
- **Stealth Observer:** The alien was observing the scene while not trying to fit in at all. [Comfortable, Fitting in]
- **Self Discovery/ Authenticity:**
- The alien made some successful connection while keeping its identity. [Comfortable, Fitting in]
- **Cultural ambassador:** Everyone accepted the alien and made it fit in for who it is. [Comfortable, Fitting in]
- **Accidental fame:** The alien got famous for being the best at pool or something, minigame

Fitting in the game's entry

- <https://lucydango.itch.io/fitting-in>
- Password: jam2023

