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LB657: Virtual Studio - Games Art and Design

FMP: Cryptid Chronicals

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Statement of Intent

Purpose:

- To entertain
- Those who like supernatural creatures/cryptids
- Those who like visual novels or dating sims

Theme:

- Cryptids
- Dating sim/visual novel
- Romance?
- Horror
- Dating
- Minimalistic

Audience:

- Someone interested in either horror or related characters, dating sims, and/or Cryptids.
- Between 18 and 30 years of age
- Most likely LGBTQA+
- Prefers 2D in terms of art style
- Has played dating sims or visual novels before
- Likes shorter games
- Likes indie games

Perspective:

- The player
- Anonymous

Platform:

- Pc
- Itch.io
- Steam and Epic?

Project Planning:

- See project timeline

Research:

- Cryptids
- Dating sims
- Horror and romance
- Visual Novels

Processes:

- Traditional for predevelopment work
- Digital for finalised work

Name:

- Cryptids Love Too

Improvements:

- Make sure to do more annotations
- Make sure all work links

Artist Statement

For this Project as its my last one I wanted to try something a bit different and out of my comfort zone, which is why I chose to make a 2D game. I thought it would be a nice challenge as well as a chance to try something new as I had a longer period of time to produce this work compared to other projects I've done.

While I have made the concept of a dating sim before, I've never actually coded and made a game. It was a challenge, but I think it will aid me in my future projects.

For this Project I chose a subject matter that I enjoy and this I know others are interested in too. The choice to make it into a dating sim style game is that it was a format that didn't require lots of code and would allow me to focus more on the artwork. Overall, I wanted to make something simple and straight forward that I could complete to a demo standard rather than just making concepts like I have done previously.

Reflective Statement

For this Project my intention was to create a game demo, which is what I managed to achieve. As someone who wasn't very confident in coding at the beginning of the project, I'm quite proud of what I managed to accomplish.

Initially I wasn't going to be using Unity as I thought it would be too complicated and looked for alternatives such as Construct 3 and Ren'Py, both being engines designed to use as little to no code as possible to make game making possible for anyone. But after looking at both of them and them not being able to do what I wanted to do for my game I turned to Unity, and while it was a learning curve and think it has done better for me as I now have a better understanding of code and more definitely be more confident to code a slightly more complicated game next time round.

While I had fun making all the assets and character sheets for this game, I think I should have spent a little bit more time on the game's UI and overall look. Thinking back on it now, I wish I had put more detail into it, but at the time I was more worried about the coding so I kind of put the artwork on the back burner and I feel like some of it may have suffered. So, I think this is something I wish I did differently and will keep in mind for next time.

Though saying that I am very proud of my character sheets and my game's poster. I feel like these are probably the best pieces of work I have done for a project. They forced me to focus more on anatomy as well as experimenting with poses and expressions which is something I usually try to avoid – as well as hands and feet.

Another thing I wish I had done differently is that I had started looking at Unity earlier and got a grasp on the coding quicker as that would have allowed me to have more complex set up in terms of my scenes and choices, just as I would have had more components to deal with and figure out. But in some ways, I'm glad that I didn't have to deal with that just yet, as this is only meant to be a demo, so when I come to revisit it in the future, I already have the groundwork to build off of I guess.

As originally my plan was to have the text options be more interactive, but as I learnt how to do the code, I also learnt that having all these options required more scenes and different bits of code I didn't understand, along with a dozen other dialogue branches. So, for the sake of getting the project finished I lowered my ambitions for what I originally wanted the game to be.

One thing I didn't like about this project was the fact I had to write dialogue and then put it in the game. I have always found my writing to be quite cringeworthy and try to stay away from doing it as much as possible.

So, I guess this was an aspect of it ended up becoming an exercise in practising discipline, as it is a sort of important skill to have – especially if you are someone who wants to go into indie game making as you have to be good at a little bit of everything.

Overall, I think this has been more of a successful project and has definitely forced me to work outside of my comfort zone and learn new skills quickly so I could adapt to what I wanted to do and make of this project. But this is a project I would like to revisit in the future and turn it into the game I originally imagined it to be.

Project Timeline

<ul style="list-style-type: none">- initial ideas- Statement of intent- Mind Maps	<ul style="list-style-type: none">- Refine idea- start collecting topics for research	<ul style="list-style-type: none">- Research:<ul style="list-style-type: none">* cryptids* dating sims/interactive stories* dating web-s. layouts* dark romance/horror* construct 3* pic crew* games* artists	<ul style="list-style-type: none">- game narrative draft- initial character concepts	<ul style="list-style-type: none">- game artwork:<ul style="list-style-type: none">* ui* character profiles* game layout* character customisation* assets	<ul style="list-style-type: none">- Mid point Review- digitise art work (that needs to be)- Start making game
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Week 7	Week 8 <ul style="list-style-type: none">- play test	Week 9 <ul style="list-style-type: none">- finish game?- Adjust & fix as needed	Week 10 <ul style="list-style-type: none">- Things for exhibition<ul style="list-style-type: none">* stickers* line prints of artwork* business cards?* diagrams on how to play game	Week 11	Week 12

Final Outcomes

Poster



This is the poster I designed for my game.

It shows off all the different characters that you are able to interact with in the game.

I chose to give them expressions/poses that would relate to the theme of a dating sim, some are filthy, some are cute, and some are bashful.

This is also reflected through their character sheets, as while some of the designs aren't completely true to the original creature I think that's better as then they are more my own version and as it's meant to be a light-hearted dating sim I don't think having a weird little gremlin-looking merman would be all too appealing to the majority.

Game Logo



This is the game logo I had designed that is also being used as the game icon.

It contains the games name and some hearts which are to show its a sort of romance game.

I also included Big Foot as he is a recognisable character that most people know.

Marvin - The Michigan Merman



Marvin is the name I have given to my Michigan Merman.

Here is the character sheet I made when designing him.

Containing different parts of his body as well as a full body.

He is coloured in a greyscale, like all the other characters as that was my chosen colour palette.

I chose to do the eyes red so they could stand out and not get lost within the drawing. It gives the design a pop of colour and draws the viewer into looking at his face.

Allshoi Khorkhoi - The Mongolian Death Worm



Allshoi Khorkhoi is the translation for the phrase mongolian death worm, as that is what they are referred to as in their home country.

Here on the character sheet it showcases initial body sketches as well as the final design.

Then along side the final design are a range of different head designs and expressions, which are meant to convey different emotions.

Like all the other designs it is coloured in a greyscale palette with a red mouth - as he doesn't have eyes.

Since the mouth is technically the head, it is meant to be the main focus.

Murray - Mothman



Murray is my sweet little mothman from Point Pleasant, West Virginia.

On his character sheet I was experimenting with different outline brushes as well as colouring brushes.

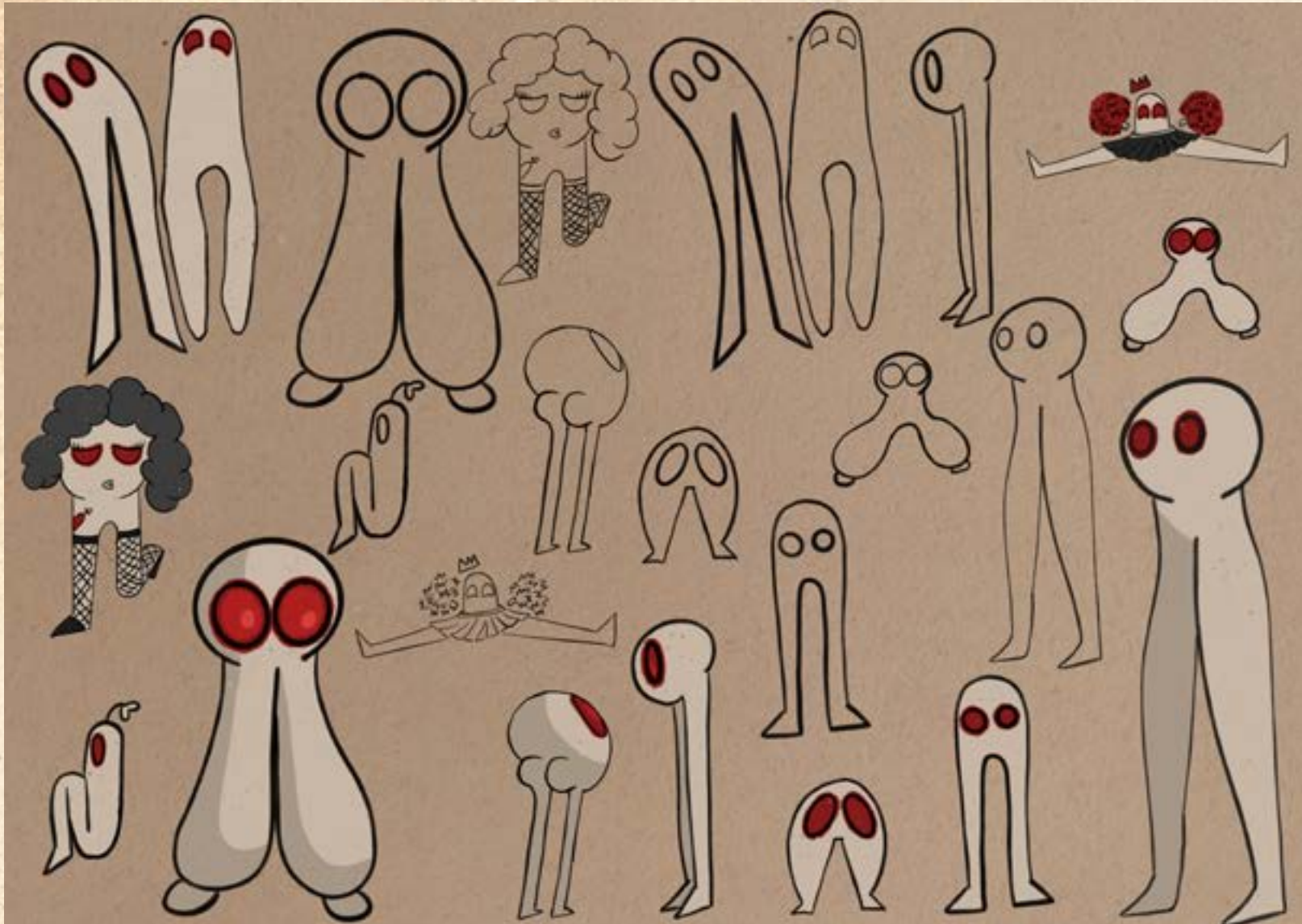
While I do like the more painterly textures of the top iterations.

The more solid speckled ones at the bottom worked easier and made all my characters more cohesive in their designs.

I also tried to play around with the eye expressions, to try and convey different emotions.

I also tried out different body styles as to try and get away from the usual look of Mothman.

Elijah - A Fresno Nightcrawler



Elijah is a Fresno Nightcrawler who is also on the local cheer team.

On this character sheet I wanted to try out different body shapes and angles. This also allowed me to mess around with posture and expression which is quite hard when the character is a head in legs.

While I still used the same colour palette as the rest of the characters, nightcrawlers are just a pair of white legs so the only other colour I could really use was the red for the eyes.

This is also the only character that I played around with costumes for, which led to the cheerleader persona.

Chuck - A Big Foot



Chuck is a sasquatch from the big foot family in West Virginia, and probably neighbour to Murray.

With this character sheet I looked at different colour ways within the colour scheme.

I also chose to look at a range of different facial expressions, from messing around with the colours to how the face itself looks.

I ended up going with the lighterskin/darker fur combo as I felt that was more likely in the appalaccians when compared to the darker skin/lighter fur combo which I think would suit a more cold/snowy climate.

Anastasija - Vampire



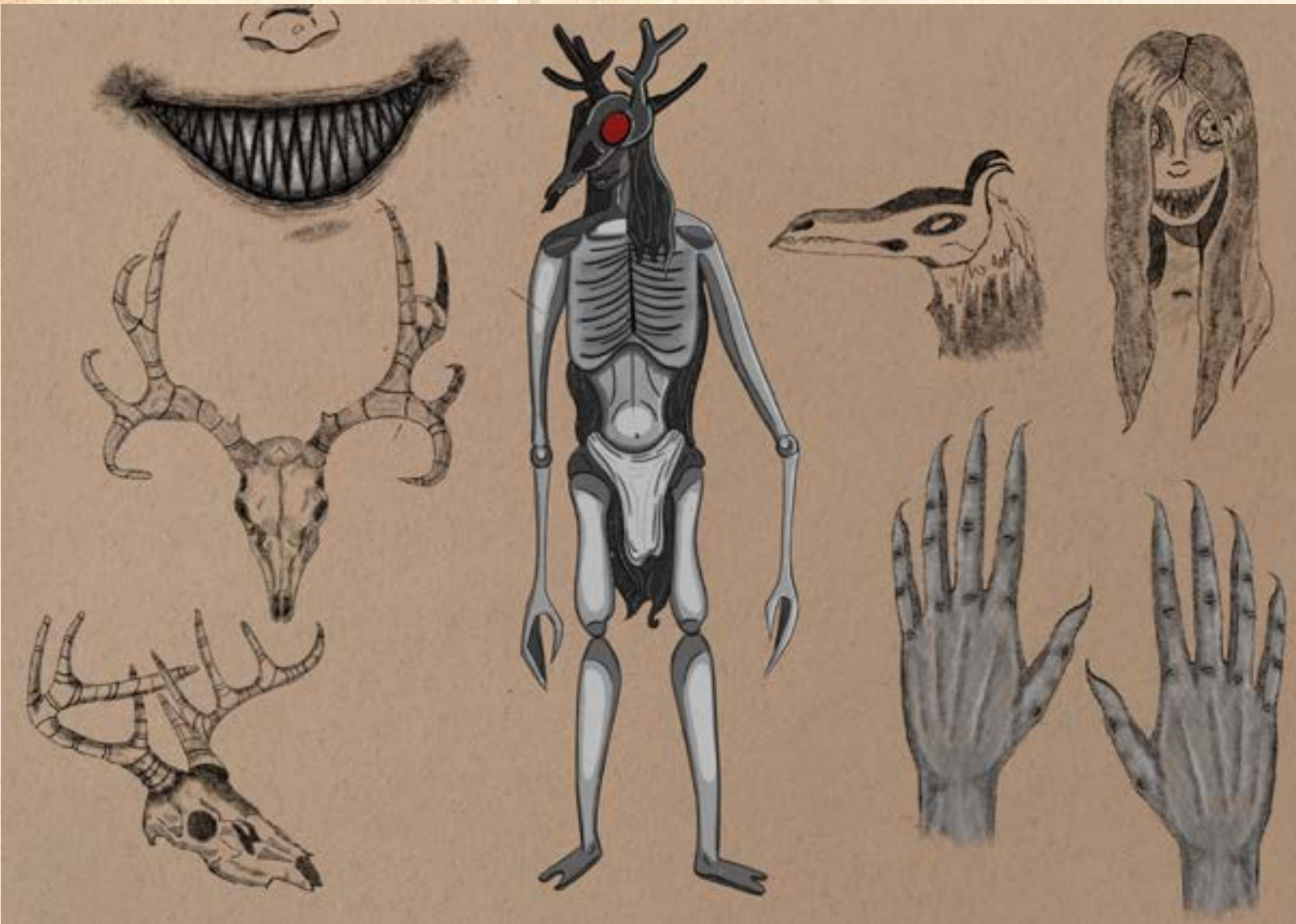
I chose the name Anastasija as it is a Serbian name which is where I consider this character to be from.

On this character sheet I mainly focused on facial expressions and angles.

This is also the character that contains the most red as her dress as well as her eyes are coloured.

As the eyes aren't as prominent in this character I chose to make the dress red as well, as while it catches the viewer's attention it also brings focus to the face as the contrast with one another.

Awe - Wendigo



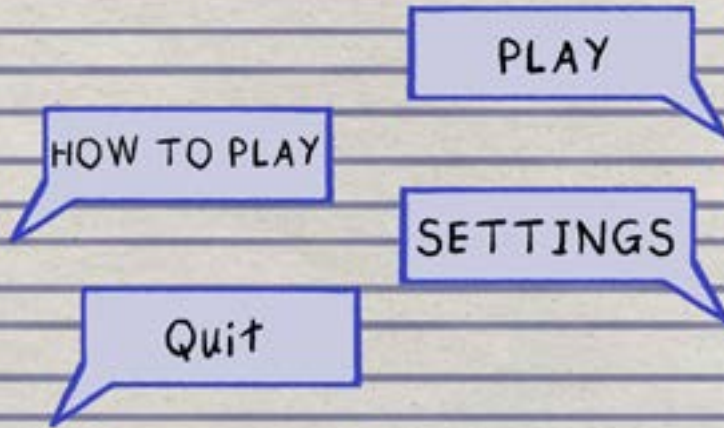
Awe is an Indigenous Canadian name which is suitable for a wendigo character, as that is where they originated from.

When coming up with this character design I wanted a skeletal frame for her.

I also debated between full on skull for a head or having the skull as a mask over a more human face, as there are various interpretations.

This is probably the most detailed character in terms of what components make up the body.

CRYPTIDS LOVE TOO



CRYPTIDS LOVE TOO

Ah I see you've come to see how to play!

Its all quite simple really.

All you need is a mouse as this is all point and click for now.

You'll come across text boxes like this through out the game all you need to do is click and drag the scroll bar.

Most buttons look like the I

BACK

I've never seen this site before?



Here are some screenshots from within the game itself.

First is the title screen, with buttons with lead to there titles.

Next is the how to play screen, which is quick but detailed and tells the player how they can play and what everything does. It also includes a back button.

Next is the game intro, where we can see the players 'thoughts', as well as the clickable game icon.

Nearly all the buttons are chat boxes which is thought would be quite good as its on theme with the whole datinig app idea of the game.

Here are some more screen shots form the game.

These are some of the dating profiles that show up in the game.

Each profile has a name, age, Location, Distance, likes and dislikes as well as some photos.

These are currently located at the begining of the game, but in the future I might add them on to the chat menu as well as its corresponding chat log.



Anastasija 565

🏠 Vampire
🏠 Lives in Serbia
📍 5,574 miles away

Likes: Bats, Blood, LED Candles, castles

Dislikes: Garlic, Sunlight, Fire, wooden stakes

NEXT

The profile for Anastasija, a vampire, is displayed on a light gray background. It features two photos: a full-body illustration of a woman with long black hair wearing a red dress, and a profile sketch of her face. The text to the right of the photos lists her name and age (Anastasija 565), her species (Vampire), her location (Lives in Serbia), and her distance (5,574 miles away). Below this, her likes (Bats, Blood, LED Candles, castles) and dislikes (Garlic, Sunlight, Fire, wooden stakes) are listed. A blue 'NEXT' button is located at the bottom right of the profile card.



Marvin 241

🏠 Merman
🏠 Lives in Michigan
📍 15 miles away

Likes: Aquatic animals, Swimming, Lakes

Dislikes: Fire, Fishermen, Guns

NEXT

The profile for Marvin, a merman, is displayed on a light gray background. It features two photos: a merman with long white hair and red eyes, and a close-up of his face showing sharp teeth. The text to the right of the photos lists his name and age (Marvin 241), his species (Merman), his location (Lives in Michigan), and his distance (15 miles away). Below this, his likes (Aquatic animals, Swimming, Lakes) and dislikes (Fire, Fishermen, Guns) are listed. A blue 'NEXT' button is located at the bottom right of the profile card.



Murray 57

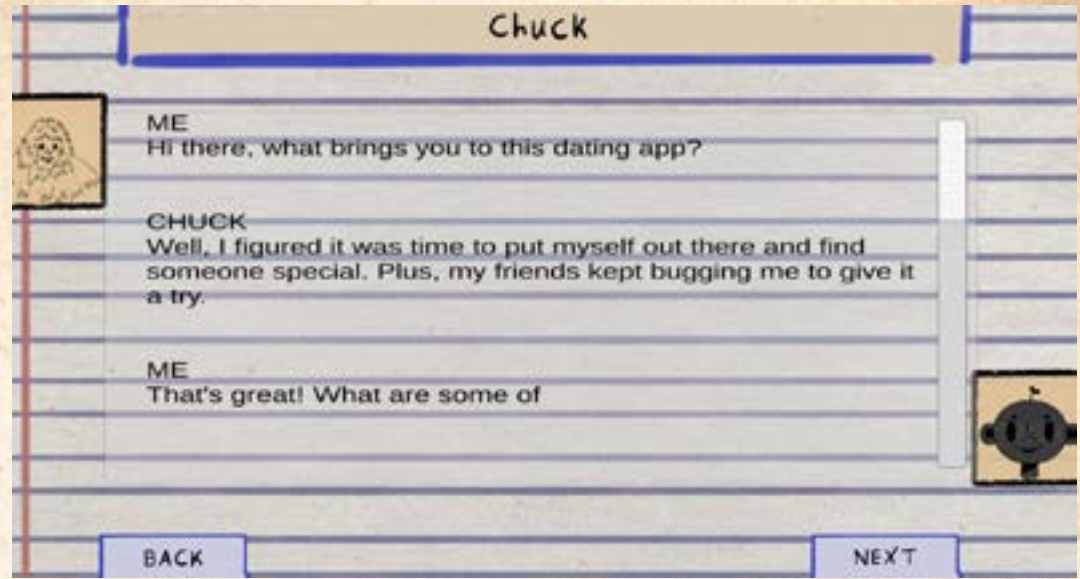
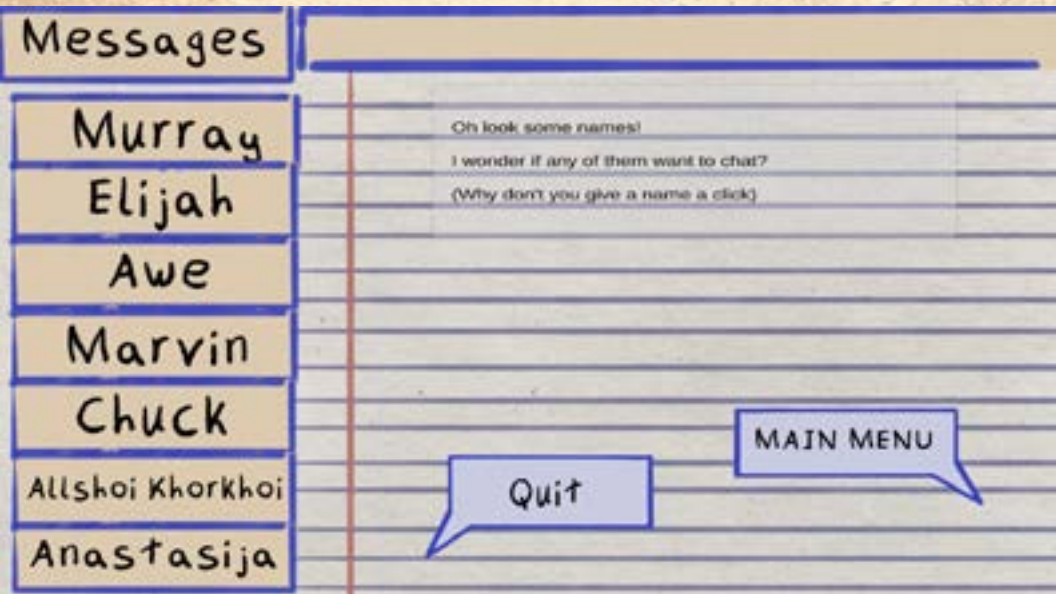
🏠 Mothman
🏠 Lives in West Virginia
📍 61 miles away

Likes: Lamps, The Moon

Dislikes: Bridges, Daytime

NEXT

The profile for Murray, a mothman, is displayed on a light gray background. It features two photos: a mothman with a large black body and red eyes, and a close-up of its head. The text to the right of the photos lists his name and age (Murray 57), his species (Mothman), his location (Lives in West Virginia), and his distance (61 miles away). Below this, his likes (Lamps, The Moon) and dislikes (Bridges, Daytime) are listed. A blue 'NEXT' button is located at the bottom right of the profile card.



These screen shots are where the player will spend most of their time.

The first one is the chat menu.

Each name is clickable and takes the player into a chat with that character.

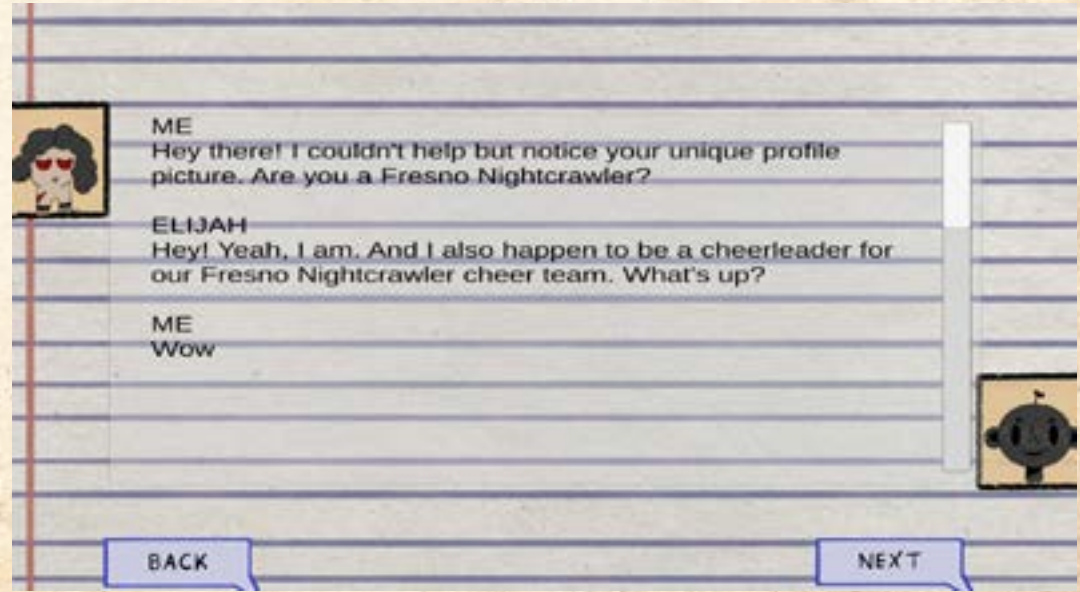
The next two images are examples of what the chat screens look like.

Each chat screen is a rolling dialogue transcript of that character and the player having a conversation.

As well as a next and a back button.

The back button takes the player back to the chat menu.

The next button takes the player to the end screen.



Oh sounds like you might have a date then?
I suggest you go get ready...

Quit

MAIN MENU

This first screen shot is what the end screen looks like.

Its to encourage the player that there is more to come, along with a quit button and a return to menu button.

The bottom screen shots are from the games Itch.io page.

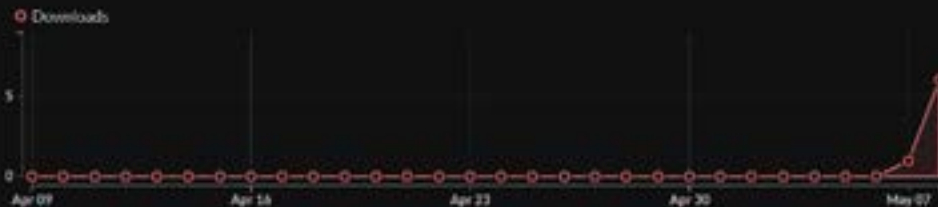
First one is the first day analytics and the second is the games download page.

Dashboard - Cryptids Love Too

Edit game Devlog Metadata **Analytics** Distribute Interact More

39 Views 7 Downloads 0 Ratings 0 Collections 0 Comments 1,101 Total Impressions 1.54% CTR

Daily From 2023-04-09 To 2023-05-08 Last 30 days



CRYPTIDS LOVE TOO

Hi there!

Cryptids Love Too is a dating app sim where the player can talk to seven different cryptids from around the world.

This is currently a demo I have made for my final project for university, so it may be a little bit janky.

--- PLEASE READ BEFORE PLAYING ---

The download file is located at the bottom of the page.

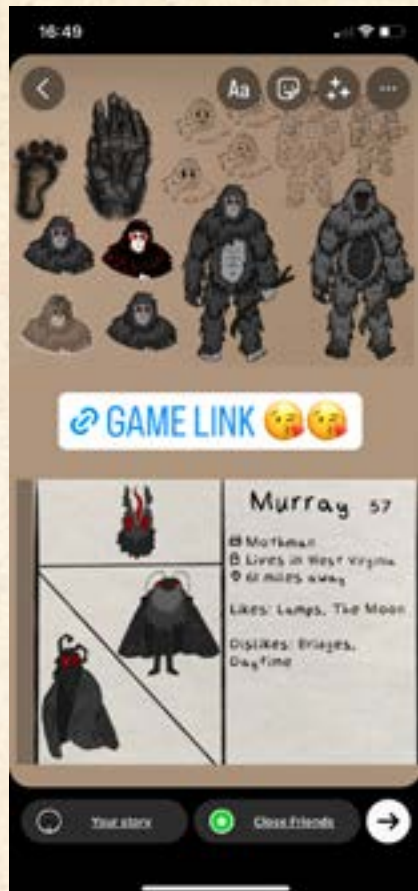
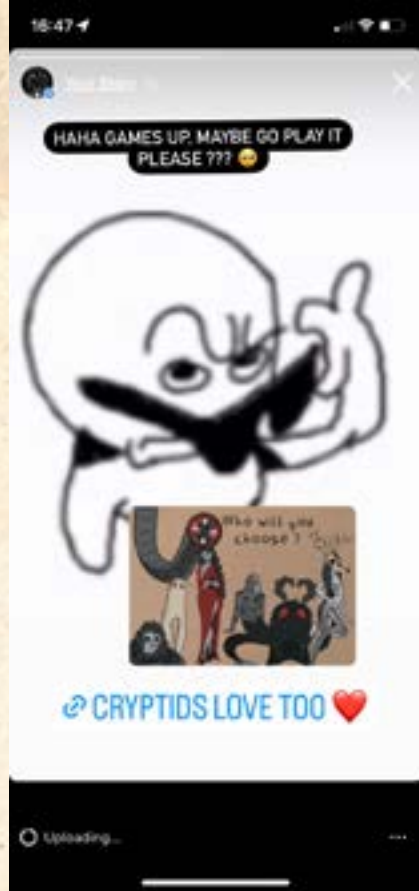
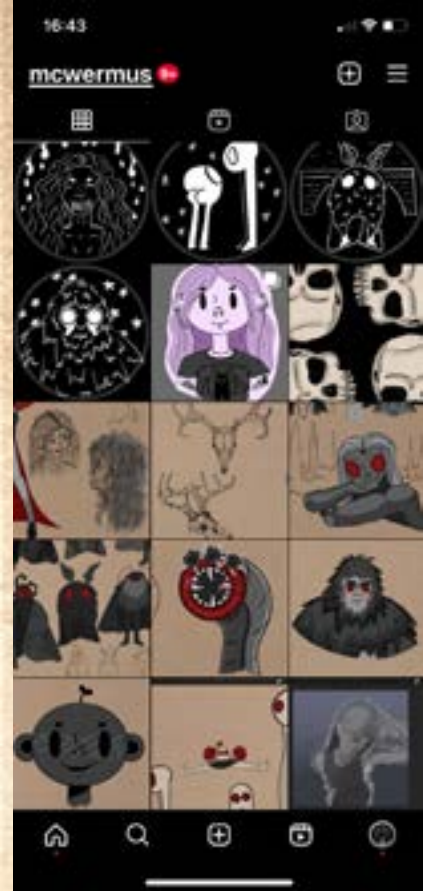
The game is currently more like a visual novel than a dating sim game, but I plan on making it more option based in the future!

The code may be a bit janky.

Future Updates:

- Text and Options Update





Social Media Examples



This collection of screen shots are taken from my instagram.

It is showing the game within the context of social media, such as posts of character designs, as well as posts on the accounts story with a link to the games itch page.

ITCH.IO LINK TO GAME:

<https://mcwermus.itch.io/cryptids-love-too>

Research

Aviary Attorney is a detective/lawyer orientated visual novel game that was developed and published by Sketchy Logic and released in December 2015.

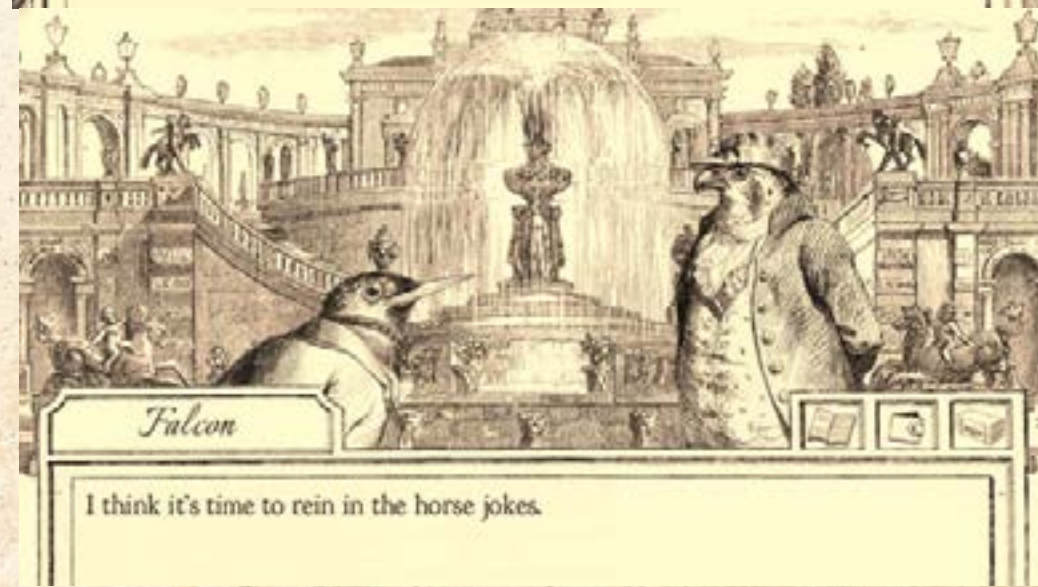
The game is a Sherlock-esque detective game set in 19th century Paris. The game is third person and you follow Jayjay Falcon and his apprentice Sparrowson as they take on a number of different cases. You get to interview, bribe and talk to a range of different characters – all different animals. It also has a few real land marks that you would find in Paris as well as being able to explore them.

The game itself is a point and click, mostly clicking through text which I found to be a bit tedious as they could have given the player or chances to pick what they wanted to say though that might have influenced the story slightly. There's a map that you can interact with and it lets you go places, but depending what you choose to do it does affect your time and how quickly you are progressing towards the end of the case, which I thought was a cool mechanic as it's not something you really see.

This is also a puppet-ed 2D game which is a style that has been coming back recently and is something I would like to replicate if I decide to add any animation to my game.

While I'm not a fan of the massive mountains of text that you have to read through this might be something I end up doing out of necessity just due to time constraints and coding ability as I would have to work out how to do all the different options and the pathways for them, but it is something to consider for the future.

Since its release it has been ported to the Nintendo Switch, and has sold around 68.6k - 176.7k copies according to [SteamDB](#)



florence

an interactive story
about love and life



Florence is a visual novel, developed by Mountains and published by Annapurna Interactive on February 13th 2020.

The Story Follows a 25 year old Florence who has become complacent with her life, until she meets Krish a Cello player. Through their time shared together and experiences, Florence's outlook on herself and life changes eventually for the better.

The game itself is a tale of love and loss split into 6 acts ranging from 2 – 6 chapters within each. Every scene within the game is somehow interactive, whether its brushing teeth, sending texts, cleaning, matching, or uncovering an image. This sort of interaction is unique to the genre of game as this is how the story is being delivered rather than the standard of lots of written text and dialogue. I feel like this is a far more effective way to keep a player hooked and engaged with the game.

The hand drawn art style and colour palette is also distinctive to the game making the game feel more personal and cosy. The use of colours change depending on where Florence is in her life and how she feels at that time. There's also the non-diegetic sound track that switches to diegetic whenever Krish is shown playing his cello, the music also changes much like the colours – to reflect how Florence and sometimes Krish feel.

Whilst the game is packed with things to do and a rich narrative, it's also rather short taking me about 40 minutes to complete and get all the achievements for. The main Menu includes everything you would normally find, start game, settings, about, and quit, along with a chapters option allowing you to reply or start at any part of the game once you have completed that section. It also includes a gallery that contains early character and concept art, promotional work, as well as scrapped or unused work. I think this is a nice little addition as it is such an artwork centred game it's nice to see what stages it went through as well as unused ideas still accessible through the game and not completely discarded, as obviously a lot of work went into them, and the artists are proud of that work.

Around 279k copies of the game have been sold since release.

[All images from Steam page](#)



[All images from Steam page](#)

Lovingly Evil is a dating sim based at a villains' conference, that was developed by Lizard Hazard Games and published by Green Man Gaming Publishing in August 2020.

In this game the player attends a convention that takes place over a couple of days where they are able to network with other villains, attend talks and play mini games. The characters range from human to supernatural to near gods. Like most other dating sims this is a 2D point and click game with minimal animation.

The player is able to full customise their character from appearance to backstory and lore, this is probably one of the more comprehensive character customisations I've come across in a game but it suitable as it is a dating sim which are akin to role play games.

There is also a couple of mini games within the game itself which I found rather entertaining but have mixed reviews from other people that have played the game.

What I didn't like about this game is the dialogue and the story, I just found it to convoluted and long winded. Like some conversations you would have with characters would go on for far to long in my opinion, but some people might enjoy that.

There isn't a confirmed number of how many sold copies of the game there are.





Speed Dating for ghosts is a dating sim developed and published by Copychaser Games and released on February 13th 2018.

The game has a mostly nonlinear narrative. Having three rooms to choose from and three ghosts within each room, you have two rounds to get to know the ghosts within the room and can then pick which one you want to go on a date with. The player is able to date all nine ghosts and collect their tombstones in the graveyard, which also allows you to replay the date. Once all nine have been 'dated' the player is then offered a trip to hell (among other things) to go on a few more dates with the guests at the resort. The Hell resort was an update for the game released at the end of November 2019. The game has since been released in the Nintendo Store and on mobile app stores.

The artwork and character design for the game is very simplistic, just being black and white line art, which gives off the effect other the ghosts being transparent. Each ghost is also assigned a colour which is used for the background, and this is the only use of colour throughout the game. Each ghost has its own backstory of life and death which you learn about as you spend time with them, some use their powers for good and other for mischief.

What I really like about this game is its use of sound and how the story is told. There's a main musical motif that is played in the background throughout the game and it varies slightly with some characters which helps set the atmosphere for what sort of personality they have.

Another Thing I really enjoyed about this game is that there isn't a ton of reading and you have a good consistency of how often you get to choose a reply. There's enough text to tell the story and keep the player interested without overwhelming them, as I found with some other visual novel type games it's just walls upon walls of text to read without really being given an option of what you want to do or even reply which I found made the game drag and made me lose interest in them quickly.

According to statistics found on [Steamdb](#) approximately 10.3k – 24.7k copies of the game have been sold since initial release across all platforms.



All images from Steam page

Return of the Obra Dinn



Return of the Obra Dinn was developed by Lucas Pope and Published by 3909 in October 2018.

It's a 2D/3D high res pixel art game where the player explores the good ship Obra Dinn as an insurance investigator after it shows up after 5 years after its magical disappearance. The game seems to work through a set of freeze frames and flashback. All the art is 2D but in a 3D space so you can explore and move around it.

While I haven't played this game, I do appreciate its minimal colour pallet and use of 2D and 3D combined. I also quite like its art style and it may be something I look to use as influence for when I design my own game. There is lots of high contrast and defiantly has a horror element to it which again is something I want to try and incorporate into my game.

Interactive story games



An interactive story game, is a game where the player actively participates in the story and their choices affect the narrative path. This technically allows the game to be different every time it's played as it's unlikely the same options will be chosen each time.

The whole point of an interactive story game is to immerse the player within the world of the game and make them feel like there are risks and consequences to their choices.

The specific gameplay mechanics that usually show up in these games are quick time events, branching narratives, environmental interactions and multiple choices in dialogue.

These sort of games have been very well adapted to mobile games and is a model that does very well.

Examples of interactive story games:

Life is strange

Detroit Become Human

The Quarry

Episode

Florence

Hogwarts Mystery



UI

UI's for dating sims, visual novels, and some interactive stories are mostly comprised of the text box, the text itself, possibly something like a map or a journal and a pause screen button.

Since the idea is to have most of the player's attention on the story's visuals like its environments and its characters and its narrative which is conveyed through the text that usually takes up the bottom half of the screen.

Though some games don't have much of a UI at all whilst you are playing, such as Florence, and this might be so the player is wholly focused on the story that is being told through the game.

The idea is for it to be very minimal and not integral to the game, but sometimes there might be exceptions. It usually depends on what the game's story is about and what purpose the UI serves within that.

Example of UI's:

Florence UI



Hogwarts Mystery UI



Aviary Attourney UI

Cryptids

The definition of a Cryptid is typically a creature that people claim exists but there is no real evidence of its existence.

[www.merriam-webster.com. (n.d.). Definition of CRYPTID. [online] Available at: <https://www.merriam-webster.com/dictionary/cryptid>]

The most commonly known cryptids are ones such as the Loch Ness Monster, or sasquatch like Big Foot or Yeti.

Cryptids can be found across the world and there is a massive variety to find from 1 meter death worms in the Gobi desert, to mermen in Lake Michigan.

Cryptids can also be tied to myths and folklore in many countries, and some can be chalked up to faked footage or misinterpretations..

Michigan Merman

The Michigan Merman was believed to be a three foot tall, child like creature that had 6 fingers on each hand – with a hairy body and a very round head and likes to hide among the rocks.

Is believed to be found in any of the great lakes and its most notable appearance takes place in Lake Superior rather than Lake Michigan. While this encounter takes place with a Canadian fur trader, the stories of the merman date back to the Ojibwe tribe who referred to them as ‘Maymaygwashi’.

[Anon, (2016). The Michigan Merman - Mysterious Michigan. [online] Available at: <https://mysteriousmichigan.com/the-michigan-merman> [Accessed 9 May 2023]]

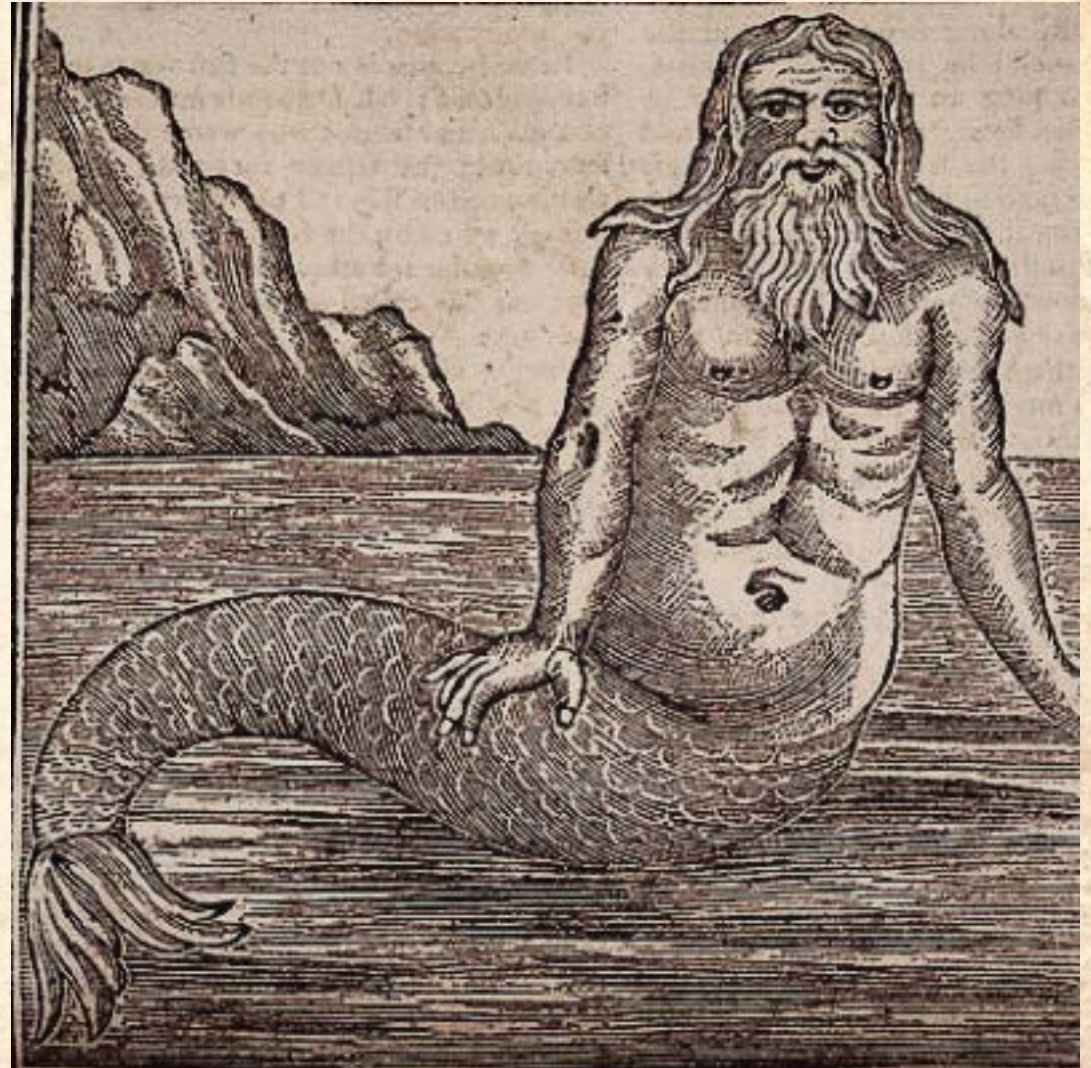
Though the story’s of the Mermen in Lake Michigan itself stem from two poems written by Linda Foster and Anne Oomen. But most likely have no connection to the cryptid.

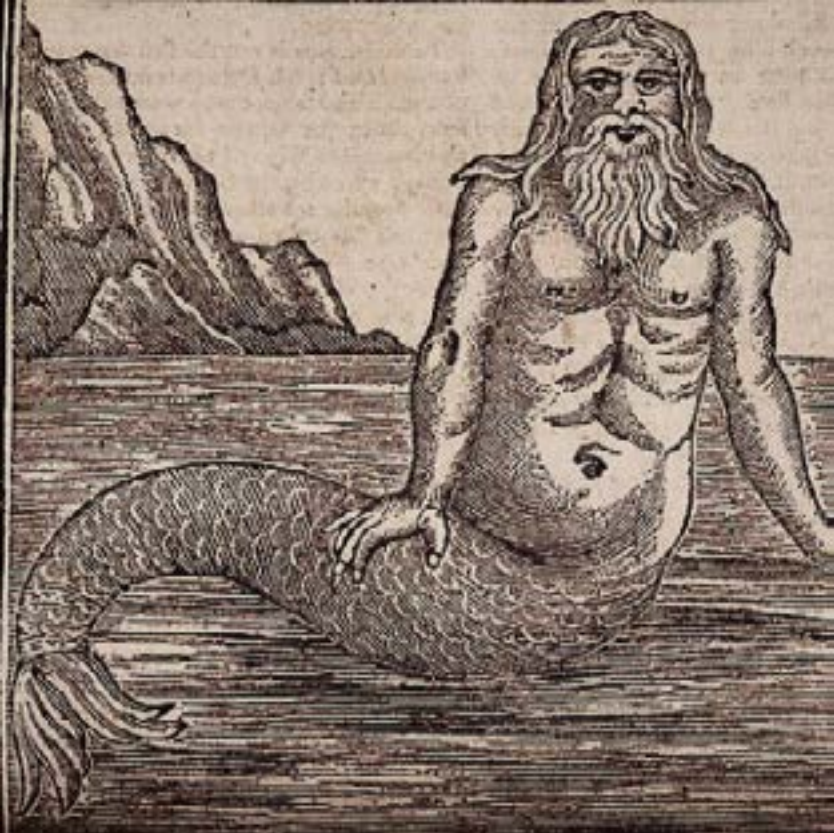
Kalamazoomuseum.org. (2023). Available at: <https://kalamazoomuseum.org/education/online-activities/michigan-mythical-mysteries-mermaids> [Accessed 9 May 2023]]

So it would seem what we perceive as a mermaid is very different to what has allegedly been seen.

Rather than a beautiful person that has the bottom half of a fish, they have a more gnome like stature with a fish tail.

But there isn’t really too much information to go on.





Anon, (2016). The Michigan Merman - Mysterious Michigan. [online] Available at: <https://mysteriousmichigan.com/the-michigan-merman>



www.historytoday.com. (n.d.). Mermaids and Mermen | History Today. [online] Available at: <https://www.historytoday.com/archive/feature/mermaids-and-mermen#> [Accessed 9 May 2023].

Art Renewal Center. (n.d.). A Crowned Merman by Arthur Rackham. [online] Available at: <https://www.artrenewal.org/Artwork/Index/18817> [Accessed 9 May 2023].



Big Foot

Bigfoot is probably one of the most famous cryptids in the western world. While many people believe the video footage that captures him to be real, many other people believe it to be fake and its actually just a man in a suit.

Bigfoot is a sasquatch, which are typically huge and hairy manlike creatures that live in the Appalachian mountains (with the exception of the abominable snowman or a yeti).

The first sighting is usually credited to David Thompson who discovered a set of footprints in 1811. There is also the recorded sighting from 1967 by Roger Patterson at Bluff Creek. Though there has never been any actual hard evidence of its existence.

Bigfoot and sasquatch in general have been described as ranging in height from anywhere between 6 feet all the way to 15 feet, standing on two feet, covered in hair or fur and give off a rather horrible smell. They are either silent or are giving off a high pitched cry. There is a Soviet scientist that suggests sasquatch are a remnant of the Neanderthals, but it seems that he is the only one as many scientists believe the creature doesn't exist.

[The Editors of Encyclopedia Britannica (2019). Sasquatch | Description, Sightings, & Facts. In: Encyclopædia Britannica. [online] Available at: <https://www.britannica.com/topic/Sasquatch>]





www.science.org.
(n.d.). 'Bigfoot'
samples analyzed in
lab. [online] Availa-
ble at: <https://www.science.org/content/article/bigfoot-samples-analyzed-lab>.



Alsharif, D.S. (2019). Man fires a gun in a Kentucky national park after he claims he saw Bigfoot, couple says. [online] CNN. Available at: <https://edition.cnn.com/2019/07/31/us/alleged-bigfoot-sighting-kentucky-national-park/index.html> [Accessed 9 May 2023].

The Editors of Encyclopedia Britannica (2019). Sasquatch | Description, Sightings, & Facts. In: Encyclopædia Britannica. [online] Available at: <https://www.britannica.com/topic/Sasquatch>.



Mothman

Mothman is a creature that resides in Point Pleasant, West Virginia, and was spotted between 1966 and 1967.

Initially spotted by some grave diggers it was the next sighting that gave the creature's description. He was said to be a white-winged creature, that was between 6 and 7 feet in height. It also has bright red eyes and a 10-foot wingspan and can apparently fly as fast as 100 miles an hour, but he's not very good at running or using his legs. Though he was most commonly referred to as a man with wings.

Many people for some reason have connected Mothman to the Silver Bridge collapse as the first sighting and the bridge disaster happened within a year of each other. It was believed that when there was a sighting of Mothman something bad was going to happen.

Over the years there have been books written and films made about this creature, and people as recently as 2016 have claimed to have seen the Mothman.

In Point Pleasant there is a museum dedicated to the creature, as well as an annual festival and a 12-foot statue.

[Howard, K. (2017). The Story Of The Mothman, The Legendary Creature That Terrorized A West Virginia Town In The 1960s. [online] All That's Interesting. Available at: <https://allthatsinteresting.com/mothman>]





"Legend of the Mothman"
On a chilly fall night in November 1966, two young couples
drove into the TNT area south of Point Pleasant, West Virginia,
when they realized they were lost alone.
What they saw that night has evolved into one of the great
mysteries of all time, hence the Mothman Legacy began. It has
grown into a phenomenon known all over the world by millions
of curious people asking questions: "What really happened?"
"What did these people see?" "Has it been seen since?"
It still sparks the world's curiosity - the mystery behind.
Point Pleasant, West Virginia's MOTHMAN
Sculpture by:
Artist and Sculptor
Bob Kosch
New Haven, West Virginia



Rieger, M. (2017). Decatur Town Square Moth Man. [online] Decatur Main Street. Available at: <https://www.decaturtownsquare.com/moth-man/> [Accessed 9 May 2023].



www.behance.net. (n.d.). Behance. [online] Available at: <https://www.behance.net/gallery/167152125/mothman/modules/942667911> [Accessed 9 May 2023].

www.wvencyclopedia.org. (n.d.). e-WV | Mothman. [online] Available at: <https://www.wvencyclopedia.org/articles/1418>.

Fresno Nightcrawler

In 2007 a grainy video clip went viral of what seemed to be a pair of trousers walking across some grass and that's how the Fresno nightcrawler was born.

While it has gained a lot of popularity over the years online, the Fresno nightcrawler sadly doesn't have the same notoriety as Bigfoot or the Loch Ness Monster.

It is believed that there is a group of nightcrawlers rather than one.

From writers and artists to medical school graduates, everyone seems to have created and added to the lore of this cryptid.

In 2011 there was another sighting of the nightcrawlers, it shows two white creatures with very long legs walking around Yosemite.

Though it is commonly believed that any video footage of the nightcrawlers is usually a pair of trousers on a coat hanger or edited.

While there hasn't been any recent sightings, many people still make images and art along with merch that they can sell that depicts these creatures.

[Lopez, F. (2022). More than Fresno famous: How the Nightcrawler captured the world's imagination. [online] The Business Journal. Available at: <https://thebusinessjournal.com/more-than-fresno-famous-how-the-nightcrawler-captured-the-worlds-imagination/>]





Lopez, F. (2022). More than Fresno famous: How the Nightcrawler captured the world's imagination. [online] The Business Journal. Available at: <https://thebusinessjournal.com/more-than-fresno-famous-how-the-nightcrawler-captured-the-worlds-imagination/>.

Ribblr - a home for all crafters. (n.d.). sugafree make for Fresno Nightcrawler Family Set | Ribblr. [online] Available at: <https://ribblr.com/makes/sugafree/fresno-nightcrawler-family-set-crochet> [Accessed 9 May 2023].



Twitter. (n.d.). <https://twitter.com/CinemamindDavid/status/1170090522700124162>. [online] Available at: <https://twitter.com/CinemamindDavid/status/1170090522700124162> [Accessed 9 May 2023].

Wendigo

The story of the Wendigos have been around since the First nations people of America and Canada, they believed them to have been a great hunter who ended up turning to cannibalism and thus becoming a monster.

Depending on where the story is coming from its said that a wendigo can either be a related to Bigfoot or can be closer to that of a wolf.

Its said that a wendigo can almost be 15 feet in height and has a skeletal body, probably due to the fact that it can never be satisfied due to its cannibalistic habits. Regarded as being obsessed with hunted and forever hungry until its eating its latest victim.

There are also said to have sharp claws instead or hands and owl like eyes, although there are varying accounts with others saying its more akin to a skeleton and has ash toned skin. One thing this is fairly consistent in accounts is that its head resembles that of a dead or mor over its skull and antlers. During the turn of the 20th century the Algonquian people attributed the large number of missing people to Wendigo attacks, as its said that they are able to mimic human voices and lead their victims away from any sort of civilisation and help so they can be eaten. Many first nation people also believe that the wendigo can curse humans and turn them into wendigo too.

[All That's Interesting (2018). The Native American Legend Of The Wendigo — The Frostbitten Monster Of Your Nightmares. [online] All That's Interesting. Available at: <https://allthatsinteresting.com/wendigo>]





lorethrill.com. (n.d.). Wendigo: Cannibalism and Terror in the Woods – LoreThrill. [online] Available at: <https://lorethrill.com/terror-the-wendigo/> [Accessed 9 May 2023].

encyclopediamythologica.com. (n.d.). Encyclopedia Mythologica - Wendigo. [online] Available at: <https://encyclopediamythologica.com/wendigo> [Accessed 9 May 2023].

www.britannica.com. (n.d.). Wendigo | Description, Legend, Creature, Until Dawn, & Facts | Britannica. [online] Available at: <https://www.britannica.com/topic/wendigo>.

Vampire

While many people would believe that vampires originated in Romania, most likely due to the Bram Stoker novel. Vampires actually first appeared in Serbia.

Sava Savanovic owned a watermill and sold flour to the village people, one day someone found him dead. Fast forward a few decades a man bought the mill and got it back in working order, until one night Sava visited him while he sleep. This gave the man such a fright that he shot him, and latter on with the rest of the village people went to Sava's grave and hammered a metal spike into his chest – which killed him. After doing this though a yellow butterfly left his mouth and flew all the way to the mans lover and disappeared into her mouth and turned her into a vampire. She in turn bit the man, drank his blood and turned him into a vampire also. This story was written by Milovan Glisic and was published 17 years before Dracula was.

Slavs, M. the (n.d.). Sava Savanovic: Most Famous Serbian Vampire. [online] Available at: https://meettheslavs.com/sava-savanovic/?utm_content=cmp-true [Accessed 9 May 2023].

During the 18th century it seemed that Serbia did in fact have a vampire problem, with multiple cases of supposedly dead body's not being so dead and covered in blood. This also seemed to be where the technique of a wooden stake through the heart came from as that is how they would dispatch these vampires.

The word vampire also comes from a Serbian word and there are a few variations with similar meanings.

[Bills, J.W. (2018). Serbia: The Birthplace of Vampires. [online] Culture Trip. Available at: <https://theculturetrip.com/europe/serbia/articles/serbia-birthplace-vampires/>]



Narvii.com. (2023). Available at: https://pm1.narvii.com/6603/cd-4fe1ea09c8333e6d20a2600ddd01a3e19037a2_hq.jpg.



Magazine, S. and Cengel, K. (n.d.). How the Vampire Got His Fangs. [online] Smithsonian Magazine. Available at: <https://www.smithsonianmag.com/arts-culture/history-vampire-fangs-180975783/>.

Emerging Europe. (2020). How Balkan vampires captured the world's imagination. [online] Available at: <https://emerging-europe.com/after-hours/how-balkan-vampires-captured-the-worlds-imagination/> [Accessed 9 May 2023].



Mongolian Death Worm

The Mongolian Death Worm is believed to live in the sands of the Gobi Desert and can get up to a meter long, and pretty much resembles a fat worm. Its apparently dark red in colour and has spikes at both ends.

Is referred to by locals as Allshoi Khorkhoi or Olgoi Khorkhoi, which is loosely translated to mean large intestine worm.

It's said that it can spit a highly corrosive venom and can also electrocute its victims at range.

While it is rarely seen and has never been photographed, a palaeontologist in 1926 mentioned in his book that while he didn't believe in its existence, there were many stories about it the circulated in Mongolia.

Though there is no evidence for its existence that hasn't stopped the many search parties and expeditions to go looking for the elusive creature, but all have returned empty handed from their trip.

In its English translation its referred to as a worm, its more likely to be closer to a lizard or a snake due to the fact it lives out in the sand.

[June 2014, B.R. 21 (n.d.). Mongolian Death Worm: Elusive Legend of the Gobi Desert. [online] livescience.com. Available at: <https://www.livescience.com/46450-mongolian-death-worm.html>]





Mongulai (2021). Mongolian Death Worm. [online] Mongulai.com. Available at: <https://mongolianstore.com/mongolian-death-worm/> [Accessed 9 May 2023].



Ishak, N. (2020). Meet The 5-Foot, Venom-Spitting Death Worm Said To Stalk The Gobi Desert. [online] All That's Interesting. Available at: <https://allthatsinteresting.com/mongolian-death-worm>.

Development

Player is a cryptid tracker, who was exploring a forest somewhere around the Appalachian mountains, & ends up falling down a hole and hitting their head.

An undescrpt amount of time later, they come to but their memory is hazy.

They hear rustling in a bush behind them, and then bigfoot appears.

Game & story exposition now takes place, explaining where they are & introducing some of the characters & the environments/locations that are located around in this hidden society.

Player can then go around and interact with characters & areas, talking to different cryptids who end up trying to woo & compete for them.

Player would be able to date more than one character, but not at the same time.

★ Storylines would develop alongside research into each cryptid.

★ Cryptid society is located through a portal which the Player accidentally falls down at the beginning of the game.

★ Player will have the option to identify as female, masculine, or gender neutral.

★ The environment would be a town with a forest along the border.

★ Could make game look like a dating website, where the player messages with the cryptids & then meets them for dates

Statement of intent

Narrative structure - branching
characters

- look at ~~behance~~
Remy / unity → ^{1st attempt}
/ Construct 3
(edu licence)

Research into cryptids (environment)
dating sims / interactive stories - how they are layed out
dating website layout
dark horror / romance

Test both softwares to see which works best

initial concept designs & sketches
game narrative draft

implement narrative into software & have it working
character profiles
game artwork / assets

Put artwork into game
play test
make appropriate changes / adjustments

→ make character
profiles into
stickers

→ MC character
customisation → Picrew

Make clear week
by week time line

Wendigo

Skin walker

Lachness monster

Mothman

Pope lick monster

Dewey lake monster

Kappa

bird squatch

loveland frogman

Bigfoot
(sasquatch)

Mynoghra

Bear King
of Marble Falls

Turtle bottoms
monster

Goatman

Danshee

Michigan
mermen

busco beast

cryptids

The Flatwoods
monster

Hell hands

enfield horror

Gnome

(only head/neck)

Aswang

Jersey devil

Hogzilla

Bo-Bo

Goblin
(has beef
w/ gnome)

night crawler

The Veggie
man

Lake worth
monster

Abominable

Snowman
(Yehi)

Troll

You as a baby?

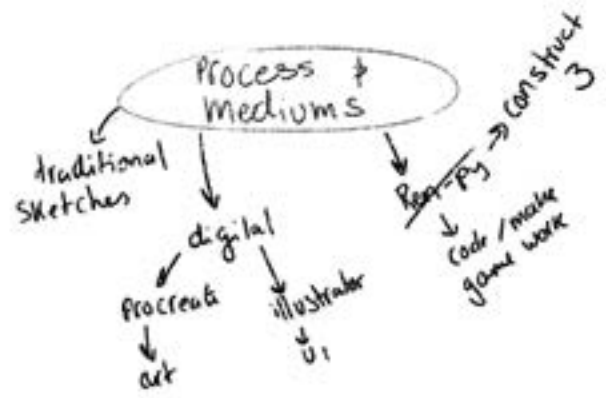
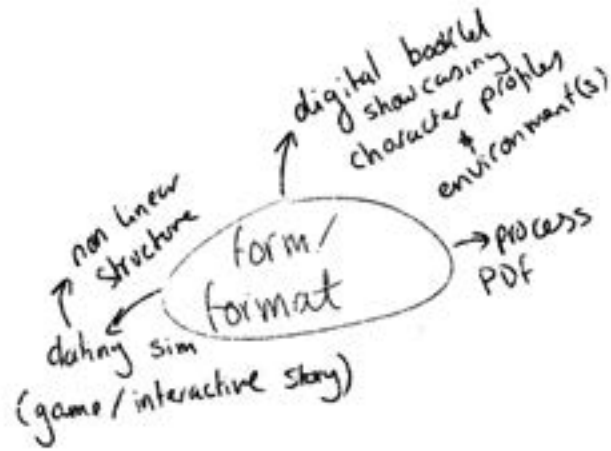
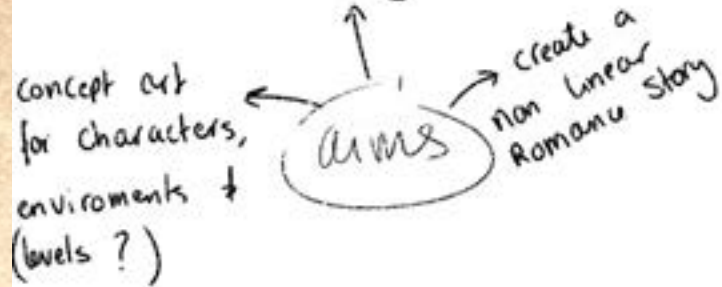
Thunder bird

Flatwoods
monster

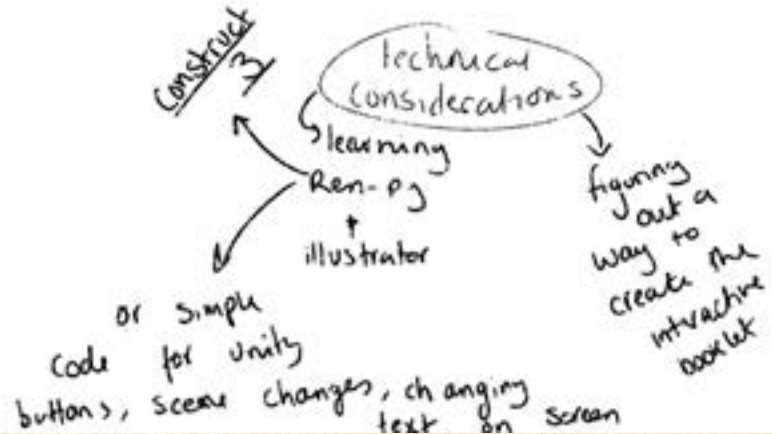
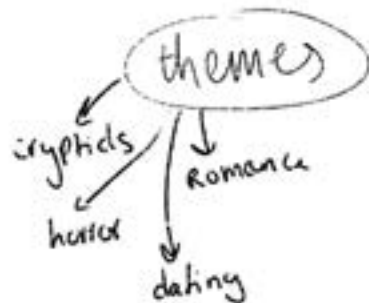
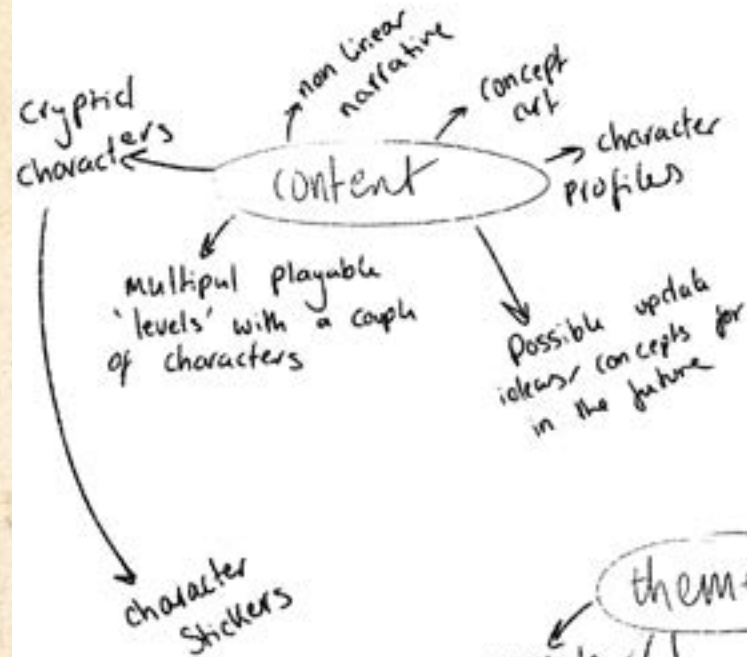
The grafton
monster

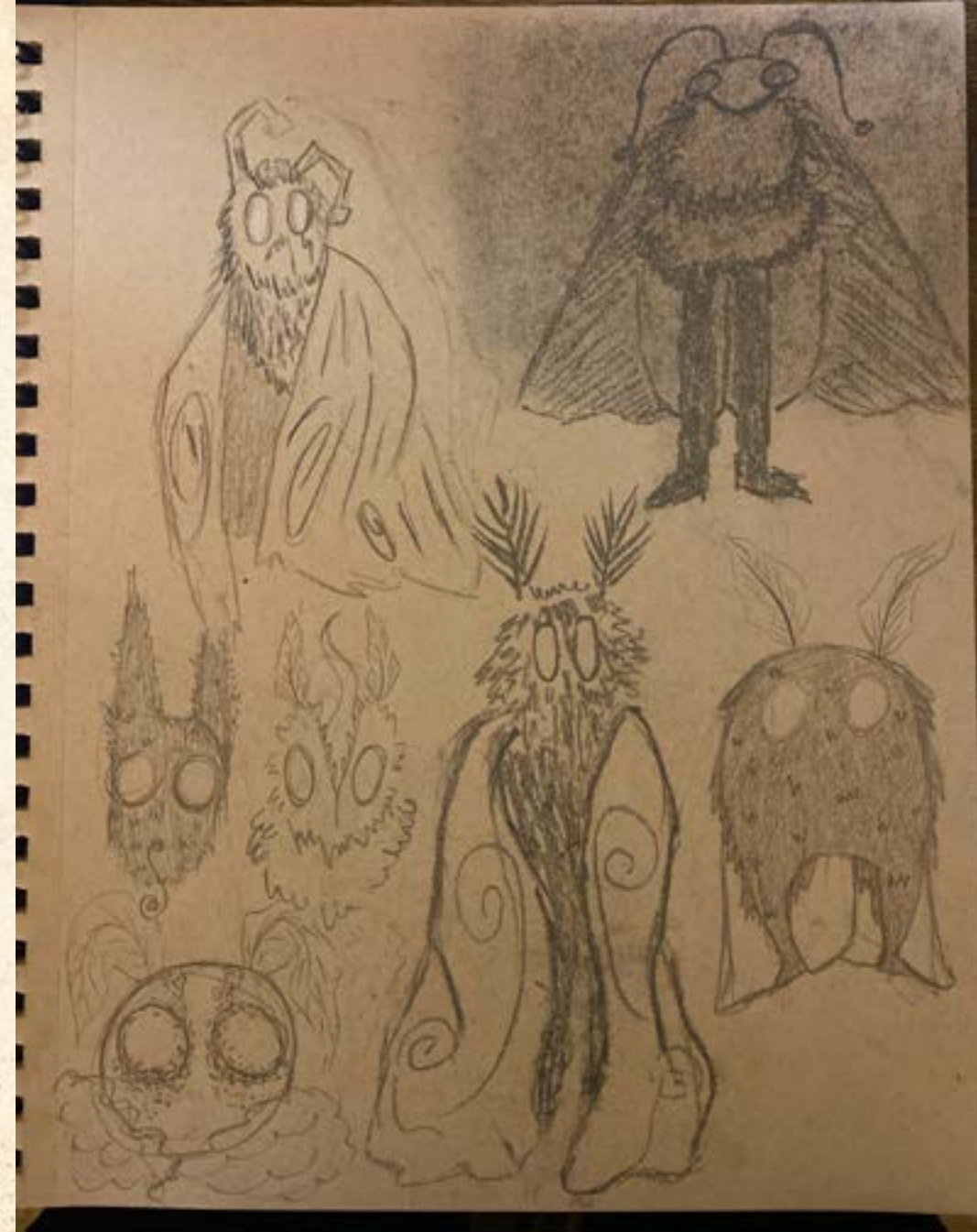
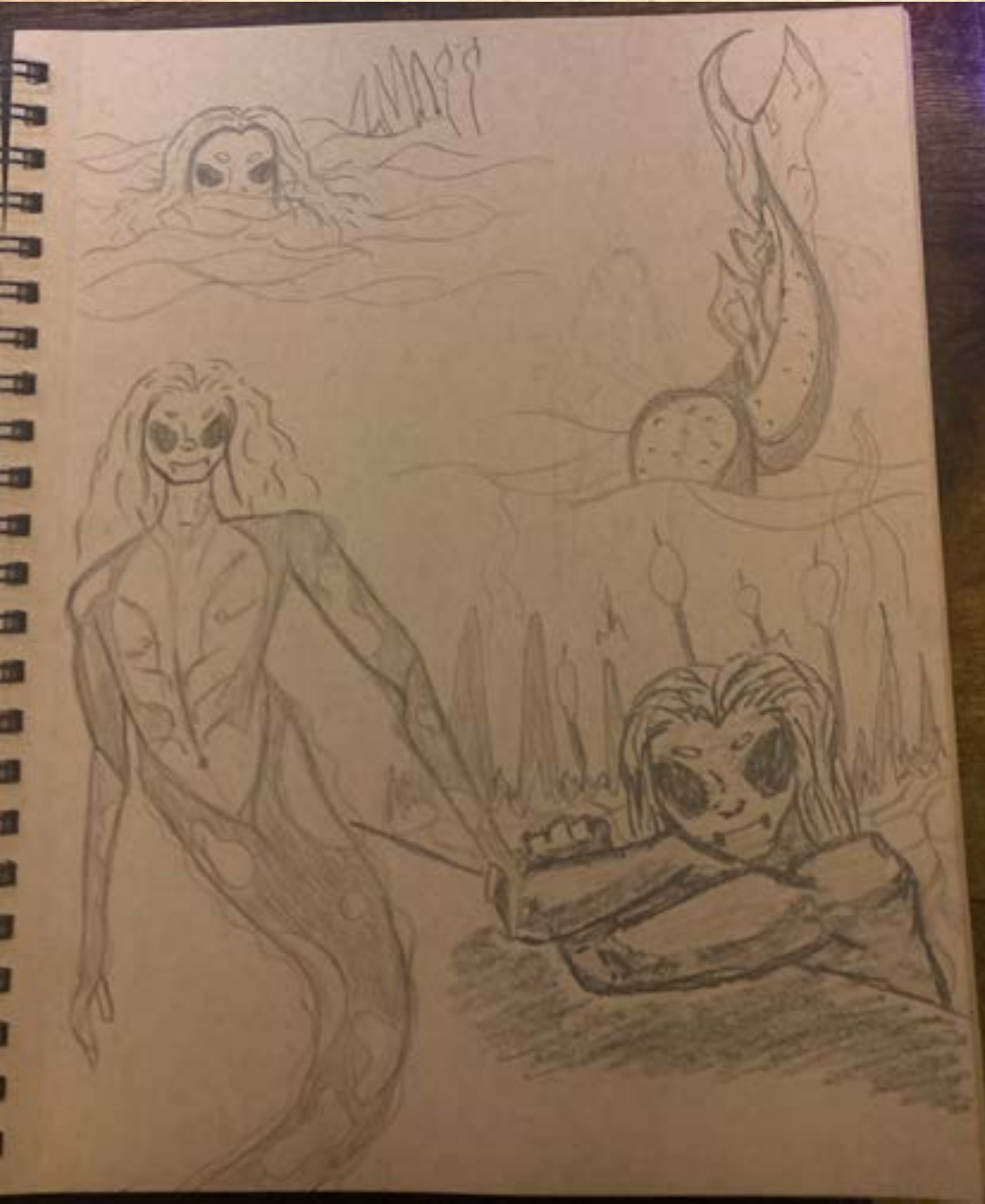
Pisa bird

To create a dating
Sim demo with multiple
characters to play with.



Statement of Intent
Cryptid Chronicles





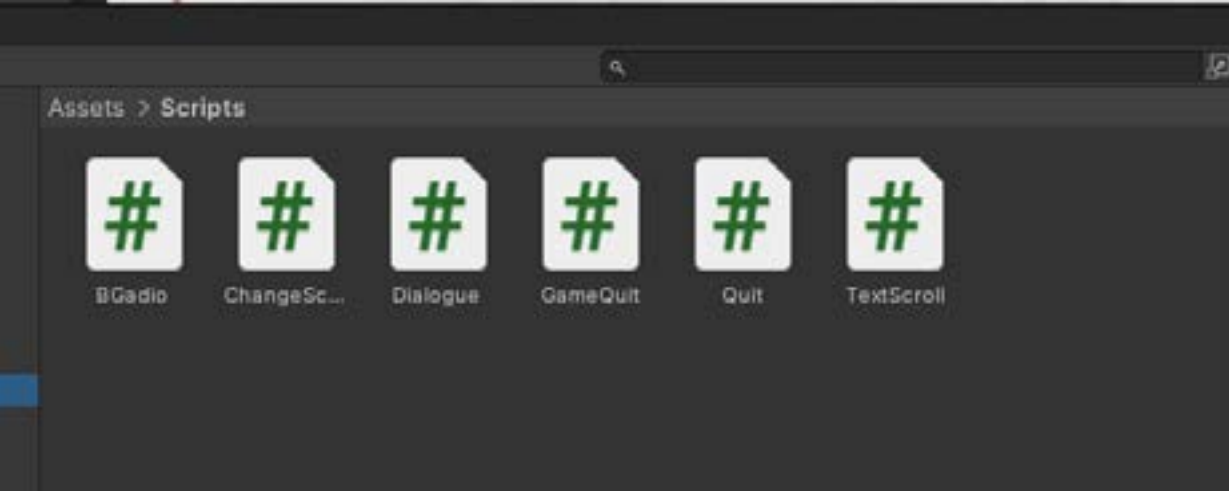
Initial merman and mothman sketches



Initial Fresno
Nightcrawlers and
wendigo sketches

Abandoned idea for a
shadowman character

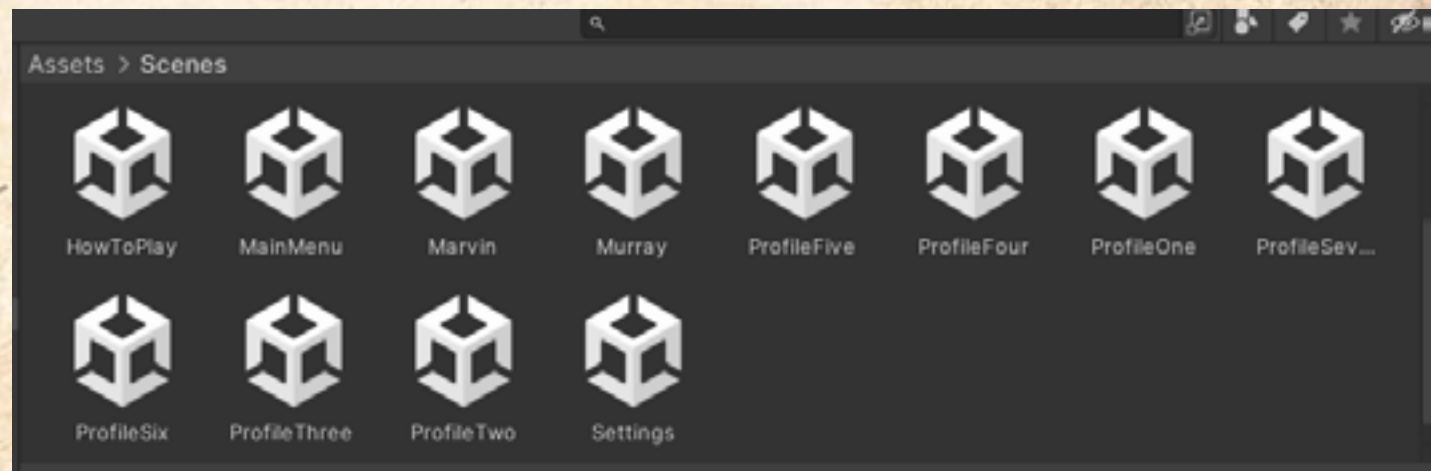


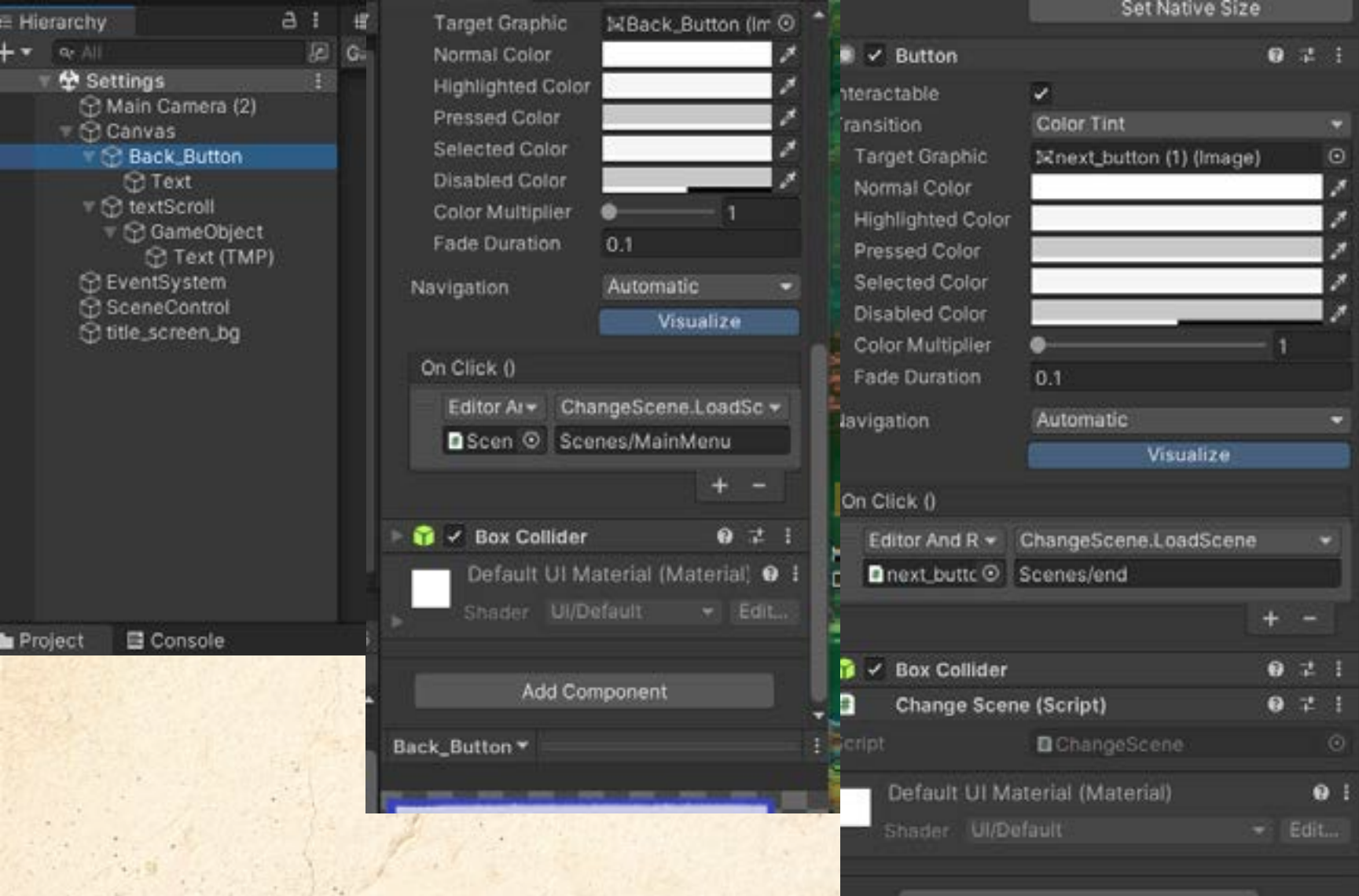


Here are two screen shots.

The top one is showing the scripts that I used in unity to make my game.

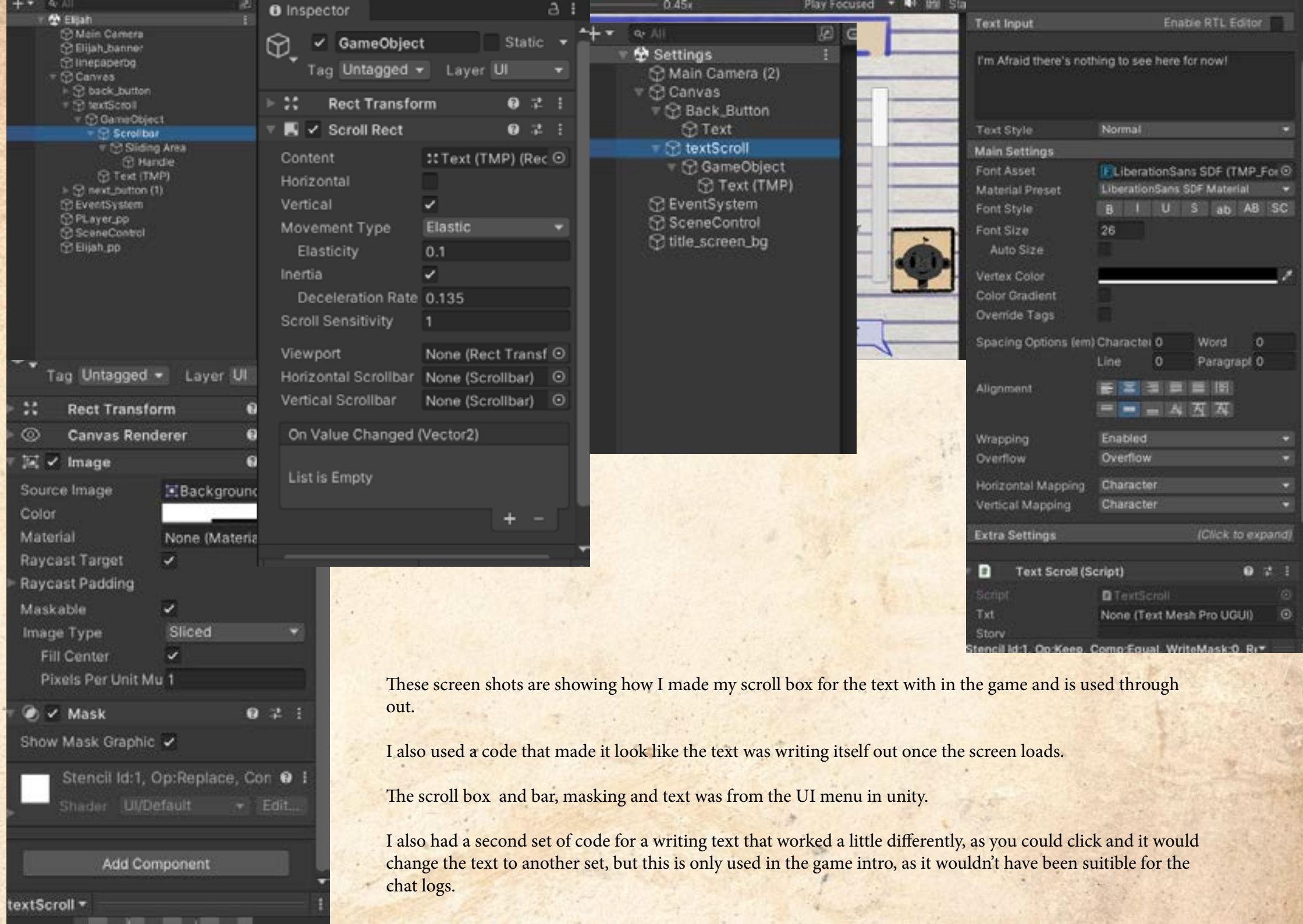
The Bottom one is showing some of the scenes that are within my game.





These screen shots are depicting how I created my buttons for my game.

I used the text mesh pro buttons within the UI menu in unity, and these buttons are to allow scene changes, so the player can navigate their way through the game.

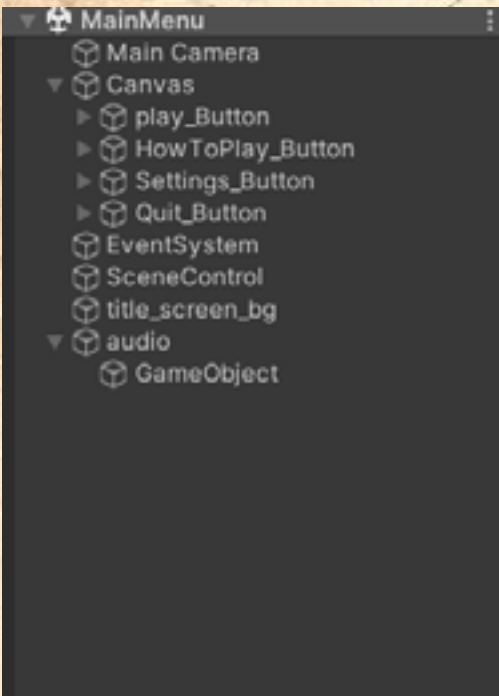


These screen shots are showing how I made my scroll box for the text with in the game and is used through out.

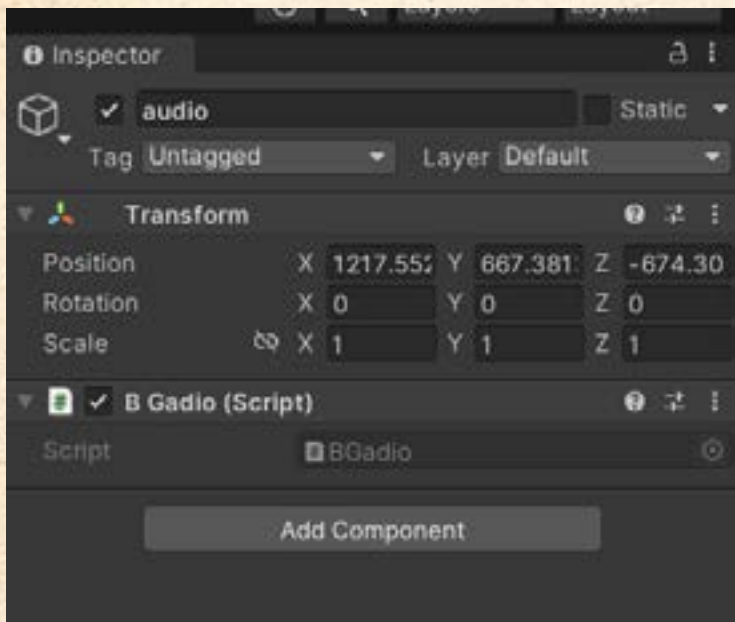
I also used a code that made it look like the text was writing itself out once the screen loads.

The scroll box and bar, masking and text was from the UI menu in unity.

I also had a second set of code for a writing text that worked a little differently, as you could click and it would change the text to another set, but this is only used in the game intro, as it wouldn't have been suitable for the chat logs.



For the games audio I created an audio source on the first scene which is the menu, and attached it to a game object that had a script telling the audio to continue through scene changes without restarting or stopping.





These are all the character profile pictures that are seen within the game



Anastasija

Awe

Chuck

Elijah

Marvin

Murray

Allshoi Khorkhoi

HOW TO PLAY

Quit

MAIN MENU

SETTINGS

NEXT

PLAY

These are all the buttons found within the game.

Dialogue Transcripts

ME

Hi there, I couldn't help but notice your profile picture. You look fascinating!

ALLSHOI KHORKHOI

Greetings, human. I appreciate your interest, but I must warn you that I am not your typical match.

ME

Oh really? I'm intrigued! Tell me more about yourself.

ALLSHOI KHORKHOI

Well, I am a legendary creature that dwells in the Gobi Desert. I am known for my ability to spit a deadly venom and electrocute my prey. I am not the type of creature you want to mess with.

ME

Wow, that's pretty intense. But I'm not one to shy away from a challenge. What are your interests?

ALLSHOI KHORKHOI

I enjoy burrowing in the sand and waiting for unsuspecting prey to come along. I also like to spend my free time slithering around the desert and scaring people. What about you?

ME

Well, I'm not much of a burrower, but I do enjoy hiking and exploring new places. Have you ever traveled outside of the desert?

ALLSHOI KHORKHOI

No, I prefer to stay close to home. Plus, I don't think I would do very well in colder climates.

ME

That's understandable. So, would you like to meet up sometime and grab a bite to eat?

ALLSHOI KHORKHOI

I'm sorry, human, but I don't think that would be a good idea. As I mentioned before, I am a deadly creature and it wouldn't be safe for you to be around me.

ME

Oh, I see. Well, it was nice chatting with you, MR Death Worm. Take care of yourself!

ALLSHOI KHORKHOI

Likewise, little human. Stay safe out there.

ANASTASUA

Hi there. How's it going?

ME

Oh, uh, hi. I'm good. How about you?

ANASTASUA

I'm doing well, thank you. My name is Anastasiya, and I couldn't help but notice your profile. You seem like an interesting person.

ME

Thank you. Your name is Anastasiya? That's... unique.

ANASTASUA

Yes, I suppose it is. I'm originally from Serbia, and I've been around for a long time. But don't worry, I won't bite... unless you want me to.

ME

That's... not really my thing.

ANASTASUA

I understand. I just wanted to put that out there. So, tell me a little bit about yourself. What do you like to do for fun?

ME

Well, I'm a graphic designer, so I spend a lot of time on my computer. But I also like to go out with friends, try new restaurants, that kind of thing.

ANASTASUA

Ah, that sounds fun. I enjoy exploring new places as well. Of course, I have to be careful not to do so during the daytime.

ME

Right, of course. So, um, what do you do for a living?

ANASTASUA

Well, I don't really need to work, per se. I have certain... advantages that allow me to live comfortably without a job.

ME

Oh, I see. That must be nice.

ANASTASUA

It has its perks, I suppose. But it can also be a bit lonely at times. That's why I decided to give this dating app a try. Maybe I'll find someone who can understand me.

ME

Well, I can't say I understand what it's like to be a vampire, but I'm willing to try.

ANASTASUA

I appreciate that. I think we could have some interesting conversations. And who knows, maybe we'll even find a connection.

ME

Yeah, that would be nice.

ANASTASUA

I'll be looking forward to it.

AWE
Hi there! I couldn't help but notice your profile on this dating app. You seem interesting. Mind if I ask you a few questions?

ME
Um, sure. Go ahead.

AWE
Great! First off, I have to ask - have you ever heard of the Wendigo?

ME
Yeah, I've heard of it. It's a creature from Native American folklore, right?

AWE
That's right! And I happen to be one. But don't worry, I'm not here to harm anyone. I'm just looking for someone to chat with and get to know.

ME
Uh, okay. That's...interesting. So, what do you like to do for fun?

AWE
Oh, I love to go for long walks in the forest and hunt for food. And I also enjoy curling up with a good book on chilly evenings.

ME
Hmm, that's quite the contrast. So, do you have any favourite books?

AWE
Yes, I do! I love horror stories and mysteries. Some of my favourites include "Frankenstein" by Mary Shelley and "The Hound of the Baskervilles" by Arthur Conan Doyle.

ME
Oh, those are great books! I love horror stories too. So, what do you do for a living?

AWE
Well, I'm a creature of the forest, so I don't have a traditional job like humans do. But I do have some skills that come in handy, like hunting and tracking.

ME
Interesting. So, do you have any human friends?

AWE
Not really. Most humans are scared of me because of my appearance and reputation. That's why I thought I'd try my luck on this dating app - maybe I can find someone who's open-minded and willing to get to know me.

ME
Well, I'm definitely open-minded. It's not every day you get to chat with a Wendigo!

AWE
I'm glad to hear that! So, do you have any questions for me?

ME
Hmm, let me think...what's your favourite food?

AWE
Oh, that's an easy one - I love raw meat, especially venison. But I also enjoy berries and nuts during the summer months.

ME
That's...uh, interesting. Well, it was nice chatting with you, Wendigo. Maybe we can chat again sometime?

AWE
I would like that very much. Take care, human!

ME
Hi there, what brings you to this dating app?

CHUCK
Well, I figured it was time to put myself out there and find someone special. Plus, my friends kept bugging me to give it a try.

ME
That's great! What are some of your interests?

CHUCK
I love spending time in nature, exploring the great outdoors, and taking long walks through the forest. I'm also really into yoga and meditation.

ME
Those all sound like wonderful things! Have you ever tried rock climbing?

CHUCK
No, I haven't. But I'm definitely open to trying new things. How about you? What are your interests?

ME
I'm really into music. I love going to concerts and discovering new bands. I also enjoy hiking and trying out new restaurants.

CHUCK
Oh, I love music too! I've been known to jam out on the guitar from time to time. And trying new restaurants sounds like a great way to expand your horizons.

ME
That's awesome! I'd love to hear you play sometime. Do you have a favourite type of music?

CHUCK
I really enjoy classic rock and blues. There's something about those old school tunes that just speaks to me.

ME
I totally get that. I'm a big fan of classic rock myself. Maybe we can go to a concert together sometime?

CHUCK
That sounds like a great idea. And maybe I can take you on a hike through the forest so you can see some of my favourite spots.

ME
I would love that! It sounds like we have a lot in common.

CHUCK
Yeah, it definitely seems that way. I'm looking forward to getting to know you better.

ME
Hey there! I couldn't help but notice your unique profile picture. Are you a Fresno Nightcrawler?

ELIJAH
Hey! Yeah, I am. And I also happen to be a cheerleader for our Fresno Nightcrawler cheer team. What's up?

ME
Wow, that's pretty cool. I've never met a Fresno Nightcrawler before, let alone one that's a cheerleader. What do you cheer for, exactly?

ELIJAH
We cheer for our football team's victories, of course! But mostly we're there to hype up the crowd and show off our sweet dance moves. Plus, it's a great way to show our support for the Fresno Nightcrawler community.

ME
That sounds like a lot of fun. I've always been a fan of cheerleading and dance. Do you think I could come watch you perform sometime?

ELIJAH
Definitely! Our next game is coming up soon, and I'd love to have you there. But just a heads up, it might be a bit... different than what you're used to.

ME
Oh, really? How so?

ELIJAH
Well, we kind of... glide. And our dance moves are more like graceful floats than jumps and kicks. But trust me, it's a sight to see.

ME
That sounds amazing. I can't wait to see it in person. So, besides cheerleading and dancing, what do you like to do for fun?

ELIJAH
I'm a bit of a thrill seeker, actually. I love exploring new places and trying new things. But I also enjoy just hanging out and watching movies or playing games with my friends.

ME
That's awesome. I'm always up for a good adventure. Maybe we can go explore some of Fresno's hidden gems together.

ELIJAH
Sounds like a plan to me! I'll have to show you some of my favourite spots.

ME
Hi there! I noticed you have an interesting profile picture. You're not The Mothman, are you?

MURRAY
Indeed I am! I'm surprised you recognize me. How's your day going?

ME
It's going pretty well, thanks for asking. So, what brings you to a dating app Murray?

MURRAY
Well, even legendary creatures need to find love too, you know. Plus, I figured it would be nice to meet someone who's open-minded and interested in the paranormal.

ME
I can definitely say that I'm open-minded. What do you like to do for fun?

MURRAY
Oh, I love exploring the woods and flying around at night. But I'm also a bit of a bookworm, so I enjoy curling up with a good mystery novel.

ME
That sounds like a pretty cool mix of hobbies. Do you ever scare people when you're flying around?

MURRAY
Sometimes, but it's not intentional! I try to keep to myself and avoid causing any trouble. People just tend to get spooked when they see a giant winged creature flying around at night.

ME
I can imagine. So, what are you looking for in a partner?

MURRAY
Someone who's kind, compassionate, and has a sense of adventure. I'm not really into the whole "flying" scene, so I'm hoping to find someone who's looking for something more serious.

ME
That makes sense. I'm definitely looking for something serious too. So, do you have any favorite spots to fly around?

MURRAY
Oh, there are so many great spots around here! But I particularly enjoy flying around the old abandoned TNT plant. It's got a bit of a spooky history, but the views are amazing.

ME
I've actually heard of that place before. I've never been there myself, but I'm definitely interested in checking it out sometime.

MURRAY
You should! And if you want, I'd be happy to show you around.

ME
That would be awesome! I'd love that.

MURRAY
Great! It's a date then.

ME
Sounds good to me!

ME

Hey there. I'm interested in getting to know you. You're the Michigan merman, right?

MARVIN

Yes, that's me! I'm excited to chat with you.

ME

Awesome! So, what do you like to do for fun?

MARVIN

Well, I love to explore the underwater caves and shipwrecks in Lake Michigan. I also enjoy swimming and playing with the local sea life. How about you?

ME

I enjoy hiking and going to the beach. I've never been scuba diving, but I think it would be cool to try.

MARVIN

Scuba diving is a lot of fun! Maybe I could give you some pointers sometime.

ME

That sounds great! So, do you have any favourite music or movies?

MARVIN

I don't really listen to music or watch movies underwater, but I've heard some great sea shanties from passing boats. How about you?

ME

I love all kinds of music, but my favourite genre is indie rock. As for movies, I'm a big fan of sci-fi and fantasy.

MARVIN

That sounds interesting. I've never seen a movie, but I do love a good story. Maybe you could tell me about some of your favourite ones.

ME

Sure, I'd love to! Have you ever heard of "The Little Mermaid"?

MARVIN

Oh, yeah. That's a classic. I always thought it was funny how they got so many things about mermaids wrong, though.

ME

Yeah, it's definitely not the most accurate portrayal. But it's still a great story. Maybe we could watch it together sometime.

MARVIN

Sounds like a plan! Maybe we could even swim around and sing "Under the Sea" while we're at it.

ME

That sounds like a blast! So, do you have any plans for the weekend?

MARVIN

Not yet. Would you like to meet up and explore some of the underwater caves with me?

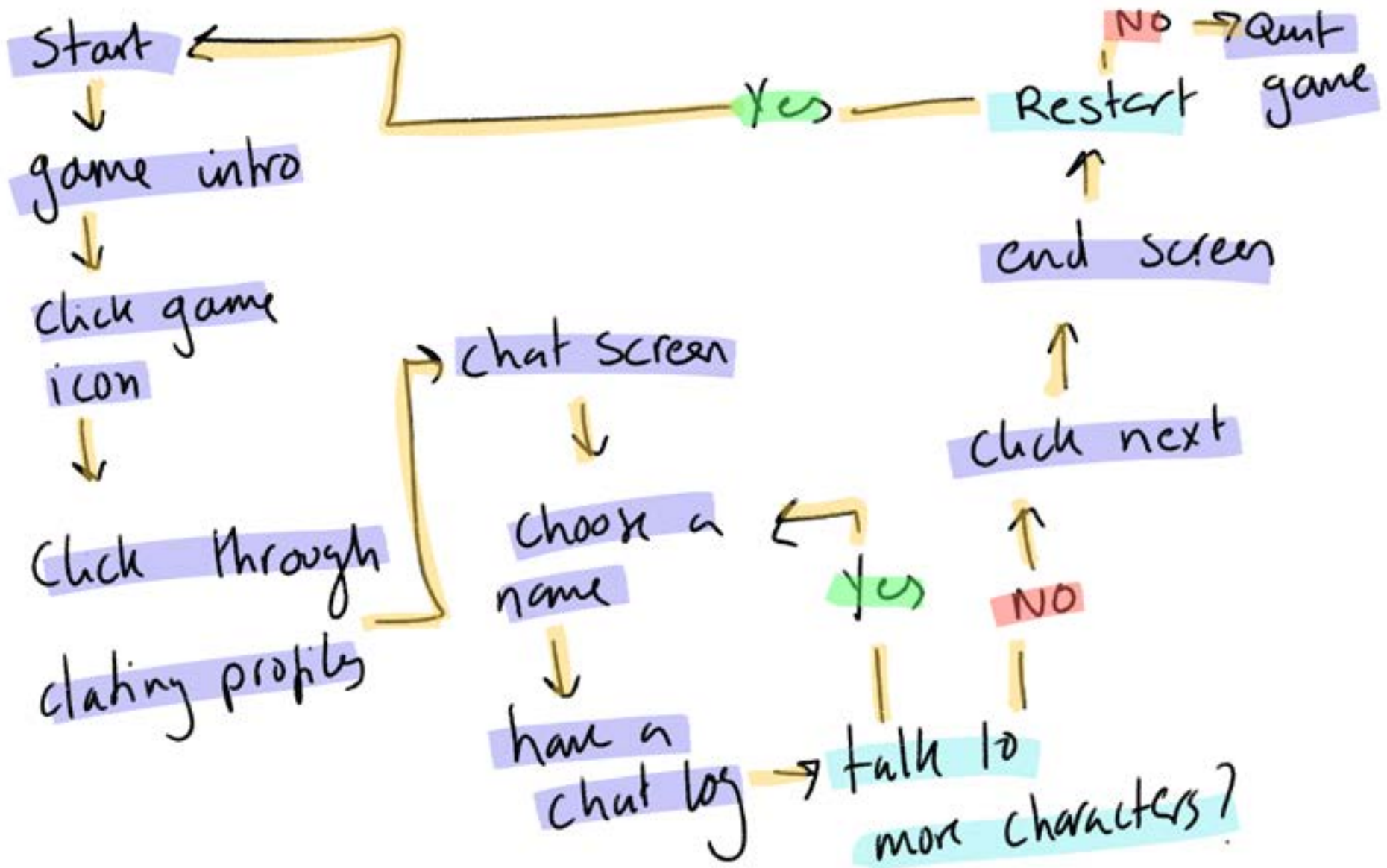
ME

That sounds like a once-in-a-lifetime experience! I'm in.

MARVIN

Great! Let's set a time and place to meet up. I can't wait to show you around.

Gameplay Loop



Stickers

For the final show I also plan on having stickers of my characters.

I based the designs off of what the character already looks like and simplified it done, as my plan is to cut them out on lino and then print onto sticker paper which I will then laminate with sticky plastic to make it more durable.

This was the cheaper solution to having them printed professionally but I also feel like it it more true to my style of work.

Below are the initial stencils and the lino cuttings.



Game Summary

One day with surfing the web our player comes across a new dating site, feeling bold they decide to sign up and create a profile and then get looking to see if anyone catches their eye. After a few minutes some profiles start to pop up ones that are interested in her and others might be some that they are interested in. Clicking through to the chat screen it seems they have some messages.

Looks like you better get chatting!

Game concept

Cryptids love too is a dating sim demo in the format of a dating app or website. As they player to get to look at profiles and chat to some of the other users on the site, and maybe plan a date or two.

Game Genre

Cryptids Love too is a point and click 2D game with a choice of a non linear structure. Designed to be played on PC, and could possibly be adapted for switch and mobile in the future.

Game Goal

Consumer goals: designed for someone who either enjoys visual novels or dating sims, as well as being able to interact with a range of different characters.

New experience: Most dating sims the player is directly interacting with the other characters, in this game as it is in the format of a dating app it gives the player a new experience.

Changing the format: With this game I would hope to change the format of how dating sims are presented and to allow for a little bit more creativity in how the story can be told.

Characters

You play as yourself but the character within the game is faceless opening up the opportunity for anyone.

Interactable characters:

Marvin the Michigan Merman

Murray the Mothman

Chuck as a Bigfoot

Elijah the Nightcrawler

Awe the Wendigo

Anastasija the Vampire from Serbia

Allshoi Khorkhoi a Mongolian Death Worm

Target Market

The player base for this game could be quite broad around the ages of 18 – 26, most likely LGBTQA+, someone how is a fan of horror and monsters but wants to try something a bit more light-hearted, someone who is interested in cryptids, dating sims and/or visual novels.

All of these things are fairly popular separately and there are a few examples of them combined such as Hooked (dead by daylight dating sim) and Lovingly evil.

Game Length

As a demo it should take at least 30 minutes to an hour to complete.