



Shut up my mother-in-law game

Bla bla bla blablabla.
Bla bla bla. Bla bla bla blablabla.
Bla bla bla.
Bla bla bla bla. Bla bla.
Bla bla bla bla. Bla bla bla bla.

Bla bla bla blablabla.
Bla bla bla.
Bla bla bla bla. Bla bla.

Bla bla bla blablabla.
Bla bla bla. Bla bla bla blablabla.
Bla bla bla.
Bla bla bla bla. Bla bla.
Bla bla bla bla. Bla bla bla bla.

Bla bla bla blablabla.
Bla bla bla.
Bla bla bla bla. Bla bla.



By Nadia Abrahamsen

MMD - Basic Animation 2021

PITCH & Links

Link to game: <http://www.ndesigns.dk/website/>

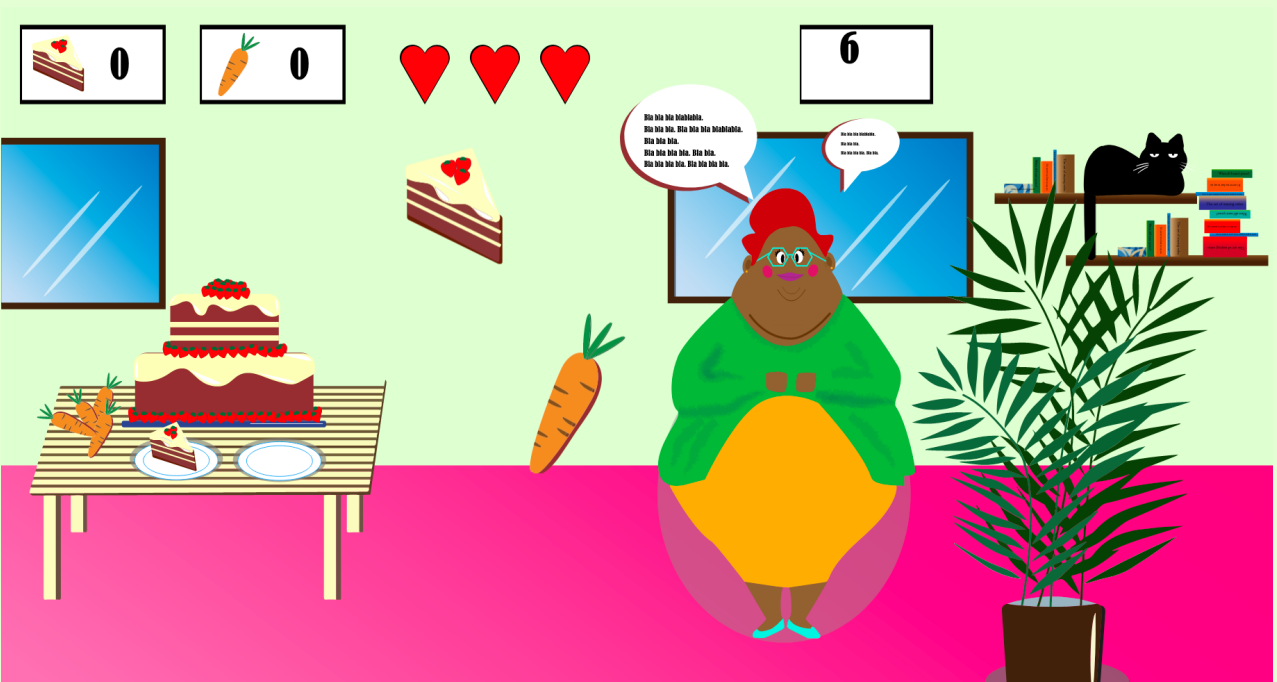
Link to assets: www.ndesigns.dk/assetsWebsite/

Link to paper prototype: <https://www.youtube.com/watch?v=4bNaZU2mqzo>

My mother-in-law came by and she is a talking parrot. In that occasion I baked a red velvet cake because she usually falls a sleep after 6 pieces. If I accedentaly feed her 3 carrots, she starts singing opera...Off tune! So please help me shut up my mother-in-law, so I can get some peace.



First screen sketch



Final game screen

First sketches



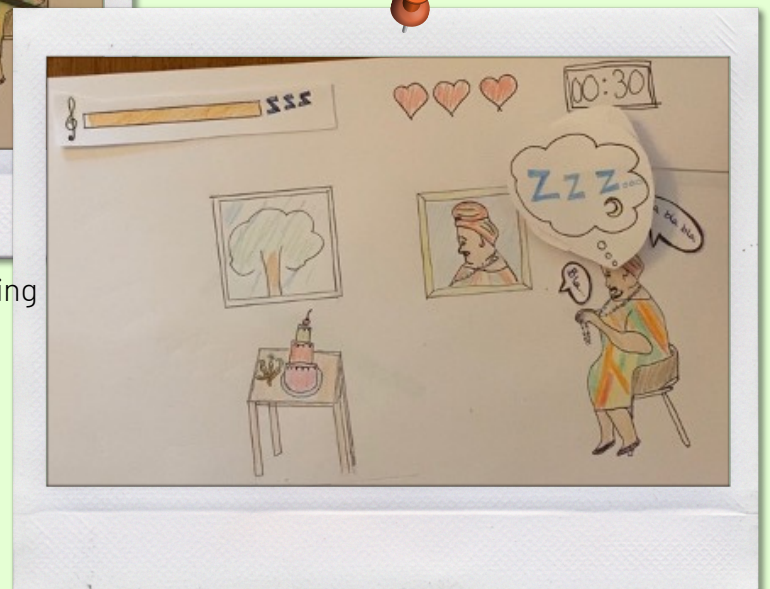
First screen with talking bubbles



Screen with falling good and bad objects



Frame with window bursting and Bonnie singing



Frame with Bonnie sleeping



INSPIRATION & Style tile

Moodboard



Starting Colour Palette:

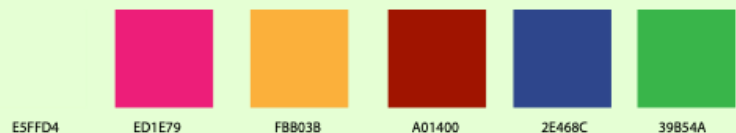


Typography: **Bernard MT Condensed**

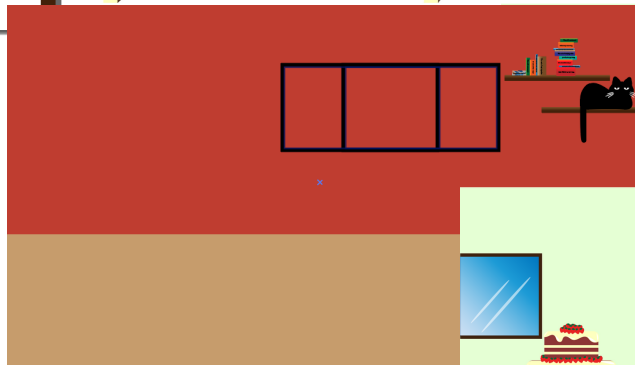
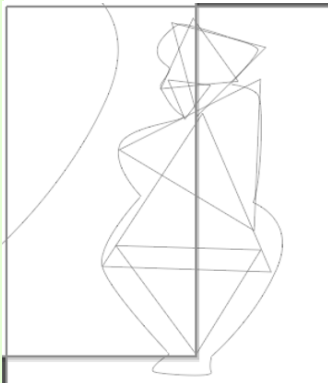
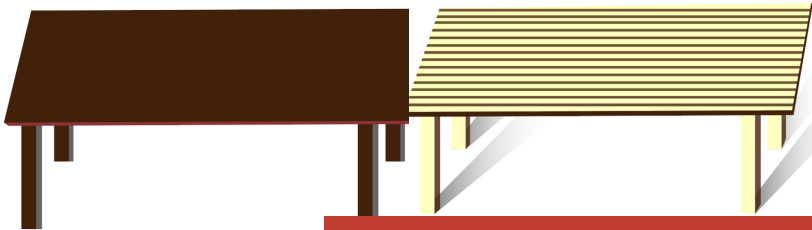
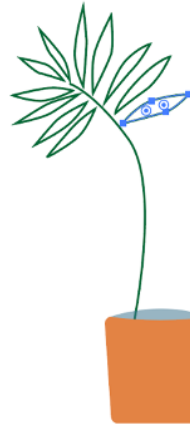
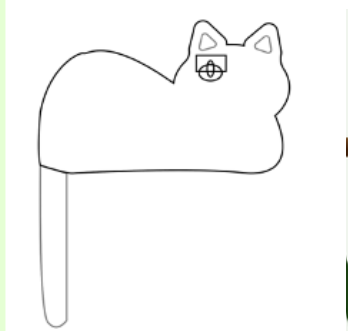
When I did my research on illustrations and graphics, I found *Charlie Davis*, who has become one of my favourite illustrators. His illustrations and colour palettes really spoke to me. Normally this colour palette and style would probably not be typically used in a computer game, but because I aimed for an older audience I do argue it would work.

Because I did not have the skills to execute this style, I changed the aim for this style to a more child-like colour palette and style, which worked much better in my game.

Current Colour Palette:



Work-in-Progress



Graphic Elements

Good Object



Bad Object



Talking Bubbles



Sleeping Bubbles

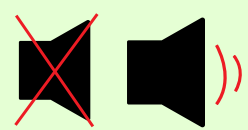


Singing Element



UI Elements

Sound Elements



Play Buttons



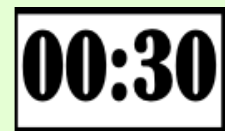
Health Elements



Point Counter Element



Timer





[illegible]

Try again

Loosing Screen:
If the user
collects 3 carrots,
this screen will
pop up (buttons
incl.)

Winning Screen:
If the user
collects 6 pieces
of cake, this
screen will pop up
(buttons incl.)

CONGRATULATIONS!

Mother-in-law fell asleep!

Play again

Activity Diagram

