

About me

Hello. I'm MinYun Pan,
a recent graduate in Dramaturgy and Literature.

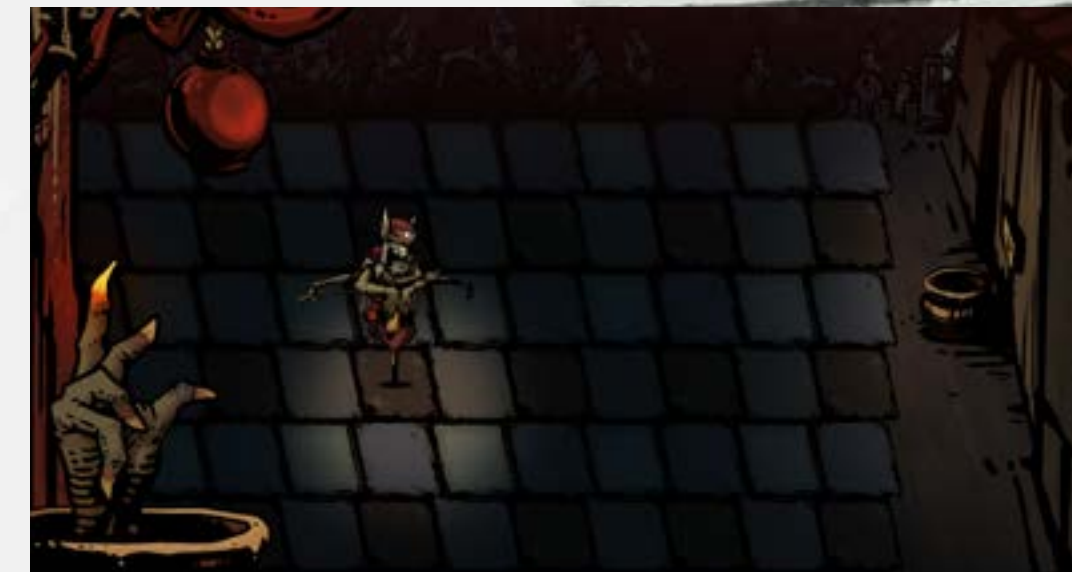
I have a strong passion for writing and tabletop role-
playing games (TRPGs).
My dream is to pursue a career as a narrative designer
and game designer.

I aspire to craft compelling and profound stories
through the medium of gaming, along with creating
interactive mechanics that leave a lasting impression.



My website: <https://seasaltg.wixsite.com/website>

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(2023)

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KhanBong



THE GAZE OF THE UNSEEN

Teamwork with 3 members

My role: Game designer, Concept artist, Narrative designer

Type: Turn-based strategy game

Year: 2023 Duration: 1 and a half month

Platform: PC

Video link: <https://youtu.be/W8BQhdIPYok>



Introduction

Core Concept

Khan-bong is a turn-based strategy game that aims to convey the feelings of **insecurity and dread** one experience when **navigating through darkness**.

Context

The whole game is covers the journey of the protagonist who is **guided by a dim light as they walk in a dark environment** with the aims of avoiding enemy and eventually reaching the endpoint.



Players must move across the game board to reach the opposite end. Simultaneously, invisible enemies are roaming the board, also moving about.

Inspiration



The game's narrative and art style are inspired by Chinese supernatural culture. We chose incense as the source of **the dim light** as incense symbolizes blessings within Chinese culture, with people typically lighting three sticks of incense in front of a deity's statue when seeking help.



In designing the protagonist, we took inspiration from Taoist 'Jitong,' who serve as intermediaries between celestial beings and humans, similar to Western 'mediums.'

In our game, celestial beings guide the Jitong, using incense to help them avoid ghosts. Once they successfully reach the endpoint, the Jitong places the incense in a censer, offering blessings to human.

Mechanic

Game goal

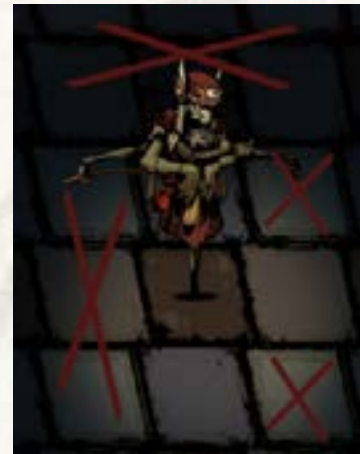
- The goal of the game is to reach the endpoint.
- If the ghost **occupies the same board grid** as the player, the game is over.
- The player cannot see the ghost, but the incense will indicate the ghost's direction.

Control

- Move the protagonist by clicking the target grid.

Movement

- Both the protagonist and the ghost move one grid per turn on the game board.
- The protagonist cannot backtrack, while the ghosts maintain their forward direction.



- The lanterns light up when the ghost changes direction.

Skills

- Click on the Talisman to use two skills:
 - Skill 1: Illumination - Reveals the ghost's position
 - Skill 2: Confinement - Prevent the ghost's movement

Lanterns

light up when the ghost change the direction of its movement.



Protagonist



End Point



Incense

Shows the relative position of the ghost to the player

Mana

Displays the remaining number of skills available

Talismans

click to use the skills

Token

click to end your turn

Indicator



When ghosts are within range, the corresponding incense will lights up.

As shown on the above, it indicates the presence of ghosts in ↑ area.



Skills



***Illumination**
Rune

Reveals red footprints if a ghost is in the casted grid. (One turn)



***Confinement**
Rune

Prevents ghost movement if a ghost is occupying the casted grid. (One turn)

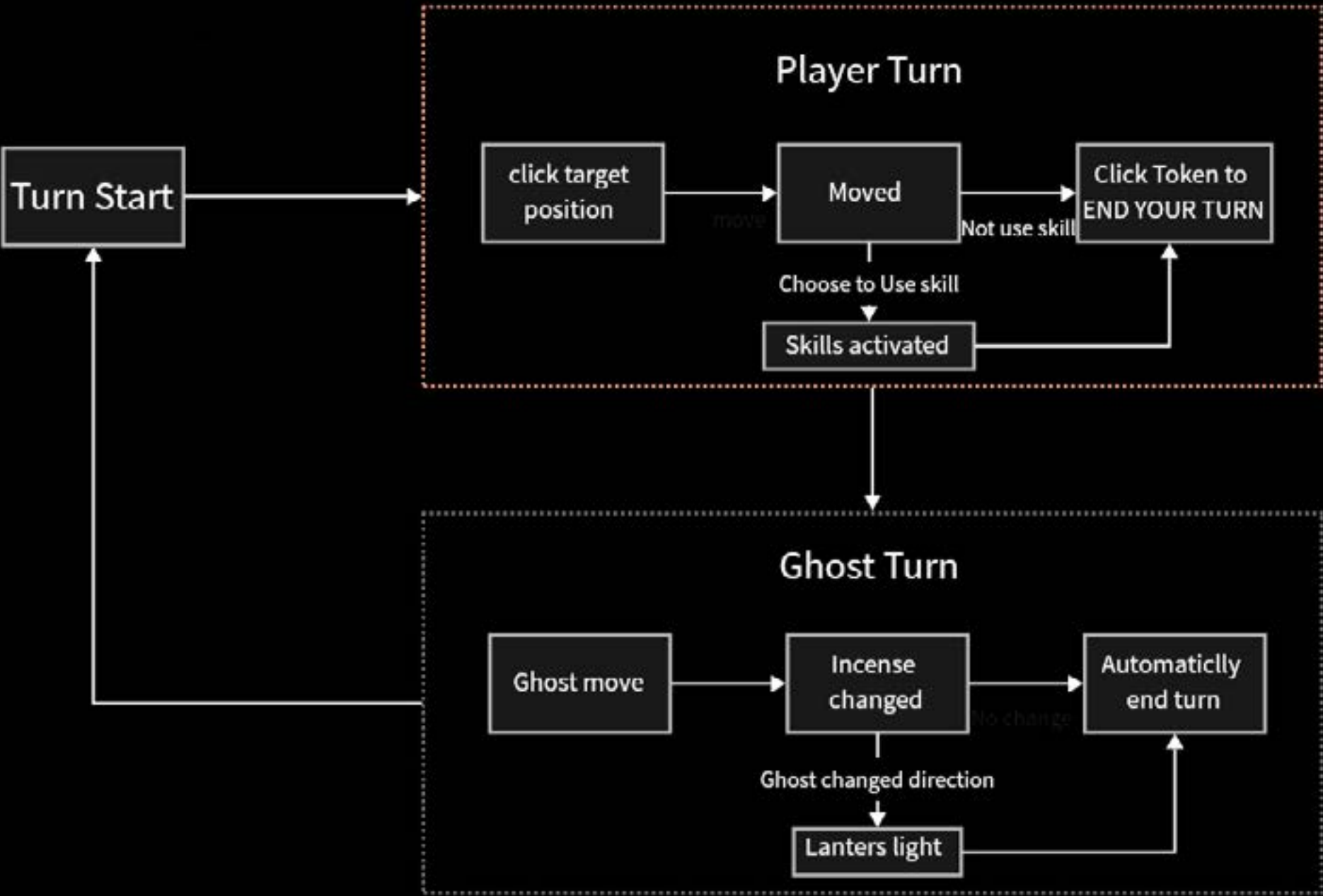
Lanterns

*** Illuminated lanterns** indicate when the ghost changes its movement direction.



Game Flow

The game alternates between player and ghost turns. Players end their turn by clicking a token, and the ghost's turn ends automatically after its move.



Iteration - Reducing the memory burden

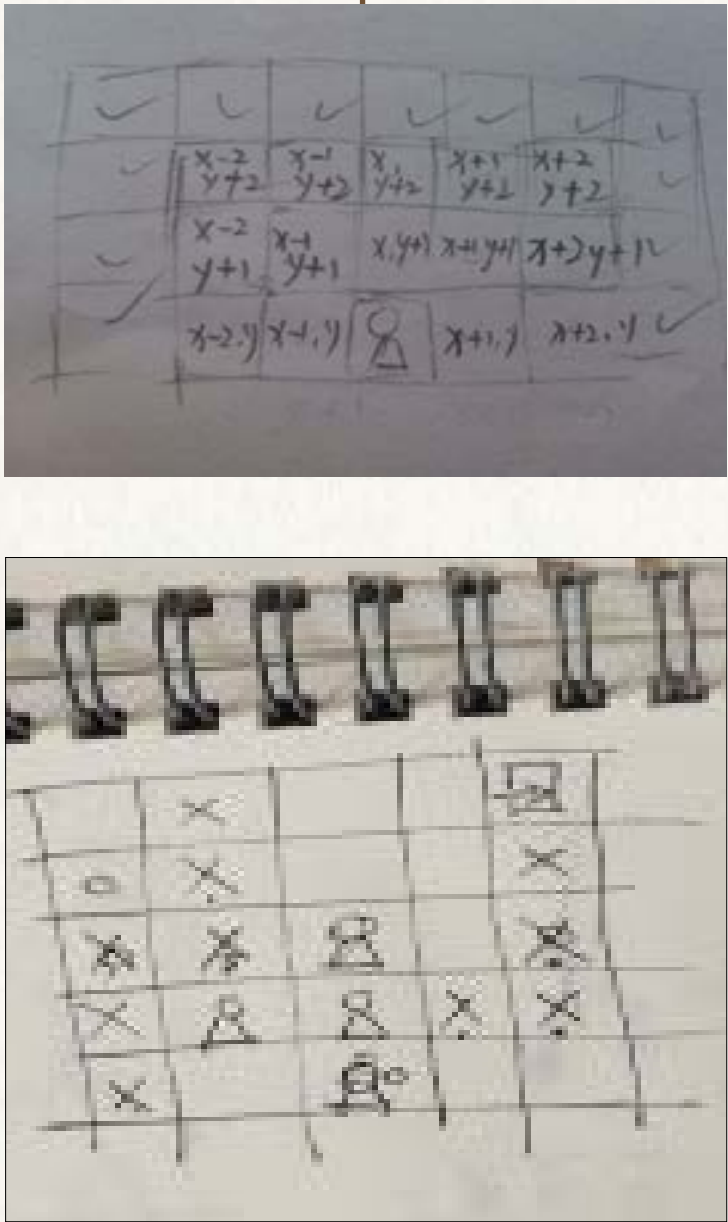
original design

In the beginning, we had only **three incense sticks** with a wide detection range, aiming for precise ghost direction and an exact distance in grid units.



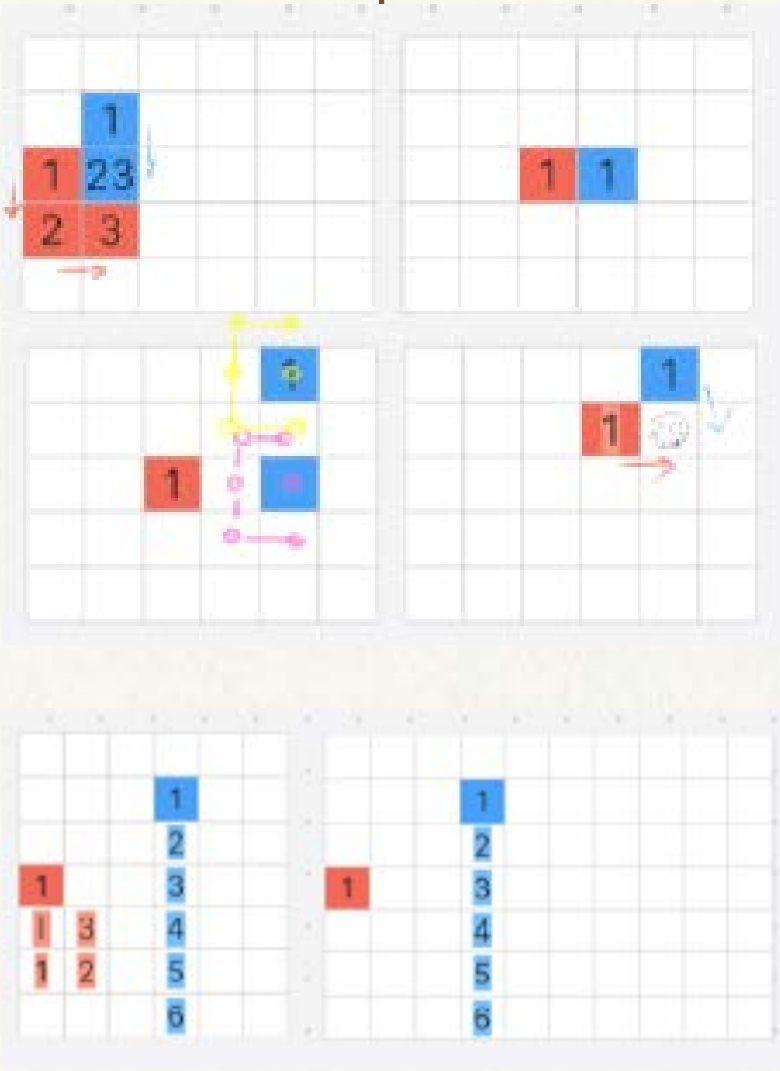
Reduce the complexity

After several rounds of paper testing, we found over complicated the game and was not enjoyable. But **reducing the range** to indicate vague ghost positions increased the 'uncertainty' and 'tension' in the darkness as players had to guess and confirm by changing their position.



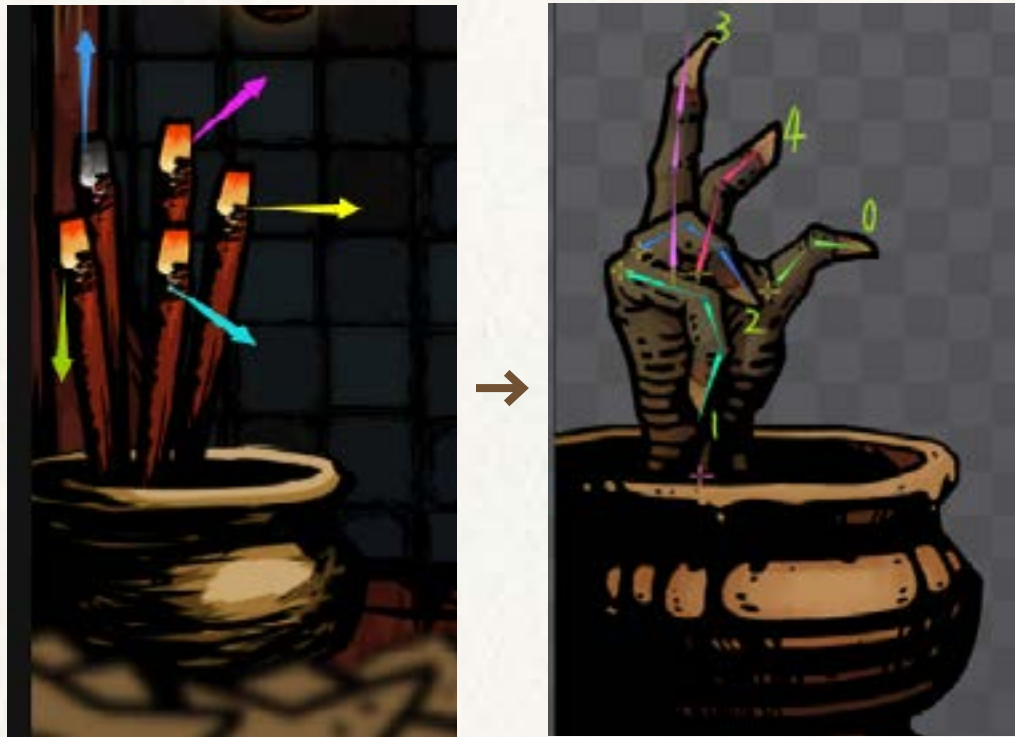
Enhance hints

Additionally, using only three incense sticks need two sticks lit simultaneously to show the direction. We also used three levels of brightness (low, medium, and high) for hints, which was imposing aa high memory load. Therefore, we **increased the number of incense sticks to five**.



Enhance hints

Finally, we simplified the hints further by switching to the current **finger-shaped incense** design for better directional clarity.



Level Design

Level 1

Goal

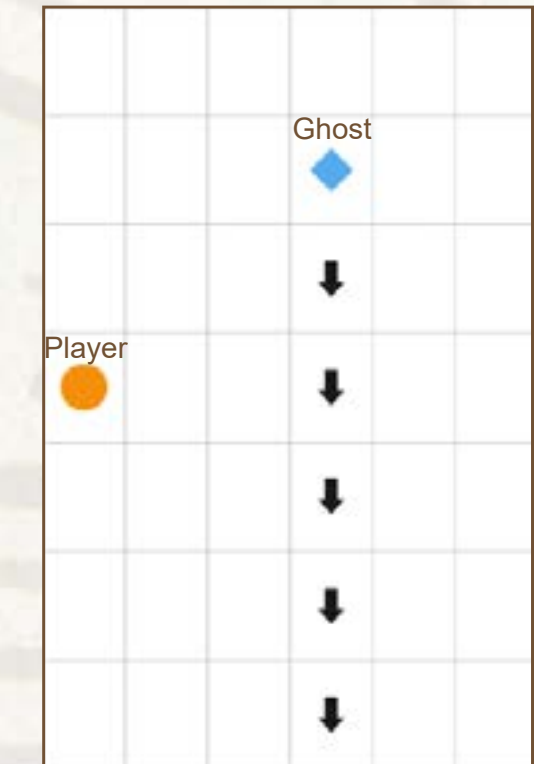
Helping players quickly **grasp the game's core gameplay**: movement, incense indication, success, and death.

Mechanic

To reduce the learning curve for players, I made the first level half the size of a regular map. This idea was inspired by the first level of Plants vs. Zombies.



In this level, players have no skills and can only rely on movement to evade the ghost. The ghost only moves along a fixed straight line and won't change direction.



- Player spown position
- Enemy spown Position
- Default movement path of enemy



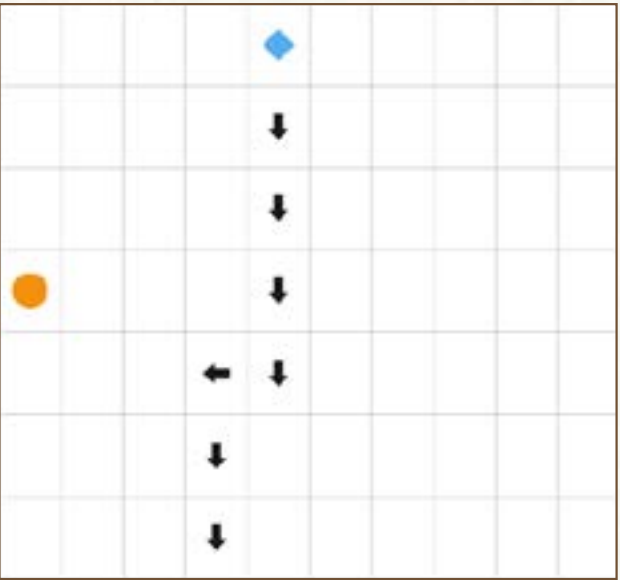
Level 2

Goal

Reinforce familiarity with core gameplay while **gently increasing the challenge**.

Mechanic

The ghost still follows a fixed path but **makes one change of direction**. When it turns, the lantern at the top of the screen lights up.



- Player spown position
- Enemy spown Position
- Default movement path of enemy

Level 3

Goal

The **complete version** of the game mechanics.

Mechanic

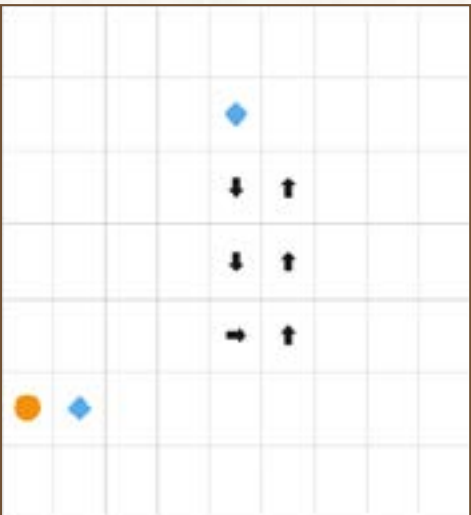
Players now have **two skills**, and the ghost no longer **follows a fixed path**.

Here we introduced "Ghost's Field of gaze," which is the five grid spaces in front of the ghost.

field of gaze	field of gaze	field of gaze
field of gaze	Ghost	field of gaze

When a player enters the ghost's field of view, the ghost starts haunting(Stop moving along the established route and start approaching the protagonist), and the screen turns red.

The placement of the first ghost is carefully designed to ensure players can't pass without using their skills. After 1-2 failures, they will learn how to use skills effectively and apply them against the second ghost.



- Player spown position
- Enemy spown Position
- Default movement path of enemy



Art design

Stage design

Referred to the cardboard box theater and the traditional Chinese stage.



Protagonist&UI

All the props that appear on the foreground UI (Incense, Talisman, lantern) are actually held in the protagonist's hands.



The protagonist is characterized by his hands, so when he uses the illuminator, which illuminates the ghosts, we designed to represent the ghosts with footprints. This creates a stark contrast.



Many of the UI's modeling reference Taoist items.

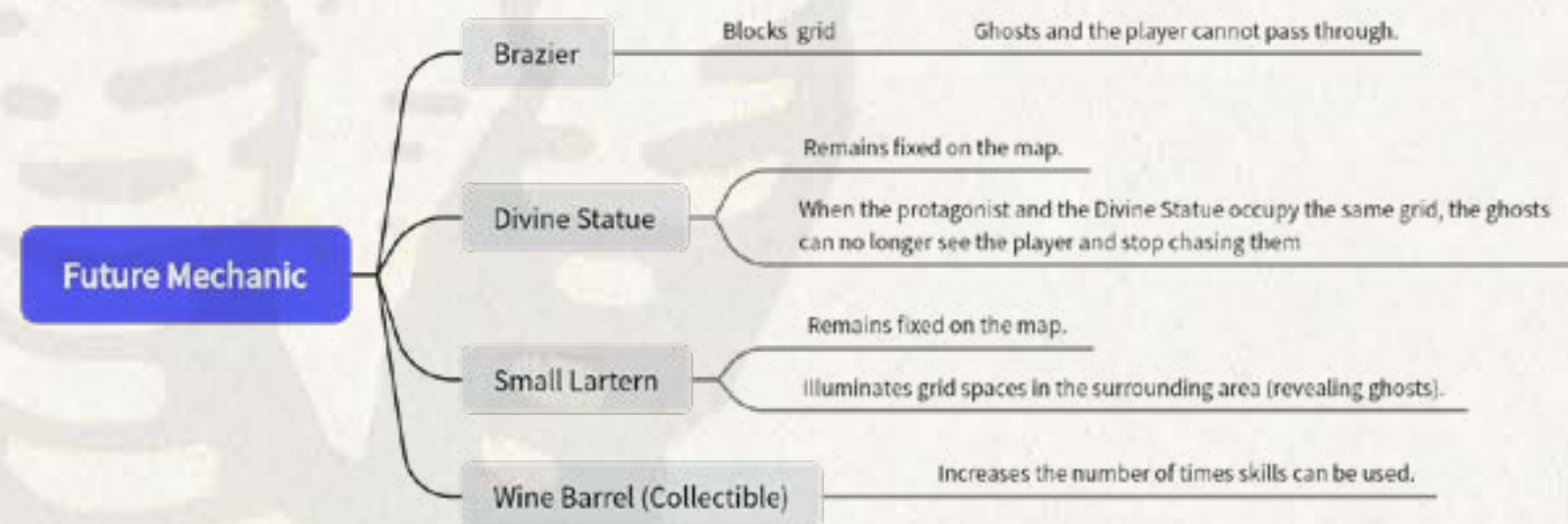


Token

Talisman



Review



GULLEN THEATER

Theatre During the Pandemic Era

Project Type: Immersive Theatre

My role: Playwriter, Director

Duration: 2021.6-2022

Introduction

"When people were confined to their homes, and the fear of the pandemic haunted everyone, who still needed a theatre?"

This script, titled "**The Gullen Theatre**", was written in 2021, during the peak of the **COVID-19 pandemic**. As drama school students, we have found ourselves often exploring this question. Over a year of the pandemic took its toll on theatres, with much of our creative work being forced online . Moreover, theatre has unfortunately been seen as less popular in our lives in comparison to movies and other more mainstream forms of entertainment.

So, I adapted my favorite play, Dürrenmatt's 'The Visit of the Old Lady,' and changed the original run-down town of 'Gullen' into a theatre **struggling to survive** the impact of the pandemic. The entire story unfolds within this theatre and includes various audience interactions.

Videolink: <https://youtu.be/QwNexLTM-es>

Story

Outline

During the pandemic, Gullen Theatre, struggling to stay afloat, organized a performance starring its star actor, Ill(ILL), large numbers of audience members were invited. However, the show wasn't for the audience but was to serve a special guest: billionaire Clara. Clara, a former actress and Ill's ex-girlfriend, would invest one billion dollars in the theatre but had one condition: Ill's death."

ACT I- Audience at the entrance

This unfolds at the ticket booth outside the theatre, where the audience waiting in line witnesses the rundown and chaotic state of the theatre, along with the busy actors.

ACT II -The play begins and Clara interrupts the play

Act two, Ill and the other actresses are on stage performing when Clara abruptly interrupts their act from the audience, and insist upon on taking the actresses' place – a demand that no one dares oppose. Onstage, Clara is confrontational, relentlessly using dramatic lines to question Ill. Eventually, Ill, under immense pressure, nearly breaks down, and Clara then announces she'll sponsor the theatre with a billion dollars – if anyone can kill Ill.

ACT III- The death of Ill

The manager appeals to the audience, asking them to vote: Kill or spare Ill? Subsequently, all the actors collectively hunt Ill down, armed with toy guns. Ill eventually falls, or one could say, he willingly gives up his life. His body is placed in a cart brought by Clara and pushed offstage by the actors – even as the cart continues to produce sounds of banging and thumping."

Characters



Clara

The theatre's former actress, once in love with Ill, now a billionaire. A spotlight that can walk.



Ill(ILL)

The theatre's star actor. Attractive appearance.



Theatre Manager

Willing to pay any price to save the theatre, spends thirty minutes every day spraying adhesive.



Choir

The theatre employees, directed by the theatre manager, want to quit but can't quit, constantly grumbling and complaining.

Clara: I believe money can buy justice. I will donate one hundred million to the Gullen Theatre.

Manager (from the audience): You're a godsend! (Urges the people around) Applause, come on, give a round of applause for Ms. Clara!

[The choir joins in with applause.]

Clara: As long as someone can kill this man lying in bed, Alfred Ill.

[The manager stops dead in his tracks.]

Clara: Within the time of this performance.

The style of absurdity

Absurdity in performance

The scripts characters, dialogues and plots all embody a tone of **absurdity and exaggeration**. I greatly appreciate this absurdity style. It's entertaining, rich in symbolism, and **represents the profound sense of human powerlessness against insurmountable forces**, much like the traumas and helplessness brought about by external factors during the pandemic (viruses, lockdowns, policies, economics, etc.).



Exaggerated performance

Absurdity of characters' goals

While the theatre staff energetically performs, shouting 'Who will buy our theatre?' the entire show serves a billionaire heiress instead of the audience (who are supposed to be the primary focus). This contradiction underscores the absurdity within their actions.



The character use toy guns to 'shoot' Ill



A video plays during the play, where the actors enthusiastically promote the theater, just like a lively TV shopping commercial

Manager: Attention, stand at ease, and stand firm.

Choir Member 1: Who are we standing in a row for here?

Choir Member 2: They say it's for the audience.

Choir Member 1: The audience. It's been so long since we've had an audience.

Choir Member 2: One year, two years, or ten years?

Choir Member 1: A hundred years. We're all dead. We're standing in a huge grave, the remains of a long-deceased theater. We're buried here. The audience is outside, passing by this massive tomb, mocking, "Look! A tombstone!"

Choir Member 2: I don't see what's so funny about a tombstone.

Choir Member 1: Because tombstones don't wear masks. Nowadays, people in this world find it absurd.

Space & Interaction

Space/Spectator Relationships

In 'The Gullen Theatre,' the most crucial character is, in fact, the theatre itself. It takes on a dual role, serving as the 'real performance space' and also as the 'narrative character' of the rundown theatre within the play. I tried to recreate a theater in the midst of an "epidemic" through the design of the space, and allowed the audience to interact with the space in order to create a sense of immersion.

A Theater in the epidemic

To further infuse this performance space with the symbols of the pandemic, we reinstated various entry restrictions similar to those in real theatres during that time.



Actors performing and interacting with the audience

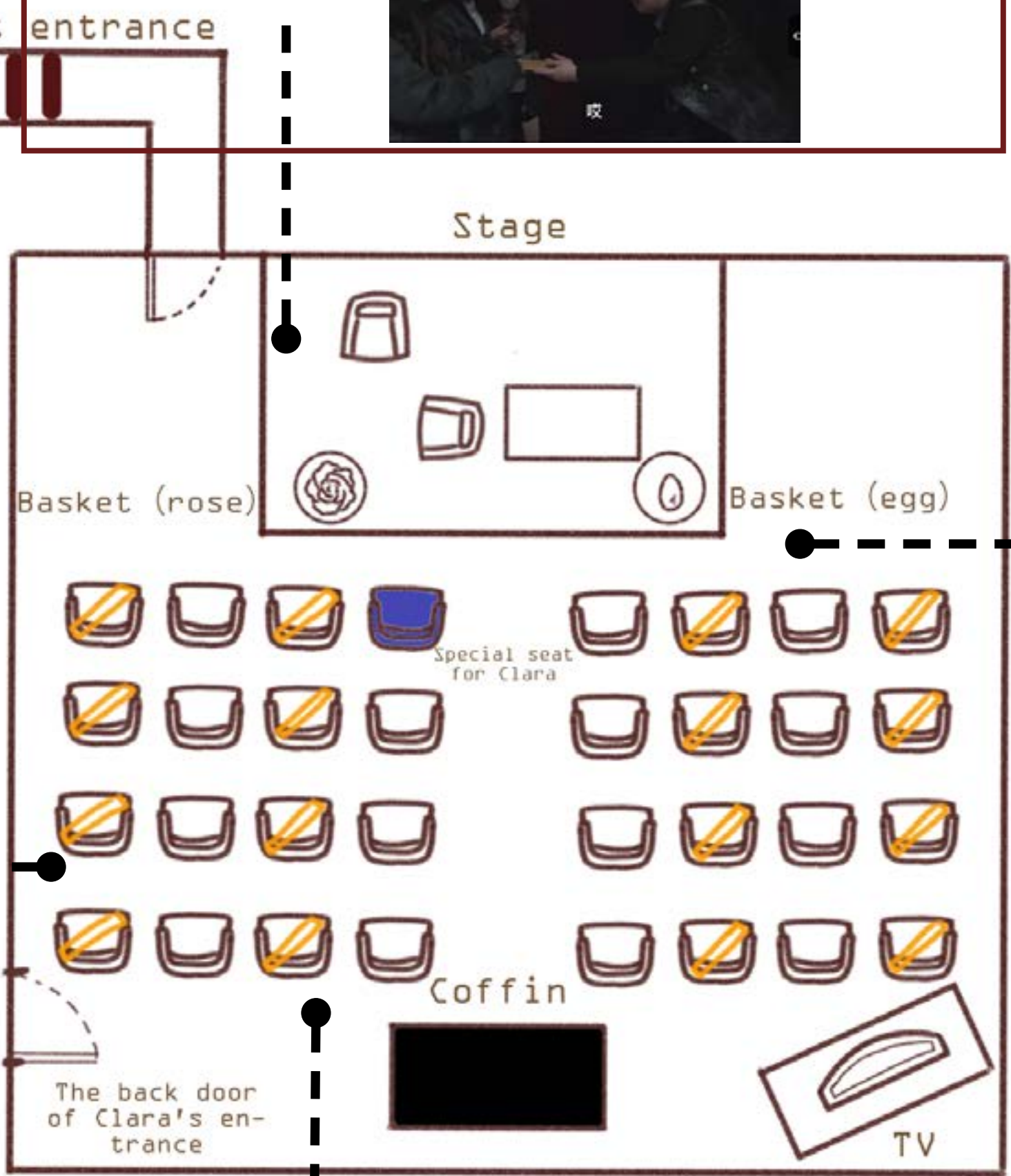


Upon entry

scanning a 'health code' (a mobile identity verification used to confirm used to confirm that you haven't had contact with infected individuals) was required.

Interaction with audiences

we had the actors use small props, and then invited the audience to mimic them. This helped the audience to quickly immerse themselves in a 'performative' and 'theatrical' state, rather than assuming they were solely spectators.



Blocked seats

People had to sit separate from each other, and we used tape to mark off seats that were not to be used.

Audiences' dual responsibility

The audiences also hold this dual responsibility. They are both invited spectators within this fictional narrative in addition to being the actual audience for the performance. Hence, I aim to create as much immediacy as possible, bridging the gap between the audience and the performance space to enhance the live experience.



Asked audiences to

choose either a rose or an egg and they had the option to present this to the actors.



Actors performing and interacting with the audience

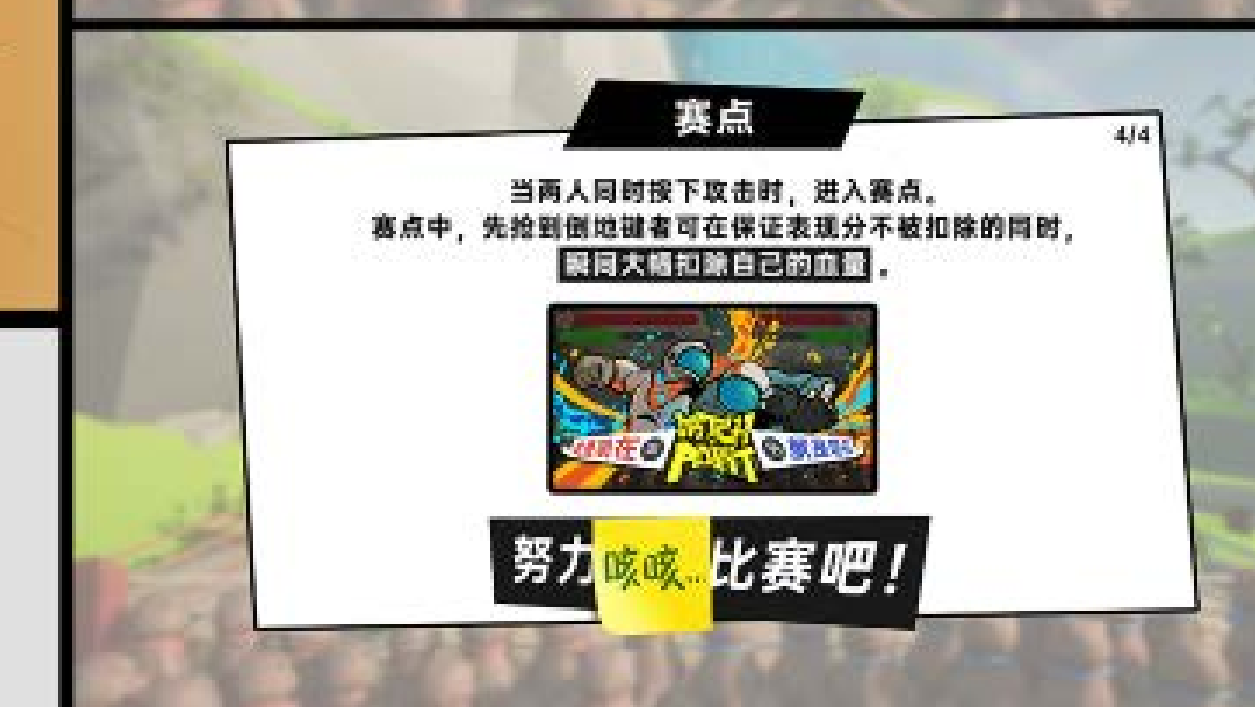
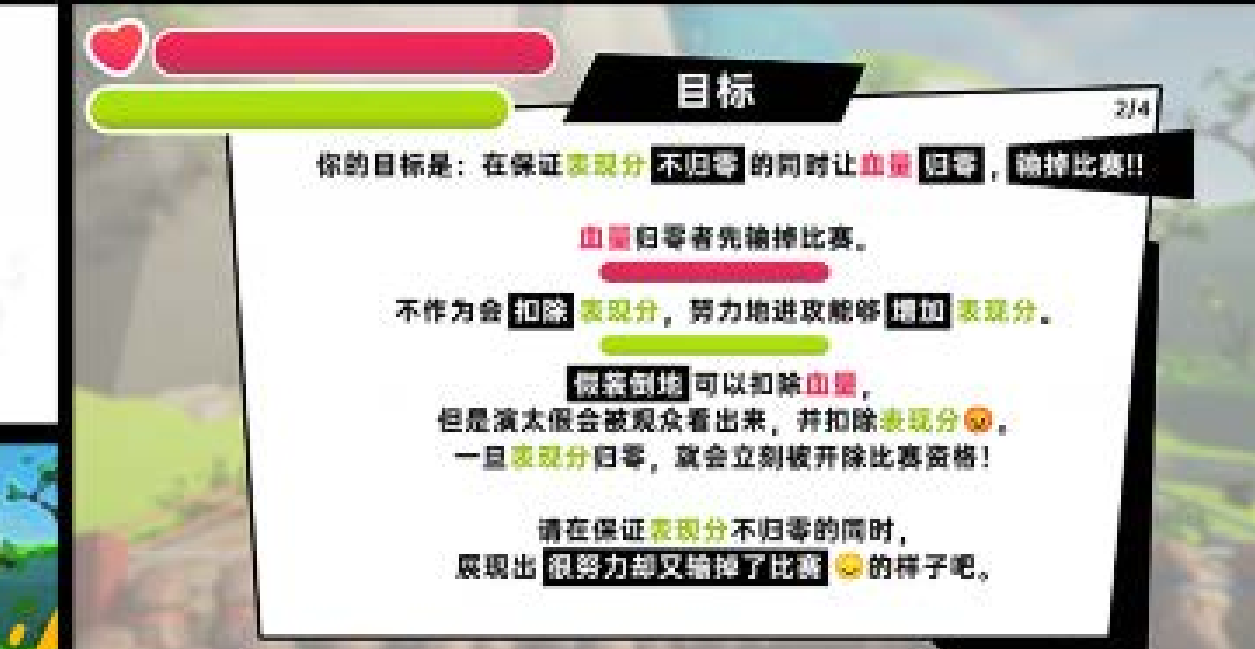
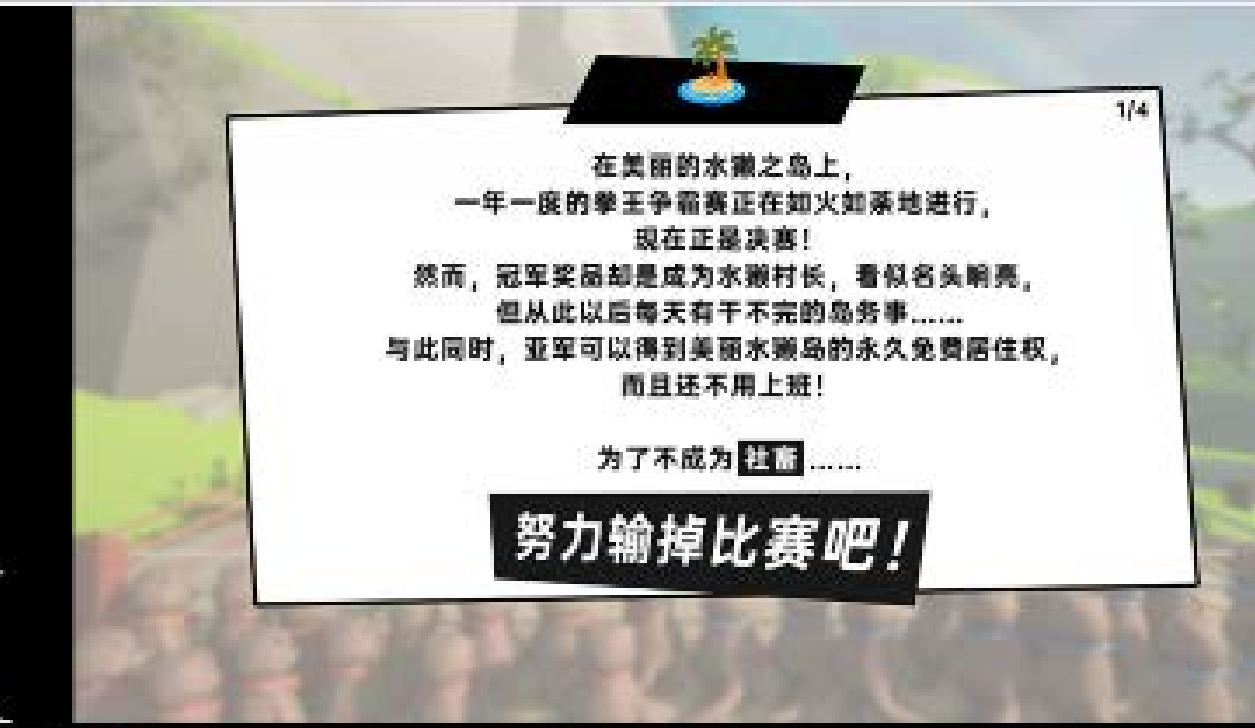
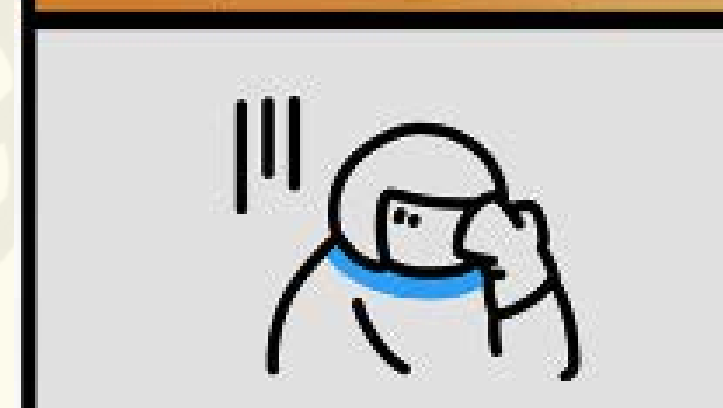
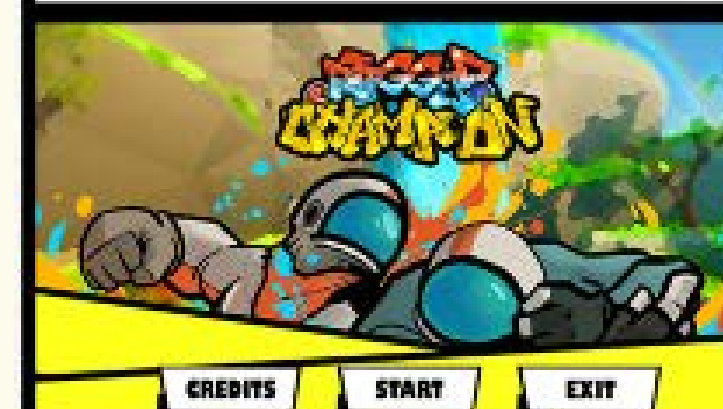
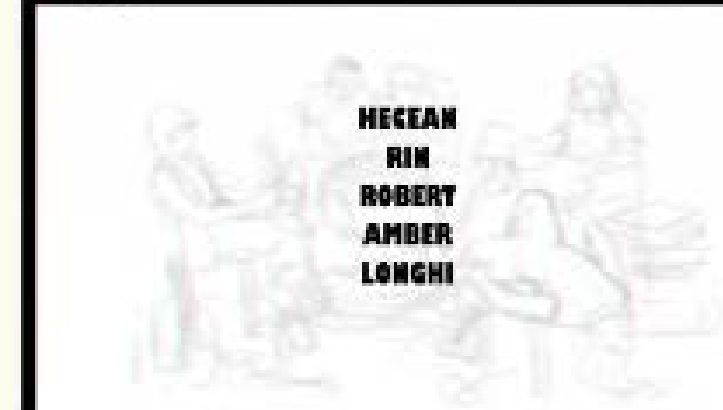
LOST CHAMPION

Entertaining Two-Player Fighting Game
Teamwork with 5 members.
My role: Game designer, Narrative
designer
Year:2023 Duration: 3 days
Platform: PC

A unique gaming experience that dynamically
blends interaction within the **game screen** with
real-world physical interaction.
The unique objective of "**Try to lose the
match!**" and its corresponding feedback design
aims to enhance the game's fun factor.

Video link: https://youtu.be/T0_2HIuSwQI

CIGA X GMTK

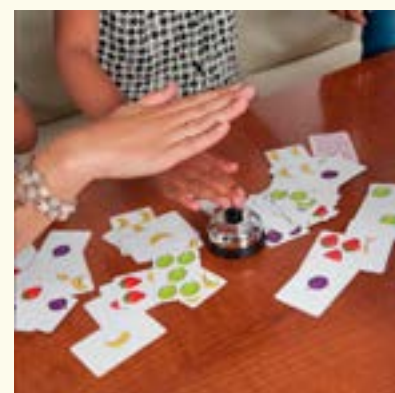
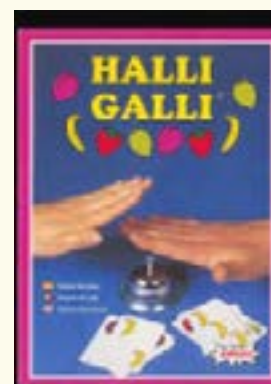


Inspiration- 'TOUCH'

1

The game is a combination of the 2023 CGJ theme "**Touch**" and the 2023 GMTK JAM theme "Role Reverse."

We plan to expand the "**Touch**" theme into an real-life interaction where two players need to physically touch each other. Similar to the bell-ringing concept in the board game "Halli Galli": When players see **five identical fruits** on the table cards, they must quickly ring the bell.



Since there's only one bell, people often reach out to ring it simultaneously with the aims of winning, leading to **physical interactions** and competition.

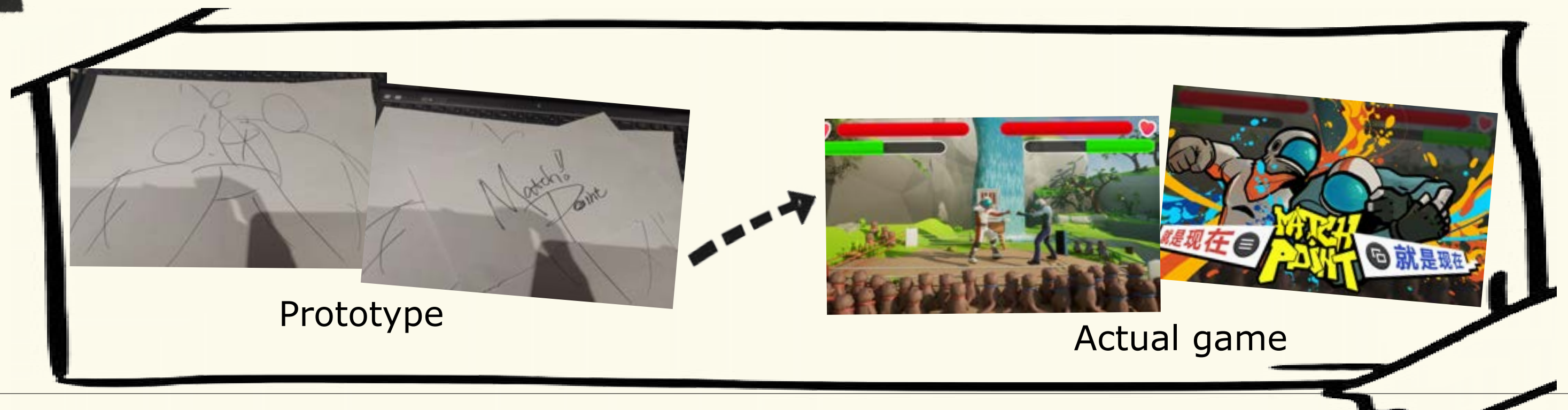
Therefore, we envisioned a game where players share the controller, and there will be a **critical moment** in the game, a Quick Time Event (QTE), where players must quickly press a button to gain an advantage.



2

Critical Moment: Match Point

So, we designed the '**Match Point**', which is the '**Five identical fruits!**' moment inspired by the game Halli Galli. moment in Halli Galli of our game. When players attack each other simultaneously, the Match Point emerges and the player who grabs the 'Match Point' button first gains the advantage.

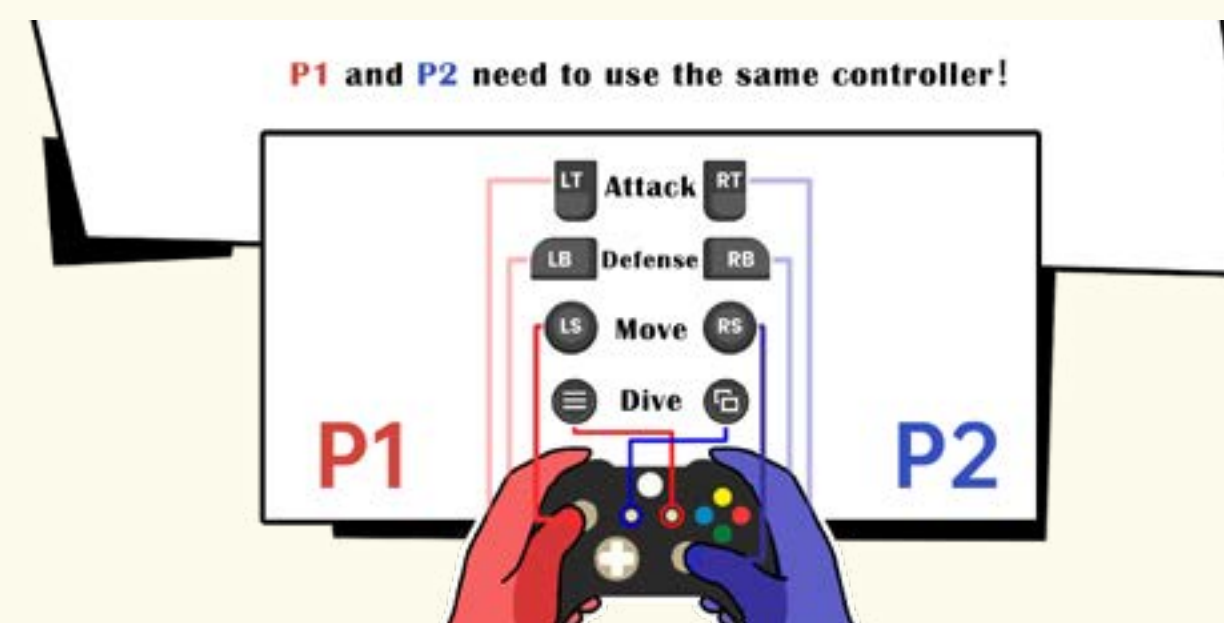


3

Grab the Button on the Other Side!

After multiple iterations of how to allocate the buttons, we settled on the final mechanism.

When entering the **Match Point**, both players must compete to control the "dive" button located on the other player 's side of the controller (As shown in the image below, left player needs to grab the red button, while right player needs to grab the blue).



Inspiration- 'Role Reverse'

The "Role Reverse" theme provided us with the inspiration in terms of game mechanics. In traditional fighting games, players usually have to give their all to defeat their opponent in order to win. However, we wondered if it was possible to create a unique and fun gaming experience where players put in effort to **"lose the match,"** allowing their characters to **get "hit"** as much as possible. Hence, we chose the theme of "Pretend match" for our game.

Story Background

A light-hearted backstory that **offers an explanation behind** for the 'Pretend match' while aligning with the game's **humorous style**.



1/4

On the beautiful Island of Otters, the annual King of Fighters Championship is in full swing, and now it's The Final! However, the reward for the winner is to become the manager of Otter Island, which may sound prestigious, but it comes with a never-ending list of daily island chores..... Meanwhile, the runner-up gets a lifetime of free residency on the beautiful Otter Island and doesn't have to work! In order not to become a **wage slave**

Try to lose the game!

Duel Evaluation



HP : The player who get hits reduce HP. If their **HP reaches 0**, that's **means a 'win'**.

Reputation Points: Acting passively (taking no action and only getting hit, will result in a deduction of reputation points.

Reputation Points reach 0 means character is kicked out of the match **(lose)**.

We have designed dual evaluation criteria for **HP and Reputation Points** to maintain game balance and create further game challenges. Players need to **keep their Reputation Points from going to zero** while **getting their HP to zero**. The goal of the player's game is to be constantly attacked by the opponent, thereby reducing their HP to 0. Being hit can be achieved through **passive movements like defense**, but this can also affect Reputation Points and result in the player being kicked out of the game.

System and Numeral

Player actions are categorized into **Attack, Defense, Inactivate (No buttons were pressed), and Dive**. For all possible scenarios that these actions might create during a match, we established corresponding tables for the increase and decrease of HP and Reputation Point.

	Atk	Dfs	Inactivate	Dive
Atk	攻	防		
Dfs	攻	防		
Inactivate	倒	倒		
Dive	倒	倒		

Data Prototype

	Hp (Player1)	Rp (Player1)	HpB (Player2)	RpB (Player2)
0 (A X A)	-	-	-	-
1 (D X A)	0	20	0	5
2 (D X D)	0	0	0	0
3 (I X A)	-5	-10	0	10
4 (I X D)	0	0	0	5
5 (I X I)	0	-5	0	-5
6 (DI X A)	-20	-20	0	20
7 (DI X D)	0	-30	0	0
8 (DI X I)	0	-40	0	0
9 (DI X DI)	0	-40	0	-40
0: Match point				
A: attack D: defense I: inactivateDi: Dive				

First Version

System-Find the balance

1. Win: Your Character's HP reach 0.
Lose: The other character's HP reaches 0, or your character's Reputation Points reach 0.
2. Players are **encouraged to actively attack**.
 - a. Reputation Points decay over time, so prolonged inactivity will directly lead to losing the game.
 - b. Successful attack significantly increases reputation points.
3. Players are **NOT encouraged to defend or be inactive**.

Such movements decreases their Reputation Points.

Dive-A risky movement

Deliberate dive is a **risky movement**. It can deduct a certain amount of health, speeding up the health bar's decline. However, it also results in the substantial loss of Reputation Points.

The combination of Match point and Dive

When both players attack simultaneously, it triggers the Match Point. In the Match Point, the player who reaches the Dive Button first executes a "**Perfect Dive**."



RIGHT NOW! VS RIGHT NOW!

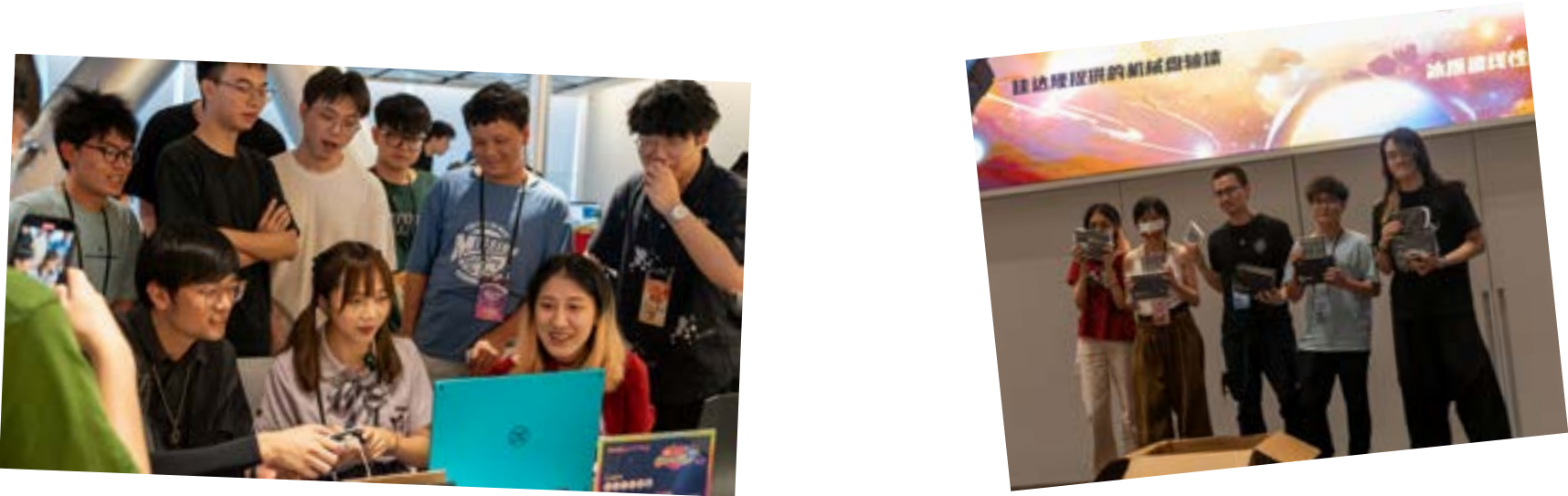
This is the most important action in the game, for it deducts a significant amount of health without reducing Reputation Points.



The "Dive" animation is deliberately over-the-top, adding humour to the game.

Playtest and Improvement

At Gamejam, our game was very popular, and everyone found the mechanics interesting. However, there was also an issue: **The concept of reversing the regular objectives was hard to be accepted by the players.** Although we explained the rules and created an in-game tutorial, players still preferred to "beat the other team" when they started playing the game.



Improvement

UI Hint- More Explicit

When the player's HP or Reputation Points are low, banners and icons will appear to alert the player about this. There are also additional icons representing the audience's mood to set the atmosphere.

Time for a fake dive!



That's too fake.....

Numerical- Slower Pace

We adjusted the values to encourage players to engage more with this 'Pretend Match.'

- 1.Allow player to have more time to grasp the game's mechanics**
Slowing down the game pace slightly by reducing the points gained or lost in each encounter.
- 2.Encourage player to take more inactive actions(Defense and Inactivate)**
Increased the rewards for Defense and Inactivate. While they still deduct reputation points, they now deduct more HP.
- 3. Creating more dramatic moments and TOUCH opportunities**
Encourage player to Dive outside of the Match Point period by reducing the penalty for Dive and increased its reward.

First version

	Hp(Player1)	Rp (Player1)	HpB (Player2)	RpB (Player2)
0(A X A)	-	-	-	-
1 (D X A)	0	20	0	5
2 (D X D)	0	0	0	0
3 (I X A)	-5	-10	0	10
4 (I X D)	0	0	0	5
5(I X I)	0	-5	0	-5
6(DI X A)	-20	-20	0	20
7 (DI X D)	0	-30	0	0
8(DI X I)	0	-40	0	0
9 (DI X DI)	0	-40	0	-40

0: Match point
A: attack D: defense I: inactivateDi: Dive

Advanced version

	Hp(P1)	RP (P2)	Hp(P1)	RP B (P2)
0 -	-	-	-	-
1	0	20	0	5
2	0	0	0	0
3	-10	-15	0	10
4	0	0	0	5
5	0	-5	0	-5
6	-10	-20	0	20
7	-5	-25	0	0
8	-5	-30	0	0
9	0	-30	0	-30

Match Point (P1 win)

	-25	0	0	10
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Effect

The improvements made are highly significant.The slower game pace allows players more time and opportunities to understand the game's mechanics before the game concludes. Additionally, the UI prompts make the game objectives clearer.

6 Mornings



A click narrtive Game about dementia
elderly person
Teamwork by 3 members
Duration: 14 days (2021.11)
My Role: Game Design, Narretive
design & Art concept

Videolink: <https://youtu.be/r92qd6j9mb4>

Inspiration

"6mornings" is my first video game project. It was born during the 'Love among the Starry Sky' Game Charity Competition' in November 2021, with the theme of "**Caring for Mental Health.**"

I chose dementia for my gaming theme, due to my prior involvement in an applied theater project named 'Grandma Sun's Confusion about Elderly Care'.



·While gathering research for this theater project, I gained a wealth of knowledge about Alzheimer's disease in the elderly.

·Amongst those research, what intrigued me the most was an organization in Japan known as " 老いボケ死 " (Oibokkeshi/Old, Dementia, Dead).



Concept: Step into the world they see

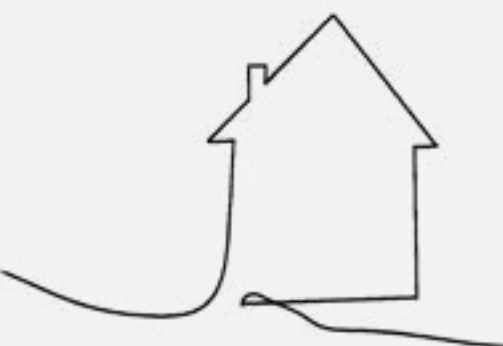
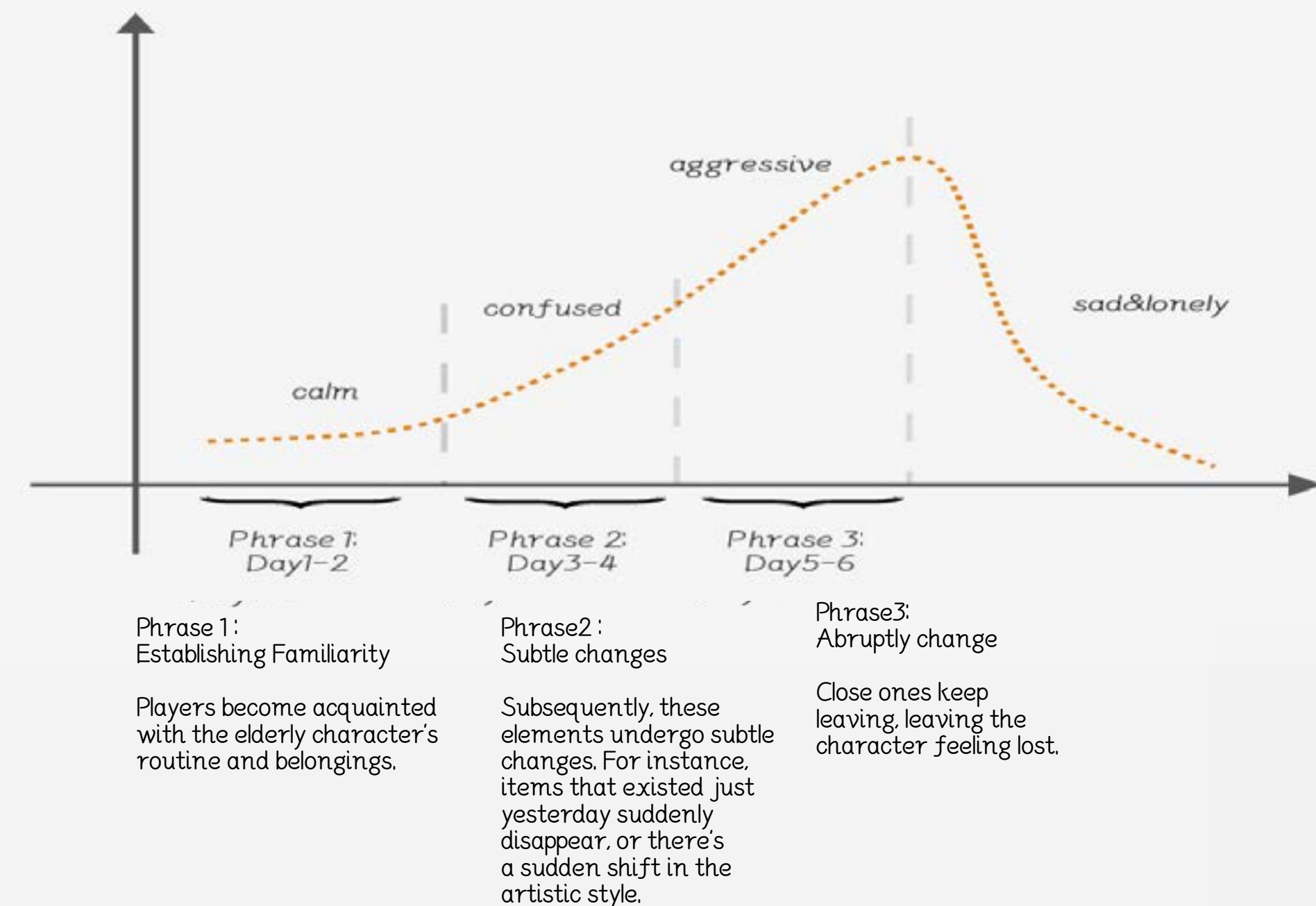
As a theater workshop centered on dementia, Oibokkeshi emphasize that the core symptoms of dementia involve uncontrollable, peculiar speech and actions. The workshop's performance philosophy is: "The dignity of the elderly should be preserved. Caregivers should not focus on pointing out the failures of the elderly or correcting what they say but, instead, should **use performance as a means to step into the world they see.**"

Game Core - experience of confusion

Hence, I've decided to explore the chaos that exists within the inner world of an elderly person with dementia, allowing players to step into the world of the elderly and **experience the confusion between their own memories and external information** from the elderly person's perspective, ultimately leading to a better understanding of individuals with dementia.

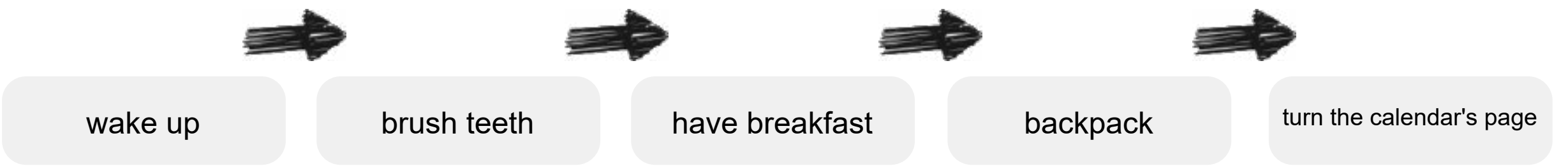
HOW ? - Reveal change within the unchanging Inject the extraordinary into the ordinary

The story requires players to carry out a **daily routine for six days**, with sudden changes impacting each day. From the player's/elderly character's view, they experience six continuous mornings, **making these changes seem illogical.** However, in reality, many years have passed from the first to the sixth day.



Interaction

Fixed Routines



Fixed Things



Interaction with Items



The family portrait



The calendar by the door vs. the disappeared calendar upon interaction.

Self-awareness



Three toothbrush cups, granddaughter's stickers, and own portrait



Only two toothbrush cups left and faded stickers



No longer recognizing himself

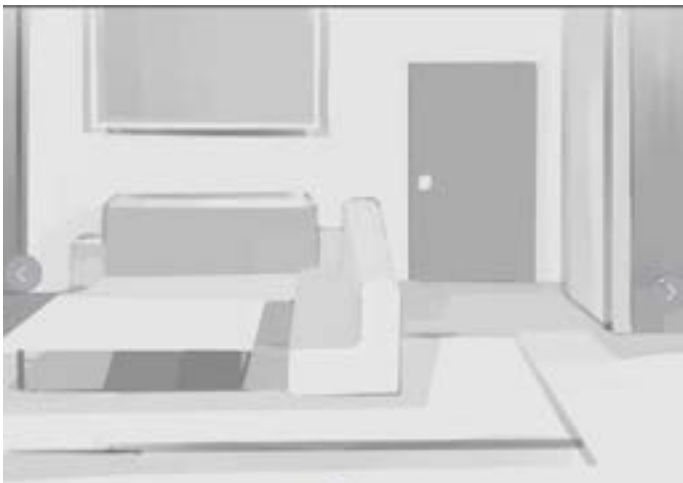
Connection with others



Upon leaving the bedroom, the granddaughter is the first thing in sight



Talking with granddaughter



The granddaughter is gone, and the door to her room is no longer interactive

Story

Day 1-2: Establishing Routine

Day1: introduce the daily routine.
Day2: the granddaughter invites the elderly to her speech competition.

Day 3-4: Onset of Changes

Day3 : when the elderly character asks the granddaughter, "It's your speech competition today, right?" she surprises him by revealing that it was last week.
Day 4 : the granddaughter disappears, and her room becomes inaccessible. The elderly character still intends to take her to school but is told that she has left for another city to attend high school.

Day 5-6: Emotional Climax

Day5 : When the elderly character wakes up, it's already noon. During a conversation with his wife, the wife sudden disappears. Anxiously inquiring about her whereabouts, she reappears at the door, saying she's going out to buy something and asks him to wait for her at home; she'll be back soon.
Day6 : The elderly character awakens alone. He explores every room, only finds himself alone. After looking around, a newspaper suddenly appears, containing an obituary: "—the lady passed away in the hospital at 9 a.m. on November 30, at the age of 74."

ARTSTYLE

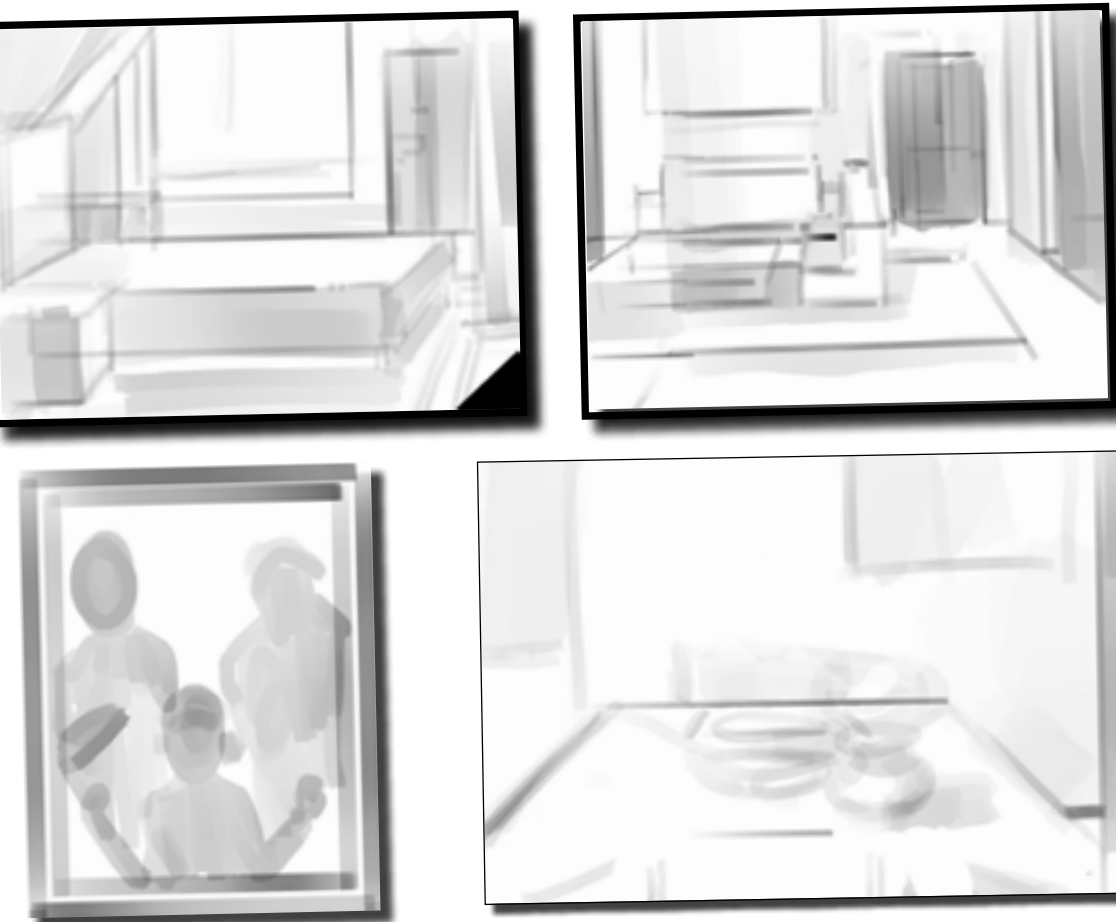
I’ve chosen a grayscale art style that combines stillness with sadness. As the story unfolds through its three phrases, the scenes gradually become scribbled, reflecting the growing chaos in the elderly character's world and memories as well as, creating an unusual atmosphere for the players.



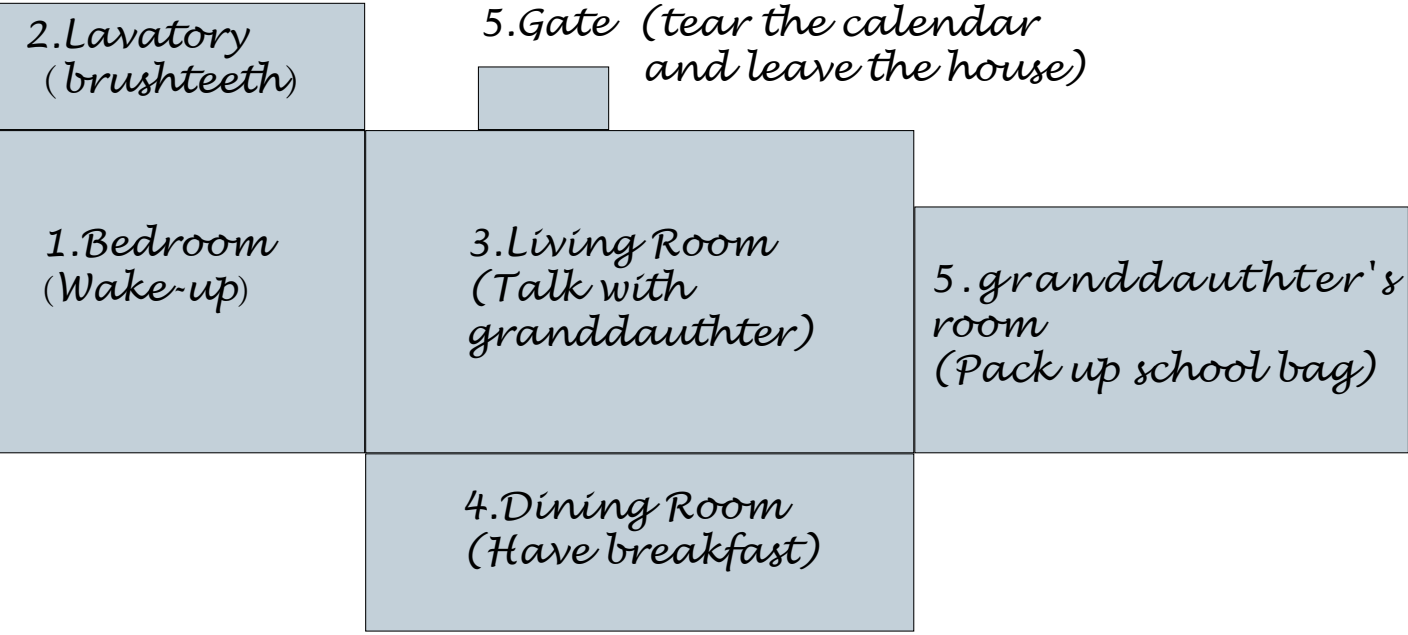
Phrase 1 (Day1-2)
Art style: initial style
Emotions: portrays a **mundane** daily life.



Phrase 2 (Day3-4)
Art Style: Blurred,
lost in details
Emotions: The world starts to change, and the elderly character begins to feel **confused**.



Phrase 3(Day5-6)
Artistic style: Very scribbled, as if it were a rough draft
Emotion: The old man's world changes drastically, his closest relatives leave him one by one, and he becomes **lost**.



Floor plan of the house

Overview



Our game won second place in the competition.



Thanks for playing here.
Aging is a topic and future that each of us cannot avoid. And Alzheimer's disease is one of the unavoidable problems among the many issues of aging. Although there are still many deficiencies in technology and conception, we hope to do our part to allow players to experience the inability of Alzheimer's patients to know what to do with the outside world from the perspective of a patient. I also hope that in this regard, more people will pay attention to this disease, because it may happen to those around us and ourselves at any time. Please also give more patience and care to every elderly person. It's not that they don't want to do it, it's that many things have already been done. Thanks again!

Exit

The players considered our game to be very emotionally charged and touching, while at the same time surprising people with unexpected changes.



Other WORKS



《Being towards Birth》Game Performance & Text

Introduction

1. The game consists of Post-it notes scattered on a table with cards.
2. Players are free to choose any Post-it note and start reading. By placing the card that corresponds to the text into a designated space on the sticky note the next paragraph will appear.
3. When all of the sticky notes 1-11 are finished, the 12th one appears.
4. Level 1 cards appear on the table at the start of the game, and Level 2 cards appear after the corresponding event is completed.

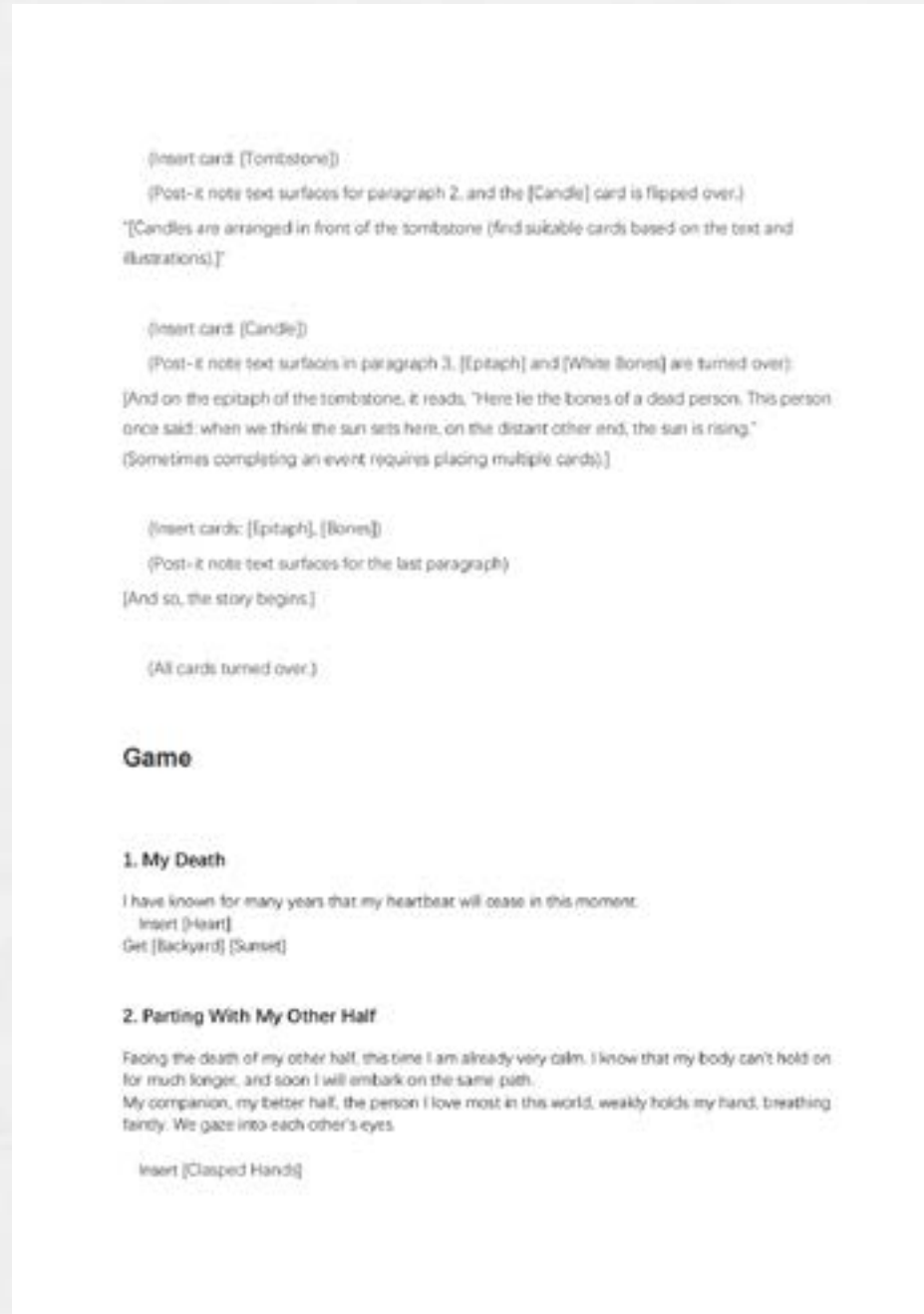
Cards

Level 1 cards: Heart, Clapsed Hands, Cardboard Box, Egg, Newspaper, Broken Cup, Crystal Butterfly, Bug Catcher, Medal of Valor, Cane, Perfume, New Clothes, Gardenia, Missing Person Notice, Lollipop, Bicycle, Bandage, Newborn's Diagnosis, Photos of Little Girl Merry-go-round, Necktie, White Bouquet

Level 2 cards: Backyard, Sunset, Red Bouquet, Embryo, Tombstone, Candle, Epitaph, Bone

Game Tutorial

(At this point, there will be a large pile of cards scattered on the card table, but all of them are back-ups, and only the [Tombstone] card is heads up. There is only one sticky note.)
(Post-it note text, paragraph 1):
(A newly erected tombstone. Seeing this tombstone, you know that someone once existed.
(After placing all the required cards, the event will be completed.))

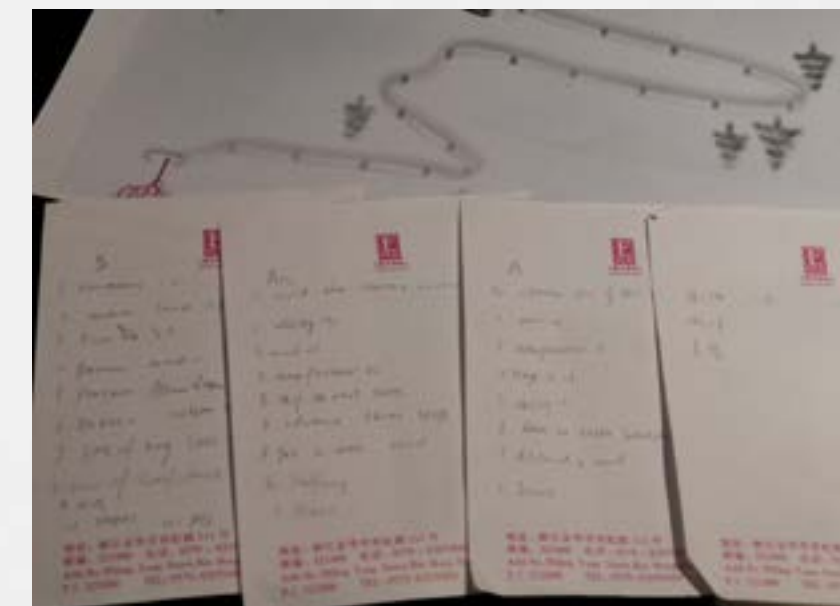


Being Towards Birth Nattaive Click game & Creative Writing

A story about the past, the future, the birth and the death, the memories and the goodbyes.
A story that could be anyone's life story.

MY JOURNEY (Prototype) Single-player board game

A dream chasing journey that constantly faces challenges and setbacks.



Other WORKS



Applied Theatre
Issues regarding to the old
age care elderly and self-
growth



TRPG (tabletop role-playing games)
scenario & design work

