

THE UPROARIOUS LAUGHTER STORE

CONCEPT

This is a role-playing puzzle game, the protagonist as a depressing and dreary family has the only happy young boy, need to gradually unravel the mystery of the family through their own behavior, to ensure their own happiness while changing the whole evil family business.

INSPIRATION



The suicide of pedestrians on the road for no reason, and even the gray pigeons falling in the air, are all rendering a sad and miserable scene, and it is even more ironic that public suicide is illegal.



The film is inspired by the movie Le magasin des suicides, where joy has left everyone and "survival or death" is no longer a question, people are scrambling to choose the latter.

RESEARCH



Every suicide is a tragedy. The World Health Organization (WHO) and the Global Burden of Disease study estimate that almost 800,000 people die from suicide every year.^{1,2} That's one person every 40 seconds.

With timely, evidence-based interventions, suicides can be prevented.

Suicide is a leading cause of death, especially in young people. More people die each year from suicide than from HIV, malaria or breast cancer, or even from war and homicide, and suicide remains one of the leading causes of death worldwide.



BACKGROUND



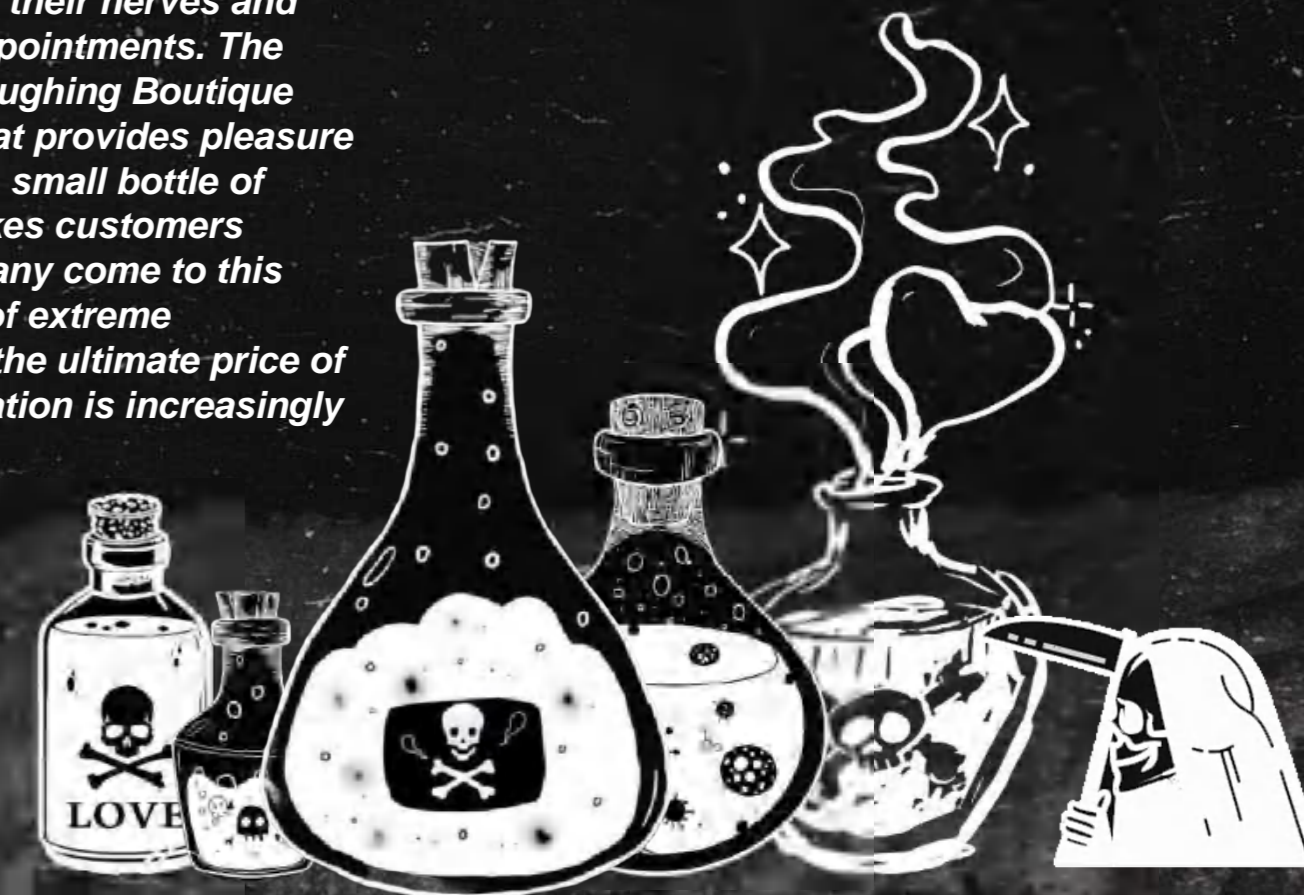
Main task

Explore dark family operations, disrupt drug production lines and improve the family atmosphere.

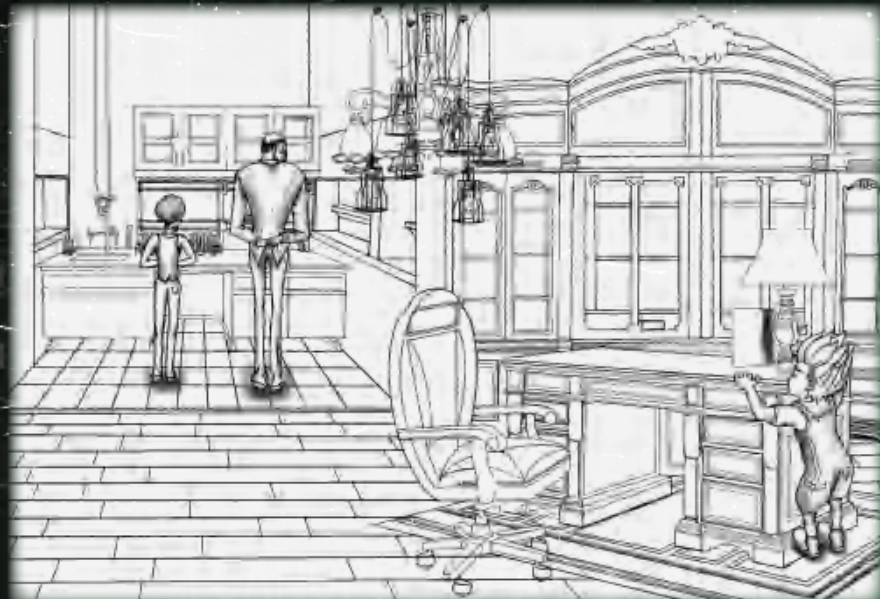


society

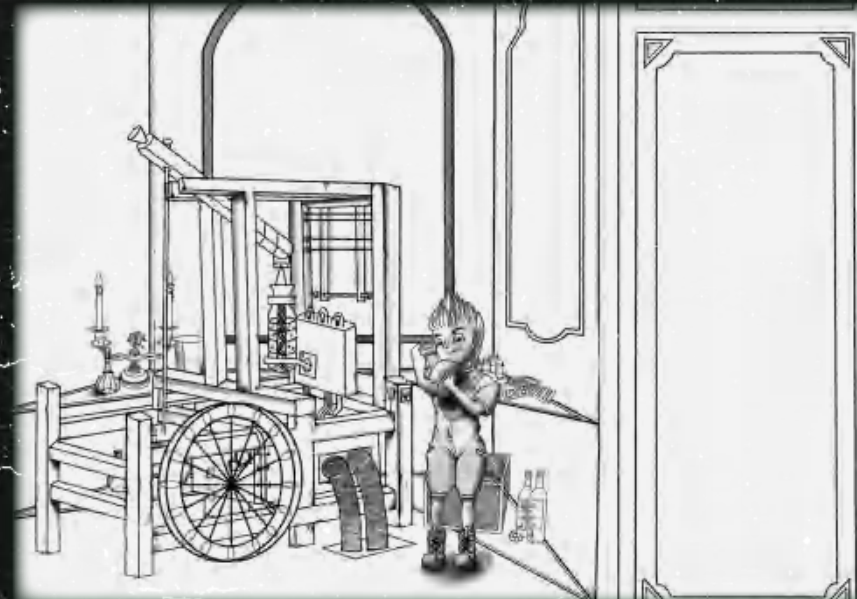
Instinctive laughter has moved away from people, and the world is a depressing place where people wander helplessly, relying on potions to numb their nerves and win so-called appointments. The Upside Down Laughing Boutique store, a place that provides pleasure to this society. A small bottle of green liquid makes customers forgetful, and many come to this store in search of extreme excitement, but the ultimate price of this brief stimulation is increasingly heavy.



NARRATIVE



Looking for clues to enter the laboratory through the secret passage to observe the process of preparing the potion of the father and brother, but will eventually be found will be scolded severely.



Sister from birth has been left out by her father, that she is as thin as a bone can not bear the management of the store operation, at Christmas, the protagonist needs to quietly dismantle some mechanical parts to sister to make the beloved crystal ball.

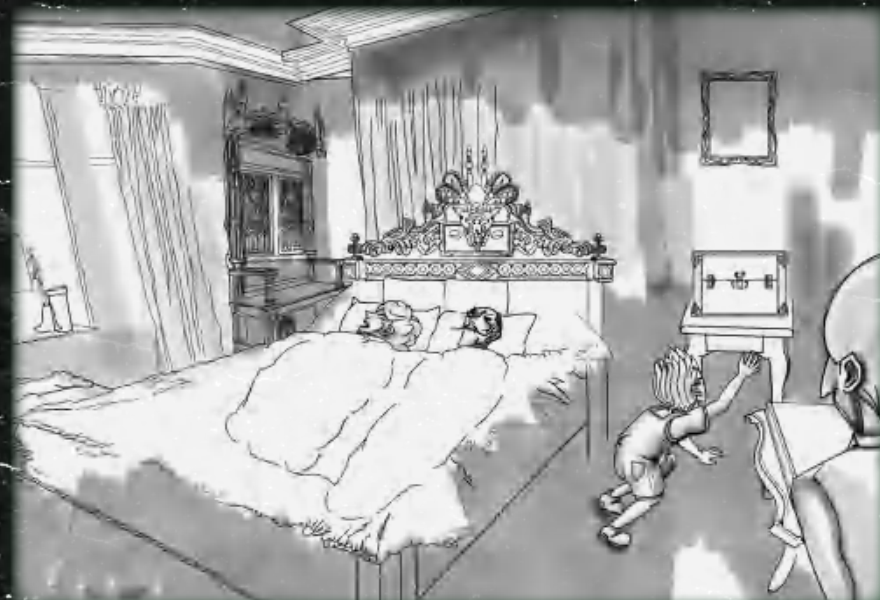


The crystal ball allows the sister to come around and understand the true meaning of happiness, and together with the player, they develop a plan to destroy the drug apparatus.

THE FAMILY DARK TRADE

DESTROY THE PARADISE POTION MACHINE

MAKE A CRYSTAL BALL



Through talking with my brother only to learn that my brother has been depressed because his parents took away his favorite four-leaf clover and hid it in his room, my brother promised to help him take out the clover, which can help us make a variety of potions with different effects.



Parents have become obsessed with the potion, their minds have long been entrenched, ordinary means and methods have been unable to change them, need the dream potion prepared by my brother to enter the dream to change the parents' stubborn minds.



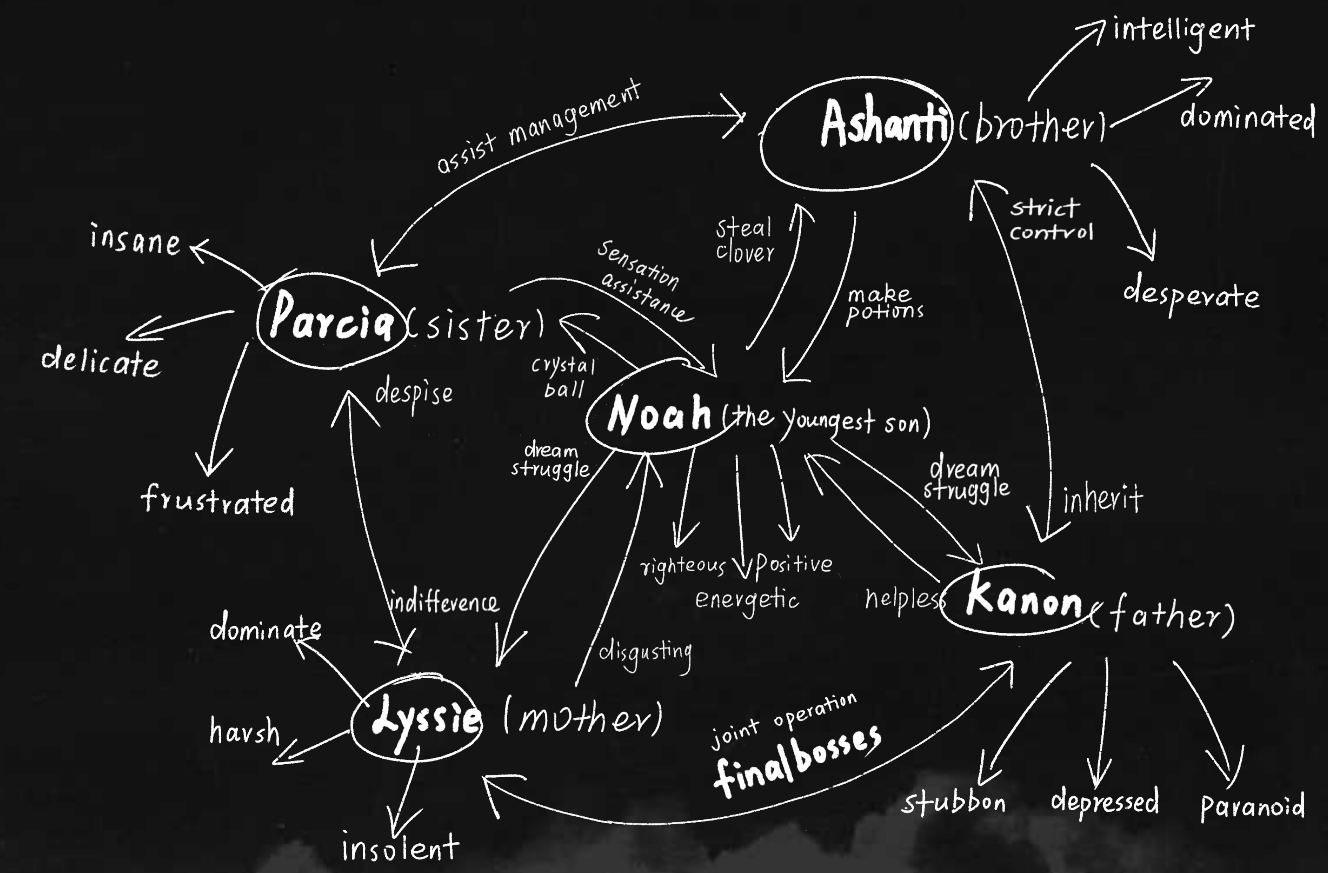
We sneak into our parents' dreams while they are sleeping and decipher the duel in their dreams to overcome their thoughts and make them understand that happiness does not need to be solved by drugs, but by warmth and happiness in the family.

STEAL THE FOUR-LEAF CLOVER

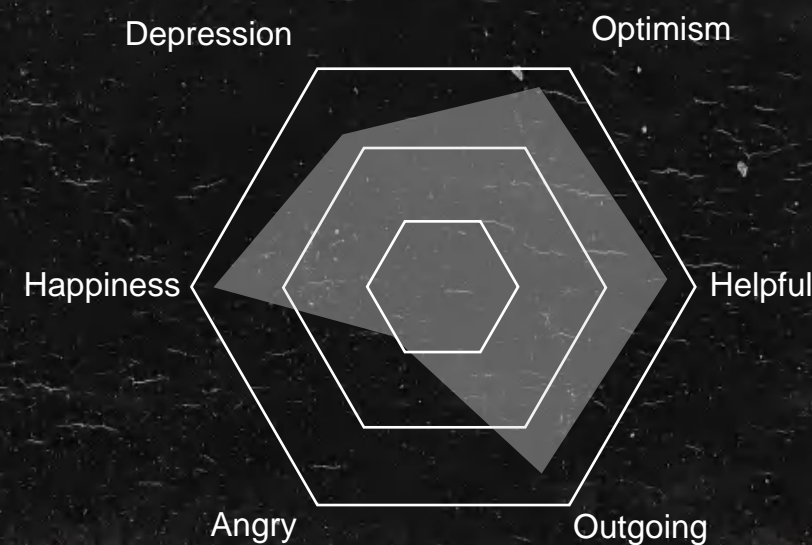
SLIDE INTO MY PARENTS' SLEEP

A STRUGGLE IN A DREAM

CHARACTER DESIGN



The younger son is kind, witty, full of vitality, and is born with a pure and bright smile out of place in the world. By chance, he inadvertently observed the serious side effects of the family-made drug to the user, so as to gradually explore the dark business of the family.....



PROCESS OF DESIGN

DRAFT

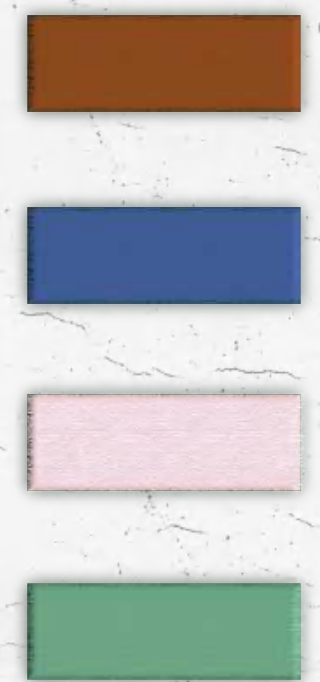


THREE VIEWS



MAIN CHARACTER - NOAH

The five members of a family have very different personalities. I can only better integrate into the game through the specific performance of the characters' appearance and characteristics.

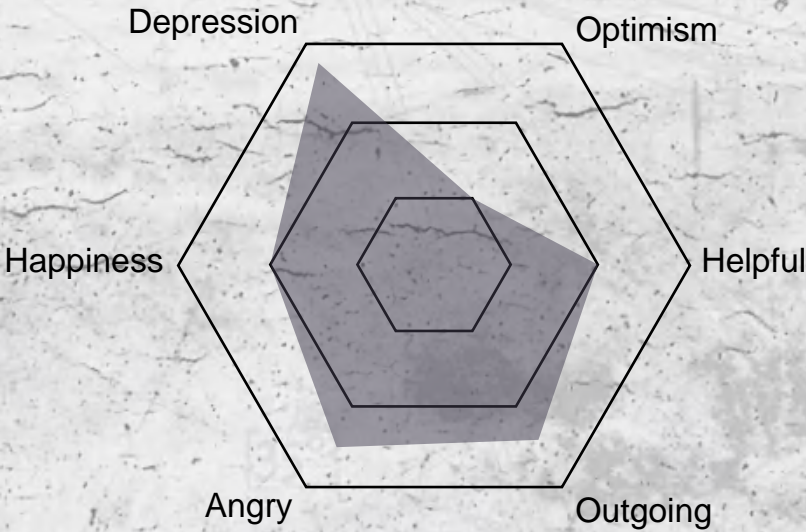


CHARACTER DESIGN

A STRICT MOTHER - LYSSIE



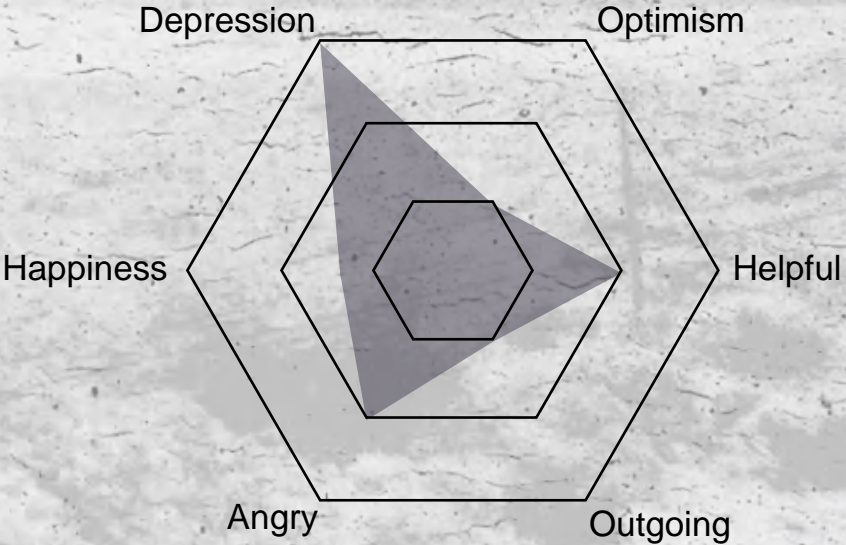
- The mother is a person who loves wealth, has a dark heart and is cruel. She is often aggressive in her children's education, so that the children are always shrouded in her own shadow, and there are often mother's reproaches in the small shop.....



A RIGID FATHER - KANON



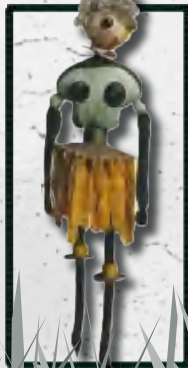
- His father is a middle-aged thin man who is silent and sour. His behavior is often very old-fashioned, and even his actions are full of a sense of powerlessness. He uses his old-fashioned method to educate his favorite eldest son, but always looks down on his plain daughter, which has brought a lot of heavy atmosphere to the family, and the small shop has become more and more depressed.....



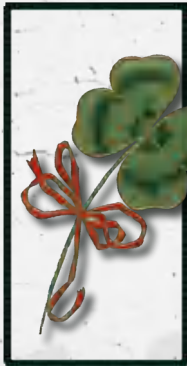
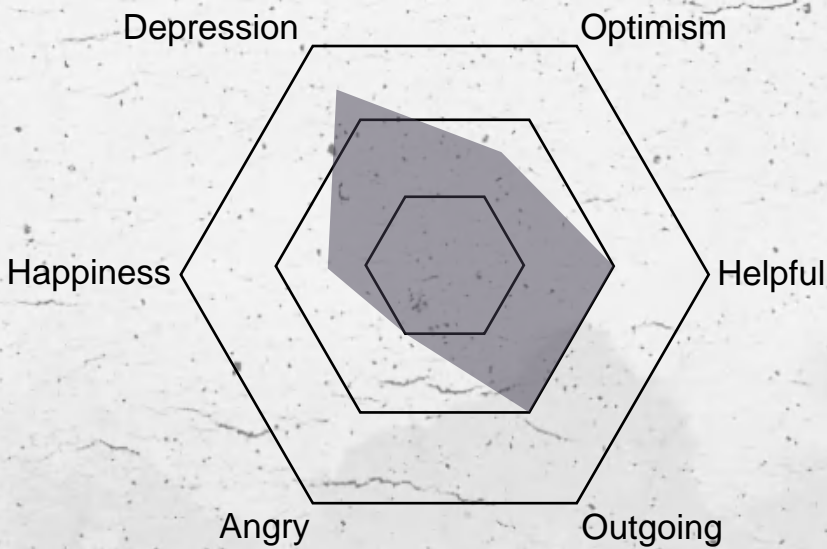
CHARACTER DESIGN



A CRAZY SISTER
- PARCIA

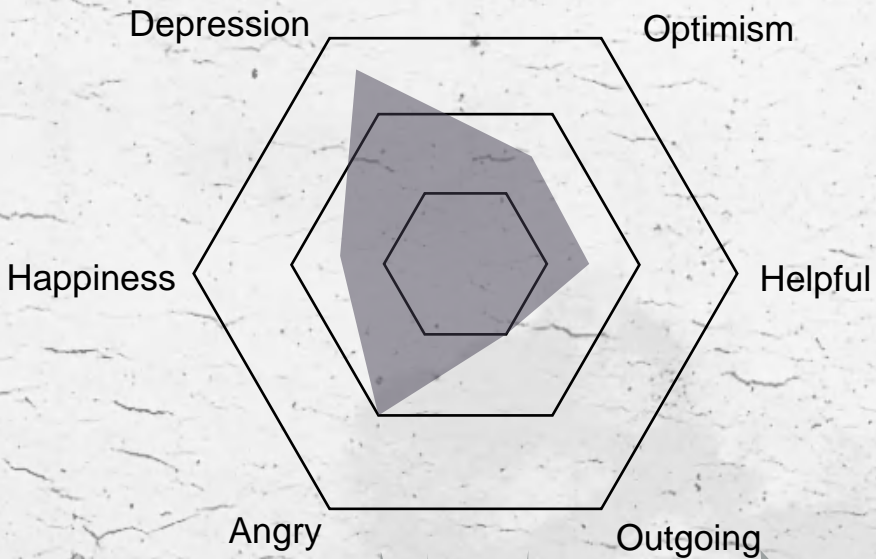


- In this family, the daughter was originally a cheerful little girl, but because of medical reasons plus the frequent cold eyes and scolding by the father, the long-term oppression led to a slight schizophrenia, sometimes good, sometimes bad, sometimes crazy, but the heart still stored the original goodwill.

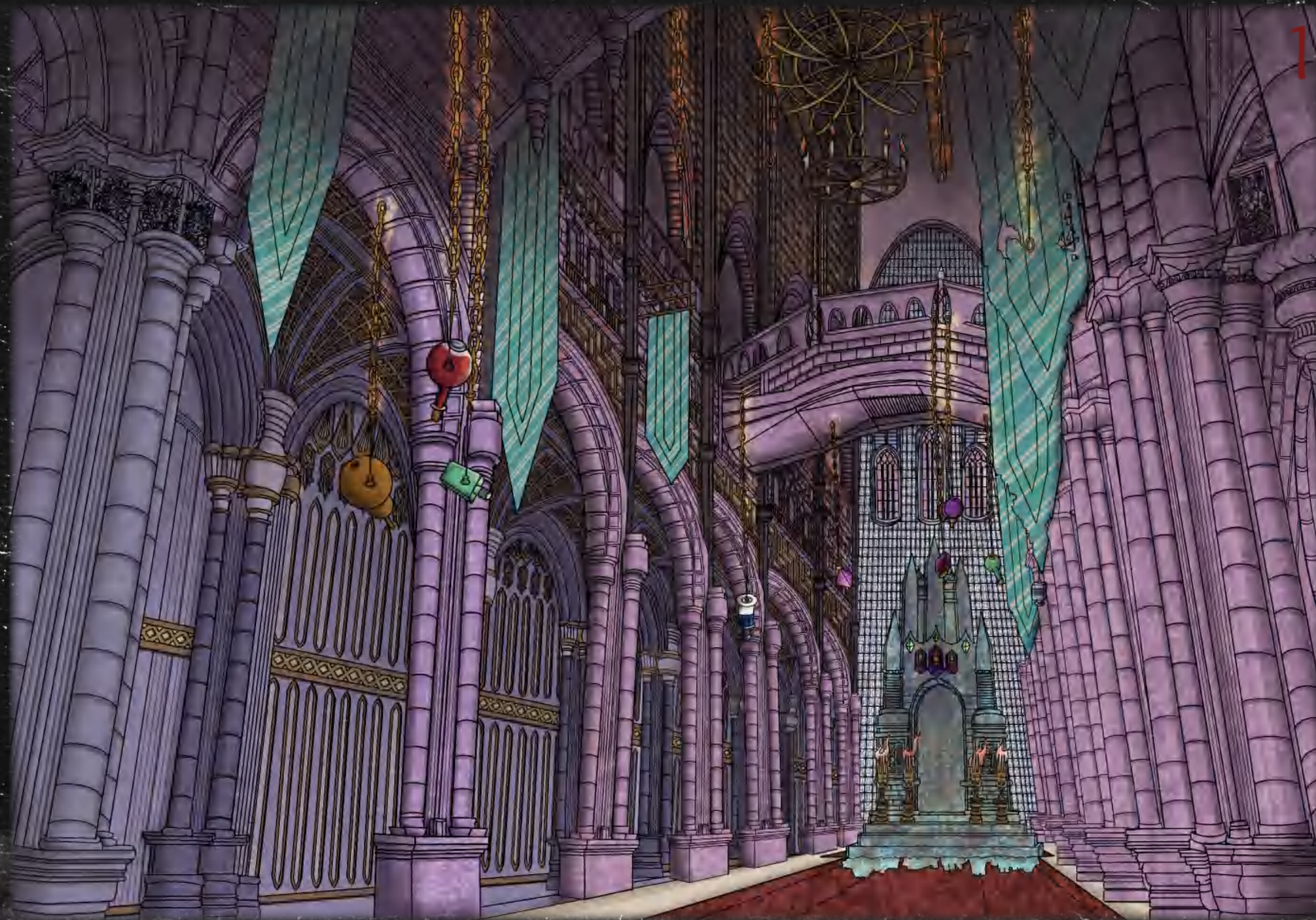


A CONTROLLED BROTHER
- ASHANTI

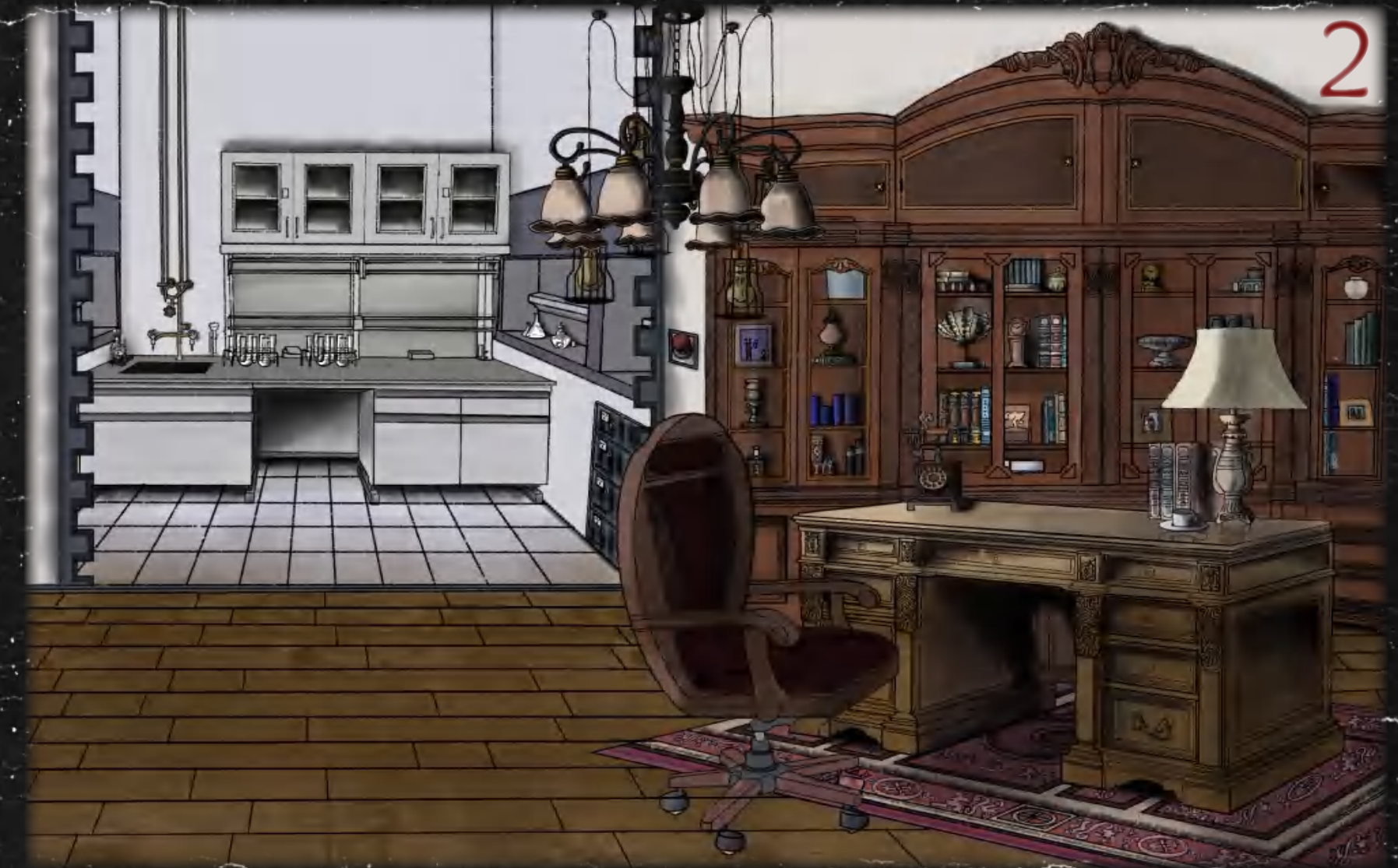
- My brother's mannerisms were practically identical to his father's, the only difference probably being that he still had a good heart. He was always silent and devoted to his hobby. When his father wanted him to inherit the family business and continue to run this uproarious laughter store, his parents confiscated his beloved four-leaf clover, deprived him of his interests and hobbies, and ordered him to concentrate on various pharmaceutical techniques. Under the control of his parents, he became more and more silent and obedient, like a puppet...



ENVIRONMENT DESIGN



FINAL LEVEL- THE DREAM



The setting of the scenes comes from the social background of the game and the family situation of the main character.

The first scene is the dueling scene in the dream world, to which the main character switches the scene after using the dream potion.

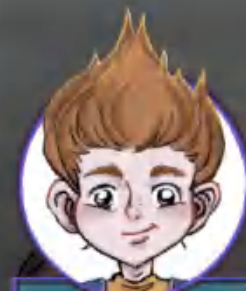
The second scene is the father's study and secret pharmaceutical research room, set up according to the needs of the story.

The third scene is the sister's bedroom scene, described in detail according to the daughter's crazy features.

OUTCOME

FUNCTION 01

profile and content of quest that can lead you to the next step.



Noah

NEXT:

I think i need a key to solve the problem

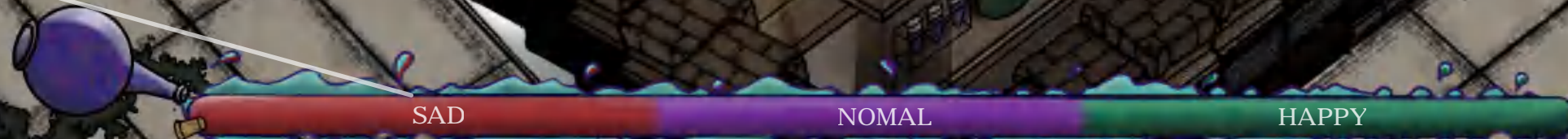
FUNCTION 02

To the left of the equipment bar, click to use the selected items.



FUNCTION 03

The number will affect the character, and divided into 3 parts.



CLUE 01

The key can be obtained without being discovered by the mother to open the chest for more clues.

CLUE 02

Use a watering pot to receive the water you find and water withered flowers to achieve happiness.

FUNCTION 04

From left to right, there are item search book, backpack and setting. Item search book can help you understand the use effect of each item and the synthesis method of special items, backbag has some tools, you can also use setting to set your preference.

This is the scene where the story takes place. The scene design is mainly in American retro style, and the detailed design is mainly in medicine bottles and exhibition cabinets, highlighting that the store is a family pharmacy with a long history. Clues are mostly contained in the scene, and the player has to flip through objects in the store to get clues while avoiding her mother's sight.



OUTCOME

CLUE 03

The vase and the mask can understand the sister's interests and preferences, and are important clues to lead to the next question.

FUNCTION 05

A list of equipment bars, and also a simple synthesis of items based on the item lookup book.

CLUE 04

Find the dolls in other rooms and give them to your sister to quickly prompt her goodwill and thus get her trust and help.



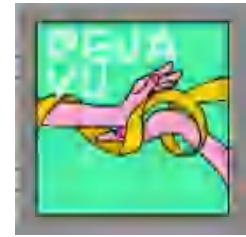
CLUE 05

After this photo exists a key to a locked box, which needs to be fumbled to obtain, and it is the key to making the crystal ball.

FUNCTION 06

Here is the dialog between Noah and his sister, click on it and it will jump to the next important conversation.

This is a dialogue scene, which takes place in my sister's bedroom. The scene design is mainly based on purple tone, and the detailed design is mainly based on constrained dolls and photos, which highlights the mysterious and changeable character of my sister. I miss my childhood life, instead of being neglected and controlled by my parents. The dialogue between the player and his sister takes place in this scene.



Deja Vu

App Design for Alzheimer's Disease

AFTER ALZHEIMER

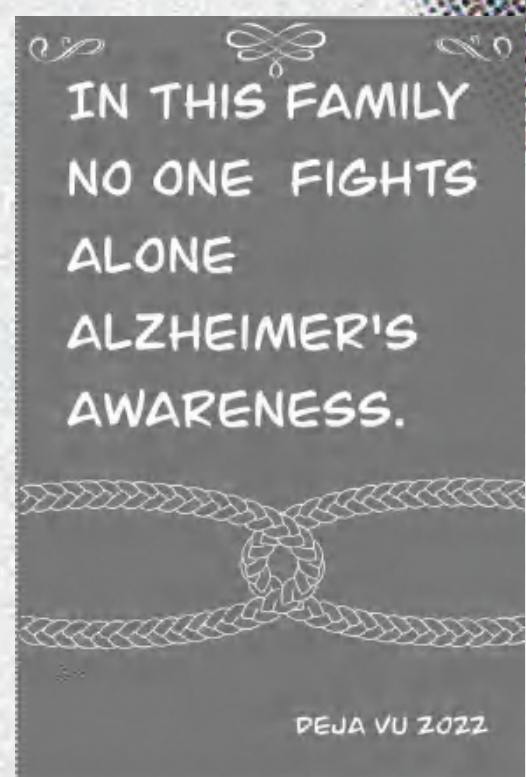


BEFORE ALZHEIMER

concept

This app is a reminiscence, social, medical and navigation app for people with early and mid-stage Alzheimer's disease. It helps users to organize their life timeline, browse photos exibly, and enhance the corresponding relationships in their minds through picture association memory.

It is hoped that this application will deepen the emotional communication between patients and patients or between patients and their family and friends, and increase the help and understanding for patients at the social level while giving Alzheimer's disease the attention it deserves.



INSPIRATION



I read on the Alzheimer's Disease International website that community companionship and reminiscence can be effective in helping patients in their daily lives, and we can consistently testify that communication and music can reduce agitation, and behavioral problems, yet there are still many patients who do not receive adequate companionship and communication due to various external factors.

Improving well-being through cats, community and music

Desirée Vlokken, Founder of ADI member 4get-me-not (United Arab Emirates), writes about how the organisation is incorporating music and 'cat therapy' to improve the lives of people living with dementia, as well as cats in the community.



So I incorporated relevant elements into this online app. memories and online community communication can start to bring many people who have felt lonely or depressed out of their dark, closed shells, and the app's functionality can bring joy to patients more directly and quickly.



BACKGROUND

Introduction

The "longest goodbye" and "tender terminal illness" are synonymous with it, but the disease is an unfortunate thing, no warm modifier can change its status quo, what kind of feelings after the memory fades, will collapse.

Frequency

The number of people with Alzheimer's disease worldwide is increasing at a rate of one every three seconds, it is spreading exponentially.

Cause

It is due to the gradual accumulation of toxic protein deposits called β -amyloid (A β) in the brain.

Influence

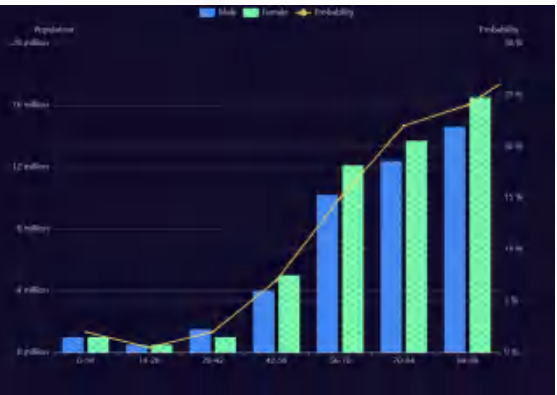
And whether you live indulgent or ascetic lives, this degenerative condition will choose you and ruin your life.

PROBLEMS

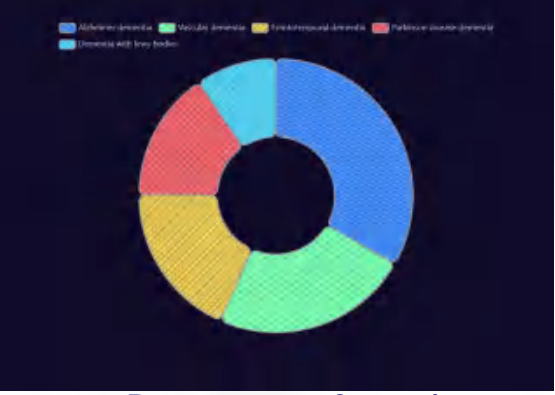
1. The number of patients is increasing year by year and the cause of the disease cannot be specifically identified.
2. The disease is now irreversible, but reasonable treatment can delay it.
3. Patients will face memory loss and patients lack immediate attention.

USER RESEARCH

Questionnaire (A total of 52 people were investigated.)



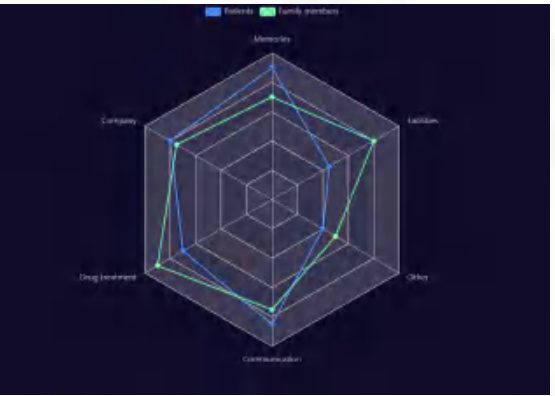
Age, population and probability



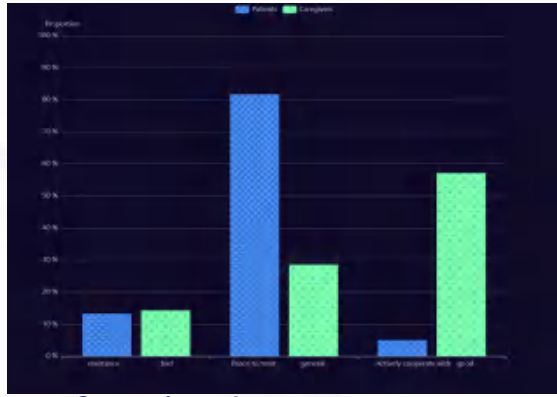
Percentage of people with dementia



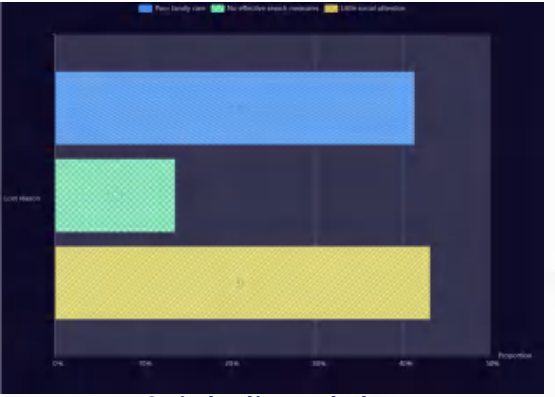
Living investigation



Percentage of demand from patients and their families



Caregivers' acceptance and patients' self-recognition




It is believed that the patient went missing

User interview

1. the trend in the incidence of Alzheimer's disease is younger, randomized and hereditary.
2. The needs of patients and families are more deviant, and patients are more focused on psychiatric treatment.
3. Patients are valued but lack timely attention to better address the problem of wandering.

PERSONAS




Ava Q.
Age: 62

Early Stage. Not realizing that memory is weakening.

Occasionally can't remember what to do at the next moment..

Has some skill in the use of cell phone software.

Mindset
Satis ed with her current living situation, but would still like to have some equipment to serve her.



Daniel Q.
Age: 66

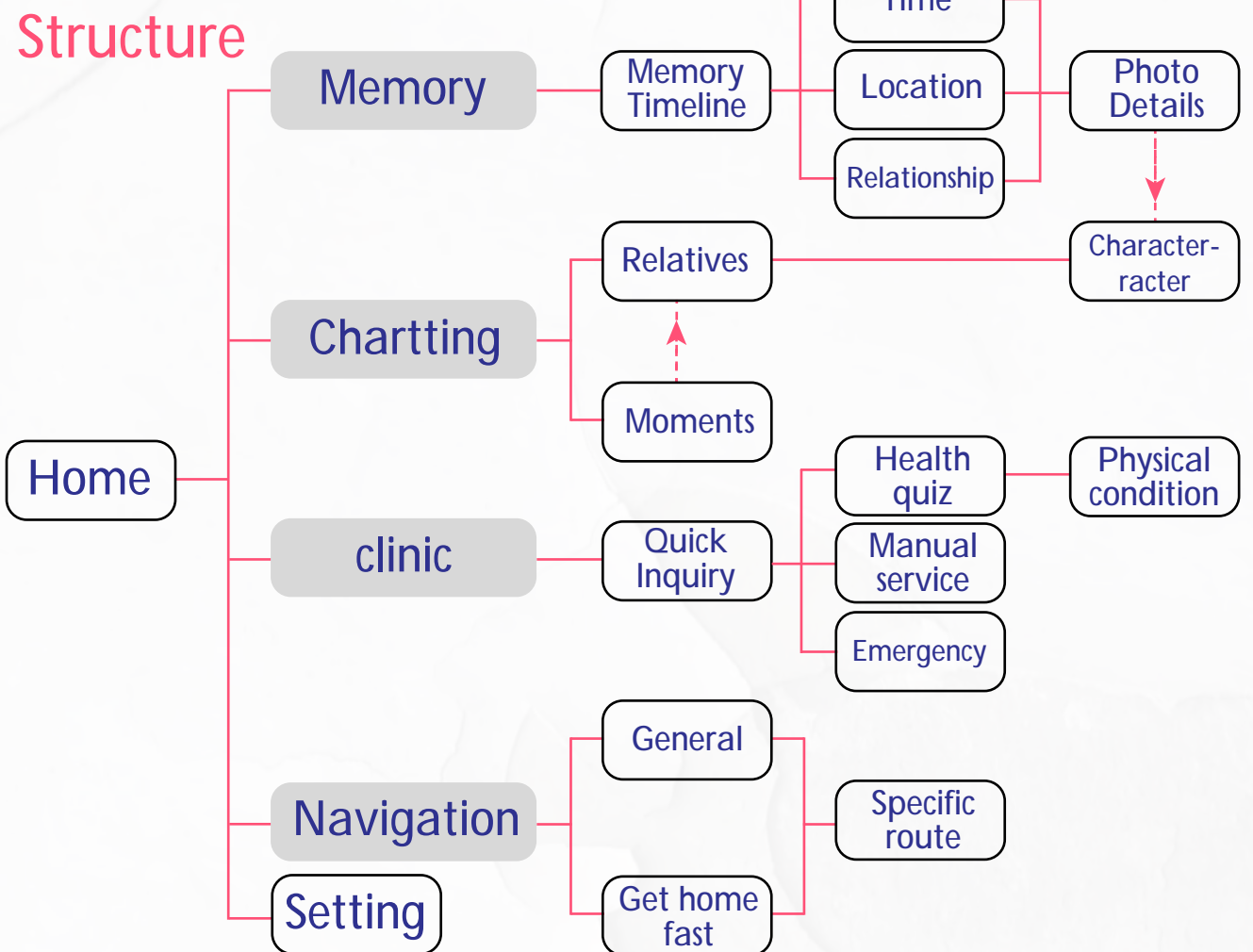
Medium-term. Often becomes emotionally unstable due to temporary memory loss.

Doesn't always know where he is.


Uses cell phone less frequently.

Mindset
Not satis ed with the present life and wants care and help.

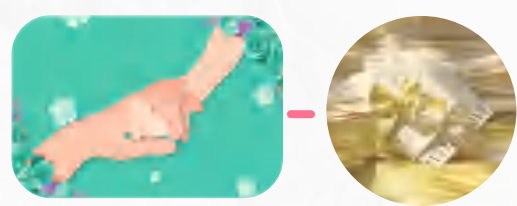
PROCESS



Logo design



Deja Vu



Shaking hands can communicate emotions, deepen mutual understanding and trust. The yellow ribbon represents safe return, acceptance, care and assistance, symbolizing "safe return".

Standard color



#00E7AA



#FF5076



#FFDB34

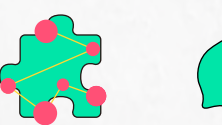





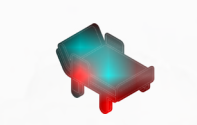







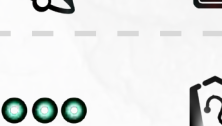

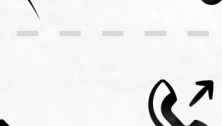
























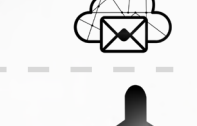












#DADADA



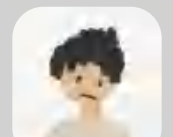
Standard characters

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz

Icons design

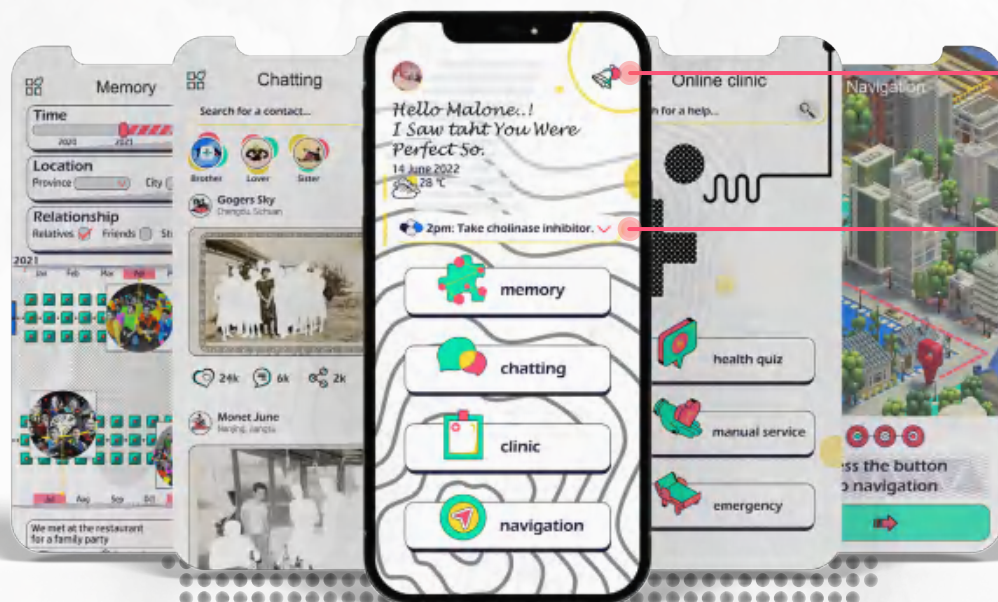
COMPETITIVE APPS ANALYSIS

 <p>Little Sleep</p>	 <p>Mood Planet</p>	 <p>Worrydolls</p>
<p>Function</p> <ul style="list-style-type: none">• Help patients get rid of insomnia.• Painless wake-up alarm clock.	<ul style="list-style-type: none">• Select mood and record.• Make a sticker mood and share it.	<ul style="list-style-type: none">• Quickly record the mood of the day.• Relieve emotional worries.
<p>Feature</p> <ul style="list-style-type: none">• Product specialization.• Auxiliary functions are very helpful to users.	<ul style="list-style-type: none">• Simplistic drawing style.• Quickly record in real-time.	<ul style="list-style-type: none">• Simple and comfortable style.• Super easy to play and fast browsing.

Wireframes



OUTCOME



Home page and four option pages

Above is the account personal center and message alert.

Date and important event reminders.

Categorizes itered content into a timeline and displays images related to them when users browse photos.

Identify contact attributes and addresses associated with users based on photos.



Contact page

Social circle page

Important contacts are at the top of the page.

Click on the user's avatar to see their details.

2 CHARTTING



Photo

Timeline

Communication

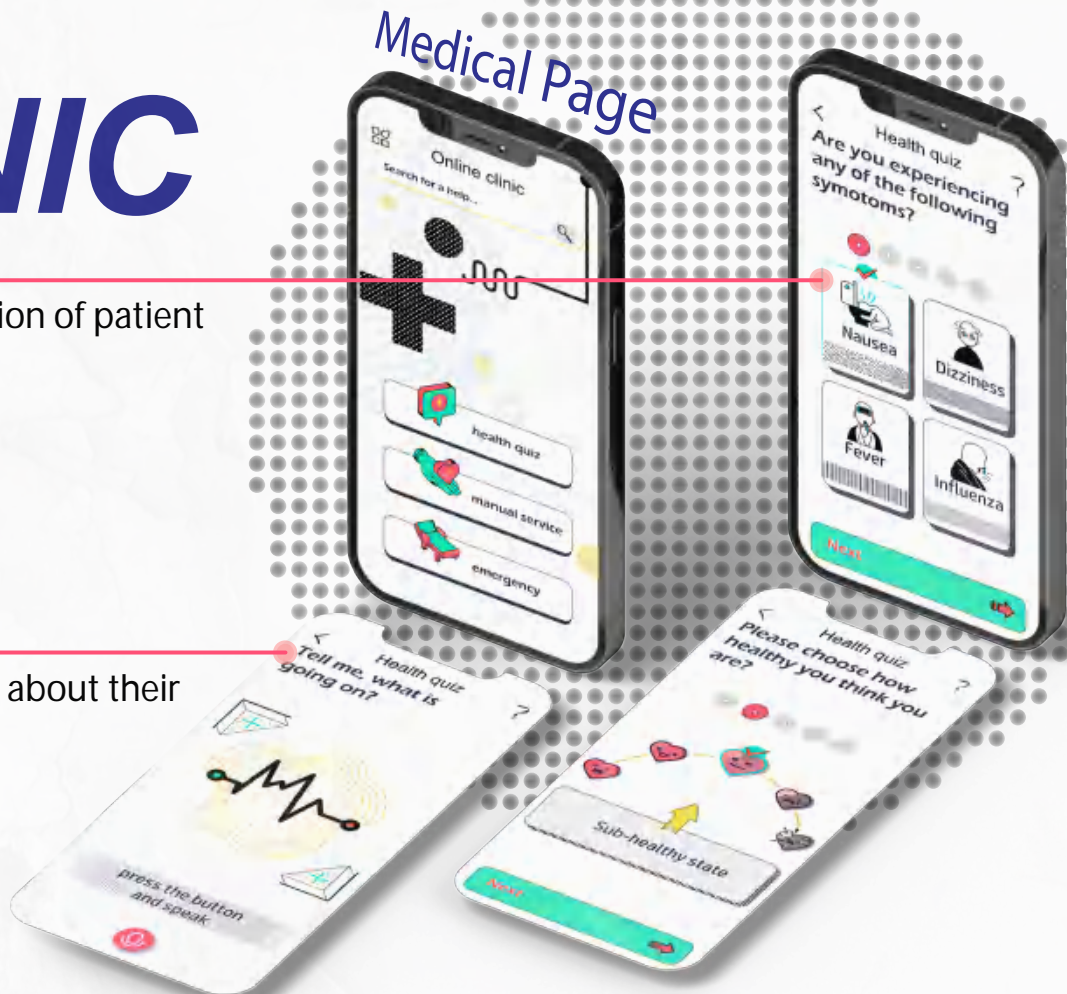
1 MEMORY

Screening and organizing album memories of time, place and related people.

3 CLINIC

Systematic determination of patient health index.

Patients quickly inform about their physical condition.



Medical Page

Map Page

4 NAVIGATION

Navigation o ers history search and quick home options.

Scroll up for complete detailed route directions.



APPLICATION

Because this application contains content related to Alzheimer's disease, I have made a series of products and promoted this application.



Anti-lost disposable bracelet



Anti-lost postcard



Envelope



Photo album



- The bracelet and cell phone can be connected to each other. even if you forget your phone, the bracelet can push important messages for you.



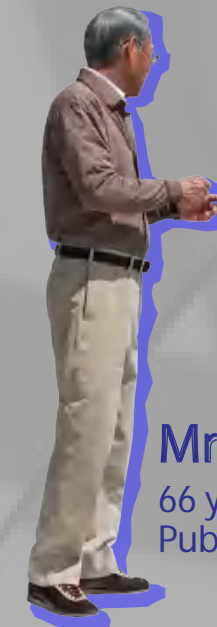
- The bracelet is more convenient to use, you can do the click of a button, a key navigation home.



- The bracelet and mobile app provide medical consultation services at the same time to ensure the patient's physical condition anytime and anywhere.

EVALUATION

User Test



Mr. Huang
66 years old
Publisher

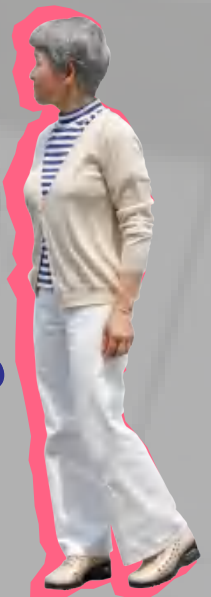
The page as a whole is warm and reflects the idea of a caring atmosphere, but lacks a bit of professionalism as far as for pathology.

As far as I think to see the style of this application suits me, the design of the page pavement makes people feel comfortable, and the application function is more perfect, there should be many people like this style.



The community atmosphere on the patient line appeals to me, and it helps patients get real fellowship, flow companionship and help.

The variety of app features is a little overwhelming for someone like me who is not much of a phone user, but it has whetted my appetite for exploration and I will probably use it for a while.



Ms. Diao
62 years old
Retiree

Summary

Pros

- Mobile phone and bracelet have linkage, more effective to help patients.
- It has a good communication atmosphere for patients and can achieve the purpose of resource sharing.
- the timeline sorting of the album is good for patients to sort out their life experiences.

Cons

- the application medical professionalism needs to be strengthened and improved.
- The application has many functions, which may require a long adaptation period for patients who are not familiar with the use of cell phones.



PROPERTY in city

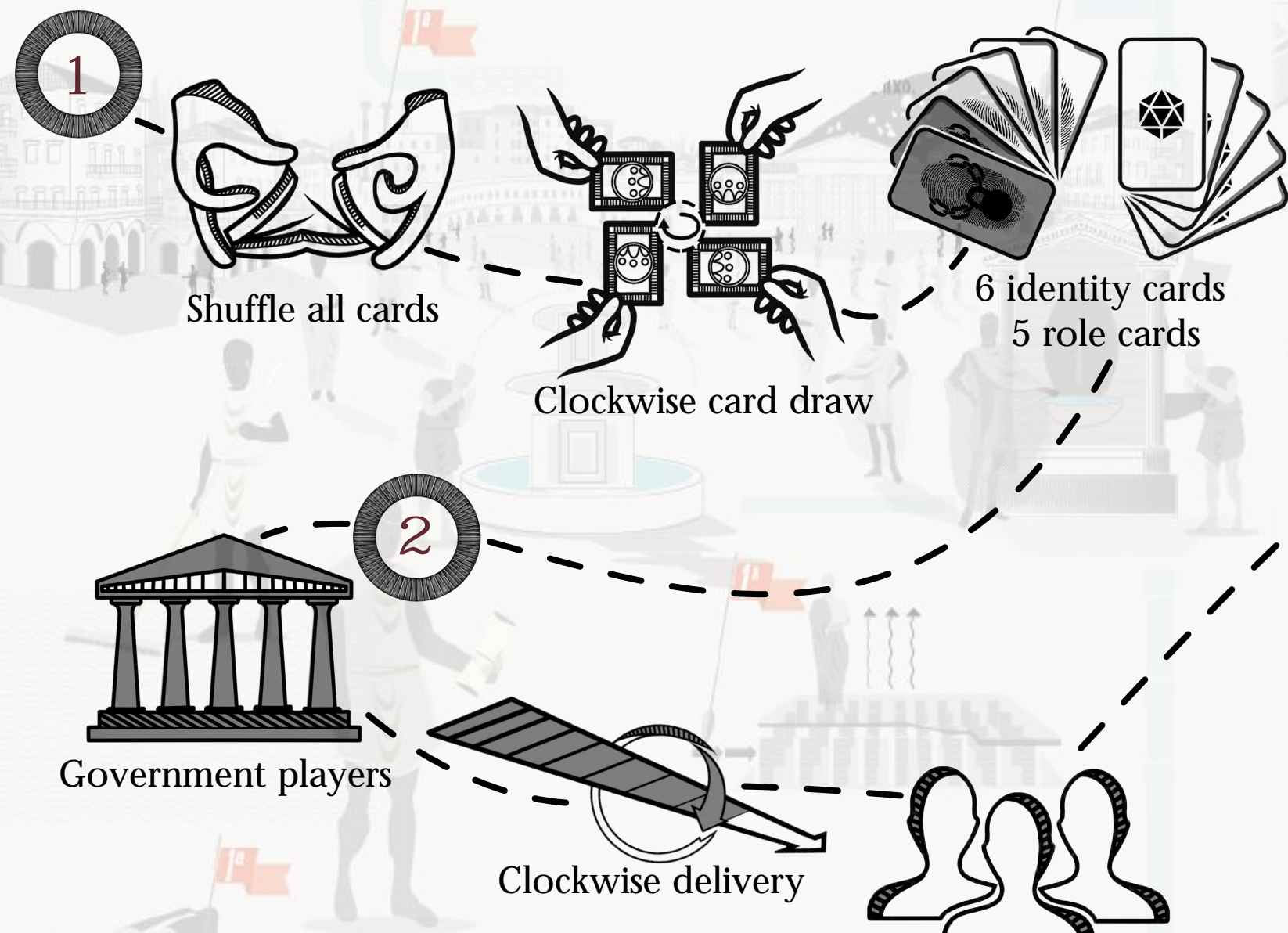
Game concept

PROPERTY IN CITY is an adversarial cooperative card game with 6 identities, 5 characters, 24 development cards and 42 material cards. The identity drawn by the player determines the player's actions, whether he becomes the city government's faction to promote the revival of the city, the rebel faction to stop the government's actions, or the citizen to disturb the balance of the game.

Game Flow

I Game Preparation Phase

- 1. Shuffle the identity cards, each player will draw 1 identity card in turn, the players whose identities are government and citizen need to reveal their identities to the public, the other four players need to hide their identities.
- 2. Shuffle all the role cards, except the citizen, and give each player a role card, and the players will face it in front of themselves.
- 3. Shuffle all the supply cards, government players draw the same number of supply cards as the number of players, each player secretly has to choose one and then hand it to the next player in clockwise.



II Material Deployment Phase

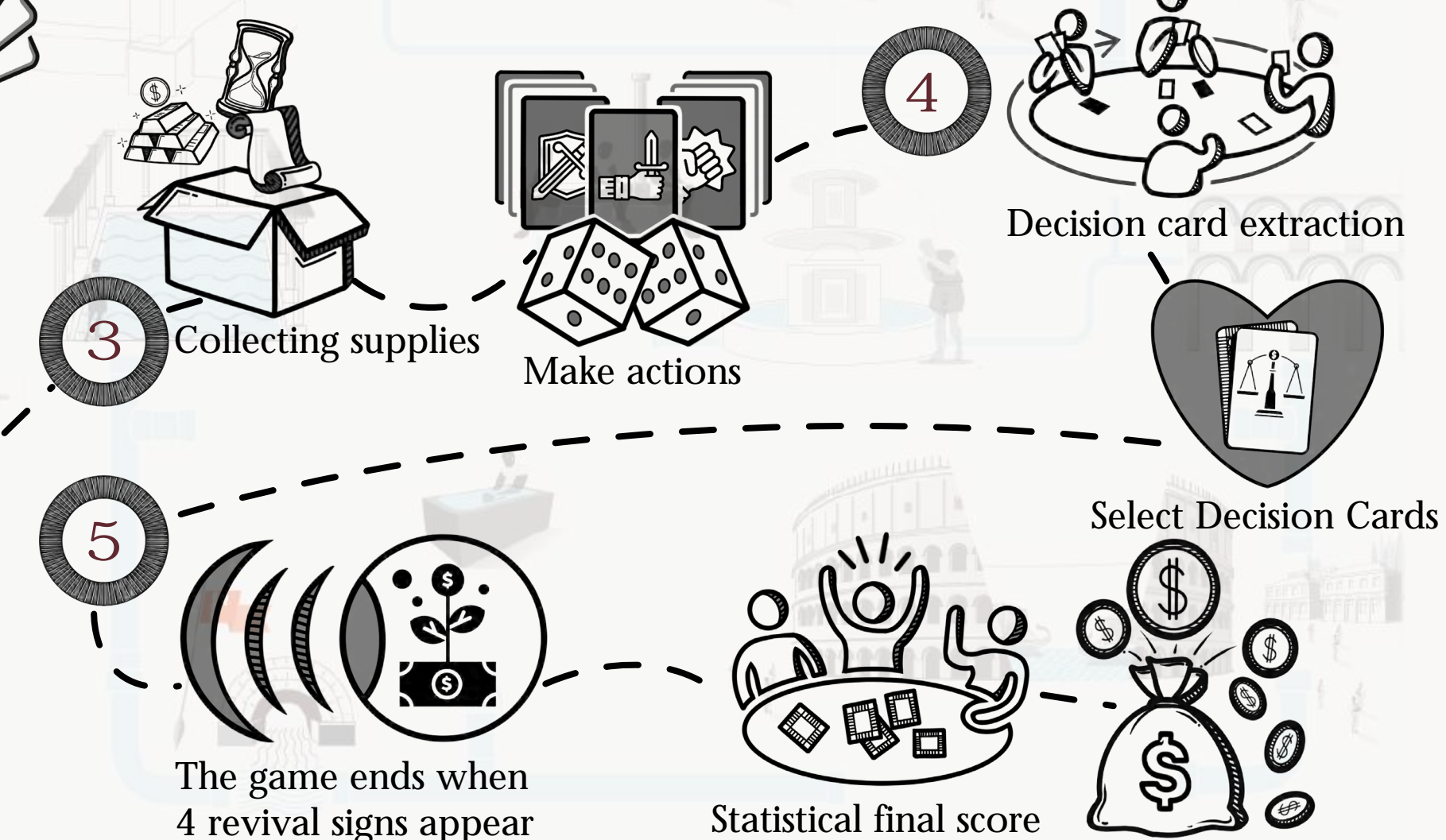
- 1. The government draws the same number of supply cards from the supply library as he would have if he were not bankrupt, chooses one of them, and passes the remaining supply cards clockwise to the next closest character who is not bankrupt.
- 2. During this phase, players may not exchange hands. When the supply tiles are used up, they cannot be reshuffled and the supply phase is skipped in subsequent turns.

III Decision Development Phase

Starting with the government role and going clockwise, each character will take turns to choose one of the following actions to perform. Make a decision, switch positions, grab supplies, use an action class supply card, skip, and if an action is taken in this round, receive a "Lack of Power Flag".

IV Decision-making development phase

The first government player chooses a decision for execution, and if the government is in a coma or bankrupt, the next player clockwise from the government player becomes the decision maker for the turn, and the decision makers will change clockwise in order each turn. The decision maker can view the decision cards selected by all players and choose one of them as the decision card for the turn.



V End of game scoring phase

When there is a revival pattern on the decision tile, put a revival symbol next to the decision tile library, if it is a cross, remove a symbol, when the 4th development pattern appears, it means the game is over, and start to calculate the victory score.

Game Rules

Regular Status

Property Decay

- 1. You are attacked by a player.
- 2. You have participated in a decision and the decision card has a decay pattern.
- 3. Your character's name appears on the decision card list.

Physical weakness

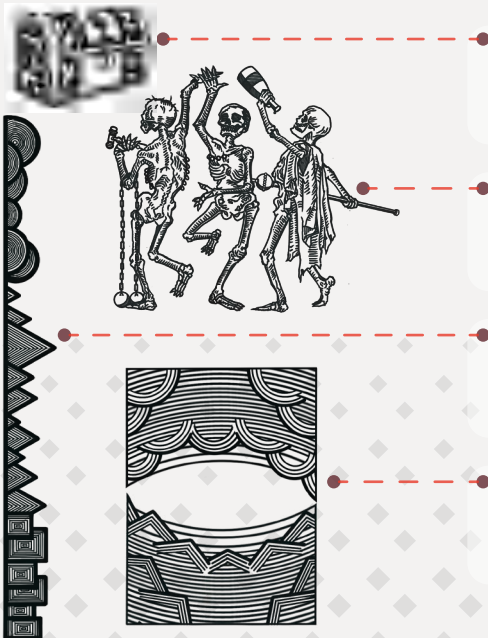
- 1. You are attacked by a player.
- 2. You have been involved in a battle and have a decision card with a powerless pattern.
- 3. Your character's name appears on the decision card list.

ACTIONS

Development Decisions	Draw 2 decision cards from the deck, 1 face down and the other back to the bottom of the deck.
location Swapping	Swap positions with a player other than the government, and if the opponent refuses, a [fight] will occur.
Grabbing Supplies	If the opponent refuses, a "fight" will occur.
Supply Exchange	Players must spend 1 action marked with [Special Action] material card.
using special supply cards	You can exchange a material card with any player.
Skipping	Be a salted fish and look up at the stars quietly.

Decks Introduction

I Card Backs & Logos

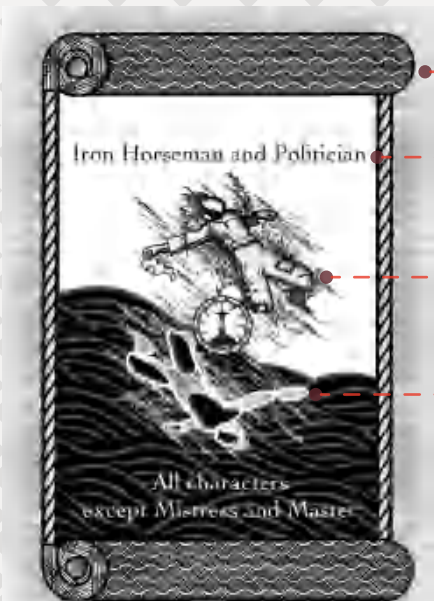


The treasure symbolizes wealth.

The three characters are skele-tonized to show the greed and competition for wealth.

The shape of the graphic shows the historical change, evolving from a circle to a rectangle.

The sky and earth of the world are expressed through curved and folded lines.



Border

The development cards are designed in the form of scrolls to show the events to be performed.

Texts

The text describes the weakened or decayed character for the turn.

Illustrations

The top and bottom indicate weakness and decay respectively.

Logos

This marker indicates revival and gets a revival indicator, or takes away an indicator if it is a cross.



x4

Revival Indicator



x3C

Decay Indicator



x3C

Weakness Indicator

II IDENTITY



Government

The government is responsible for material delivery and development, identifies the vassals and attacks enemies hiding in the shadows.



Affiliate

The affiliate needs to protect the government and carry out the revival, while helping to advance it.



Citizen

Citizen breaks the game balance, locks the character when citizen is drawn. The character skill is the action phase and can draw 1 card from any player's hand.



Conspirator

His initial goal was to attack the government role, will revolt and begin to support the government when the vassals perish.



Traitor

A hidden villain who attacks the government's role and interferes with the revival. (The identity will be revealed when the weakness indicator \geq vitality maximum.)



Profiteer

A hidden villain who attacks the government and interferes with the revival. (When decay indicator \geq wealth maximum, the identity will be revealed.)

II Characters



Icons corresponding to each character.

Different roles with different border designs.

This indicates the initial vitality of the character.

This indicates the initial wealth of the character.

Introduction of character skills

Iron Horseman
If the dice match the value, you may perform two looting actions this turn.



Politician

If the die roll matches the specified number, you may draw an additional development card this turn.



Mistress

If the die matches the number, it may change the number of supplies to +1 and cause one player other than yourself to draw an extra supply during the supplies phase.



Jeweler

If the dice match the value, increase the number of deployments of the material tiles by 1 (the final WEALTH score is calculated by 1.5 times).

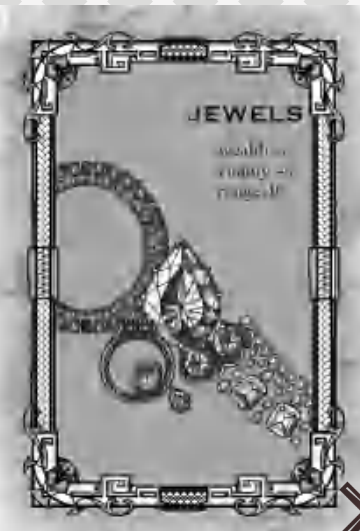


Master

If the die matches the value, it temporarily gives yourself +1 vitality for this turn.

III General Resource Decks

Common resource cards are designed to be gray inside, with the item name, wealth added after deployment or use, vitality and range in the upper right corner, respectively. The card can be used any number of times per turn, but can only be deployed once in the deployment zone.



IV Special Resource Decks

The special resource card is designed with the same border as the regular resource card, but with a white interior. The card requires one action per turn to be consumed before it can be executed.

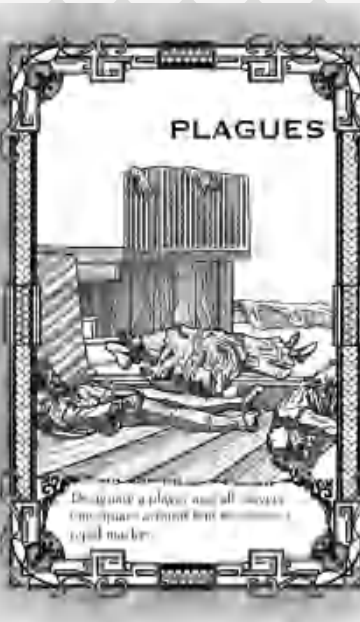


Border • This is a generic border for material cards, the same as for regular resource cards.

Item Name • This is the name of the object.

Illustrations • An image of the item is shown here.

Texts
The bottom part of the special resource cards shows the effects that can be produced by using this card and what it does.

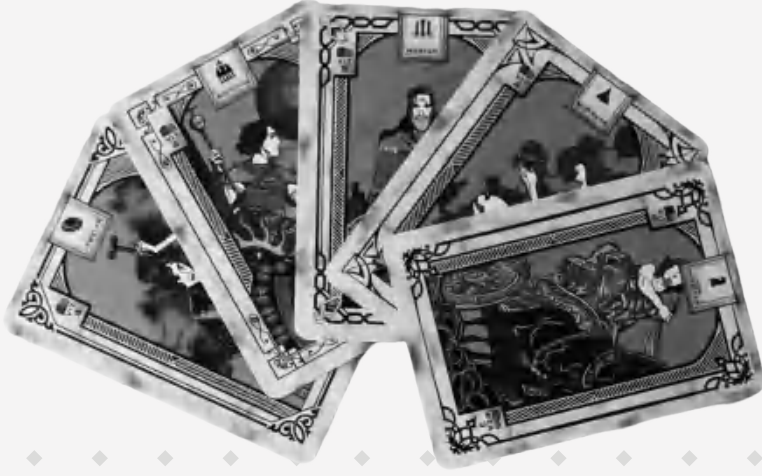


Demonstration

Comment



I Card backs, decision plates and individual signs



II Character cards & identity cards



III General material cards



IV Special material cards



II In Property In City, the various members of society come together in any capacity they can, with the player representing the government trying to find ways to revive it and the player representing the rebels trying to stop it, but the constant is the hidden murder for the treasure in the city. I found this to be a faster paced board game without losing the excitement and what could be added is more characters to play as.



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A full demonstration video of the cards is available at

• https://www.bilibili.com/video/BV14G4y1V7eZ/?vd_source=677510742a7ad803449438b398bfb1429