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ISS187FS Szabo
Final Project

UE4 Project Files (unpackaged): https://duke.box.com/s/m3t3eai7e5isrp171vs0vqlulh0b7ver
Final Game (packaged): https://duke.box.com/s/6kqs94f1wyh2q223exuy165s7b8dpm67
3D model (.fbx): https://duke.box.com/s/82xwtxv2g8t30c7k9c9zyek47tfx8xo9
3D model (.blend): https://duke.box.com/s/lok7p4g92f3he9uq0npq9x769fb03gy9

<div align="center">The Conquest of Bread - Text Discussion</div>

The Unreal Engine based game, *The Conquest of Bread,* explores the physical and mental process of creating a piece of artwork. Modeled after my former highschool printmaking studio, the game takes place in a virtual world entirely constructed through 3D modeling. Inspired by Adi Robertson's article "How Twine remade gaming," I created this game in order to tell a personal story much like *Queers in Love at the End of the World* by Anna Anthropy. What resulted from this original idea was this game that tries to blend reality and fiction together.

Rather than using a traditional linear method of storytelling, *The Conquest of Bread* employs several methods of spatial storytelling in a virtual world. It is a game where players are free to explore the virtual space at their own pace, where objects in such virtual space tell pieces of a story that the players have to piece together themselves through the act of exploration. One of the main goals of this game is to achieve the balance of storytelling and agency as mentioned by Janet Murray's book *Inventing the Medium: Principles of Interaction Design as Cultural Practice.* There is no set structure in the game that the player must follow. It is up to the player to decide how long they want to spend exploring and how they want to interpret the story, much like a book. The first person free world exploration aspect of the game provides players with agency, while the objects placed throughout the room with text descriptions provide players the story that they can engage with.

The Conquest of Bread takes place in an entirely virtual space, as mentioned before. However, it is an exact replica of the actual room that it is based on. This particular design decision is made to create a sense of mixed reality. The game starts out in the 3D modeled room with nothing out of place. However, as the player progresses, the space begins to warp as elements of fiction become introduced. This is designed with the intention to not completely throw the player into a complete virtual space, but to ease them into one that they feel comfortable immersing themselves in. Moreover, this also aims to model the "worm-hole" like process that I myself go through when creating art, where ideas in my head slowly emerge into physical beings.

Another feature of the game is the use of images from the real world. While the game is not an accurate representation of the actual physical process of producing art, these images provide a basis that allows the game to be interpreted as non-fiction. The main object in the game was to finish this bread-like creature, which is based on a real piece of artwork (as it reveals in the final scene in game). This design choice to have real-world elements woven in also serves as the game's attempt at incorporating multiple mediums for storytelling.

For future work, there are several existing elements that can be improved and new elements that can be introduced. First, it would be improving the inspect function to allow the player to examine objects up close, rotate and zoom in on them. This would prompt the player to invest more time in examining the objects and pace themselves rather than speeding through the entire game. Second, audio can be added to improve player's immersion. While the original plan was to include audio, the 3D modeling aspect of the project dramatically increased the scope of the project. Finally, more scenes can be introduced to make the game a more fulfilling experience, as currently, the playtime averages around five to ten minutes.

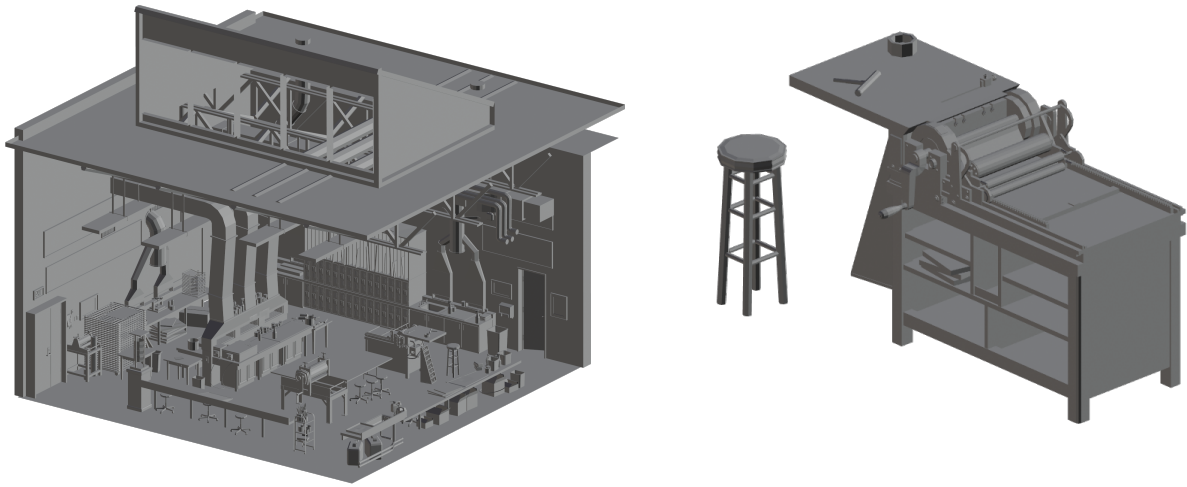**Gathering references:**

The layout is based off of photographs of the actual studio (Photos courtesy of my friend Evelyn)
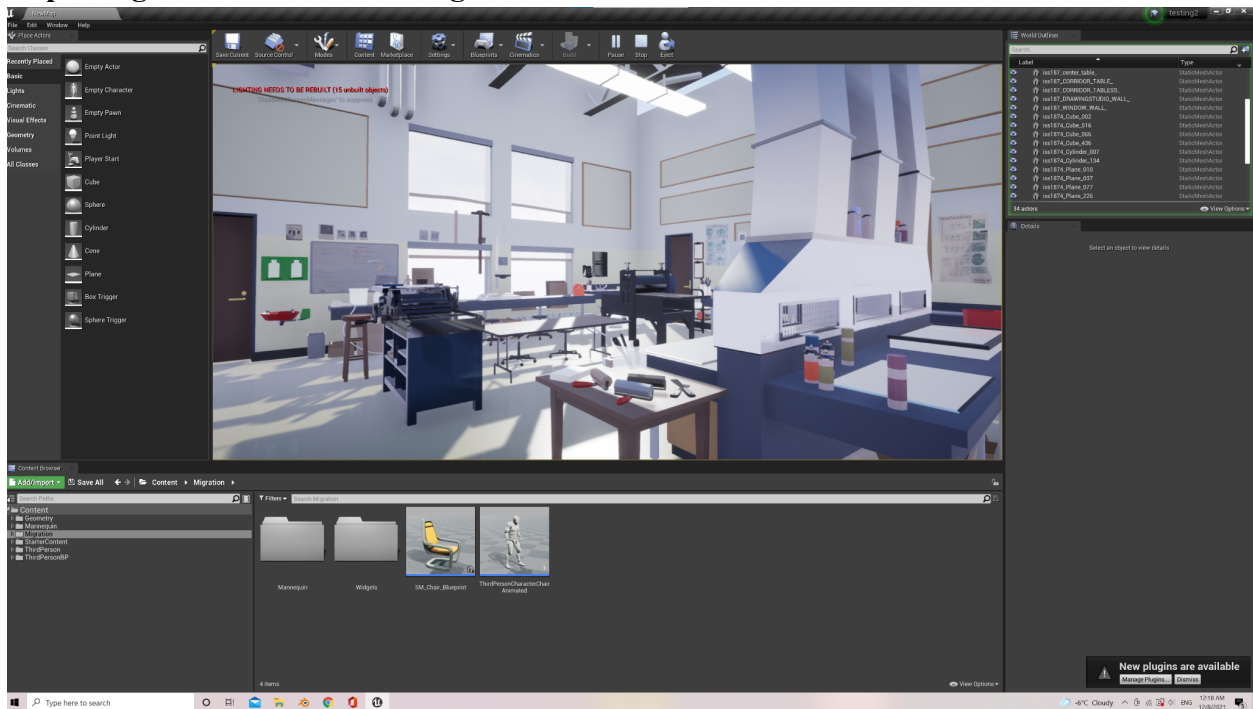
3D Modeling elements of the studio using Blender:
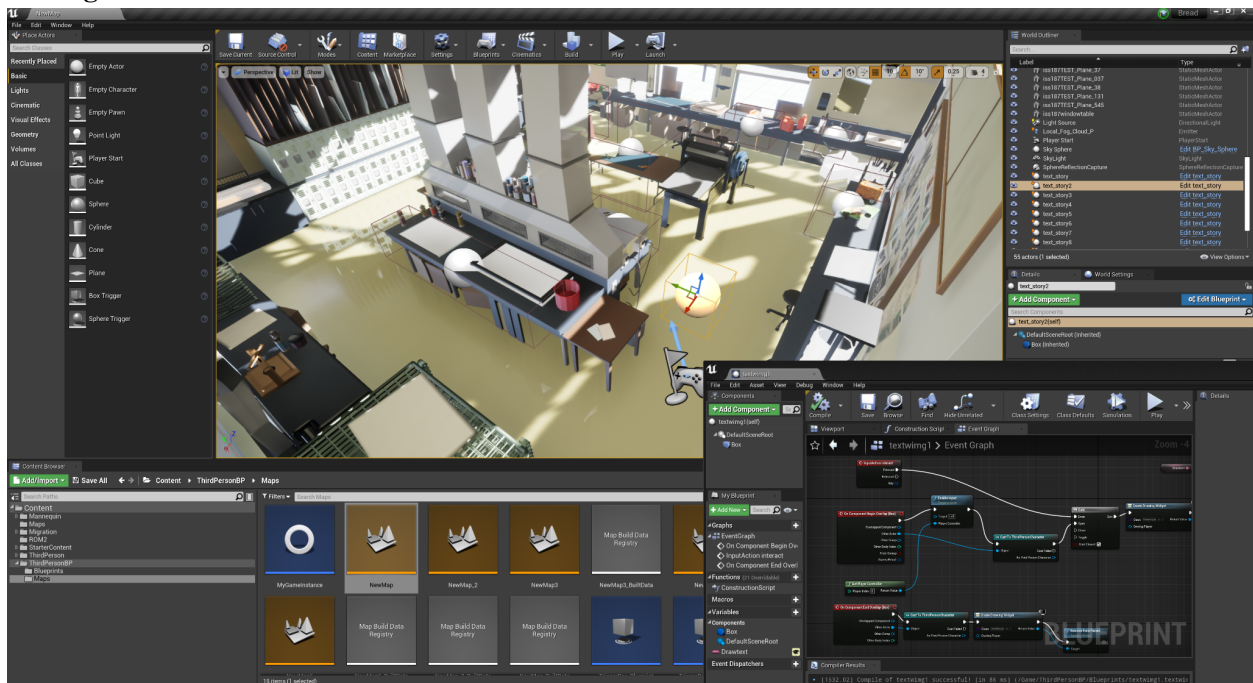
Assigning materials to the model:

Importing model into Unreal Engine:

Video from the first play test:

https://drive.google.com/file/d/1jACLL_cmBwCkqRuDHqN2s3u02WYKx0JH/view?usp=sharing

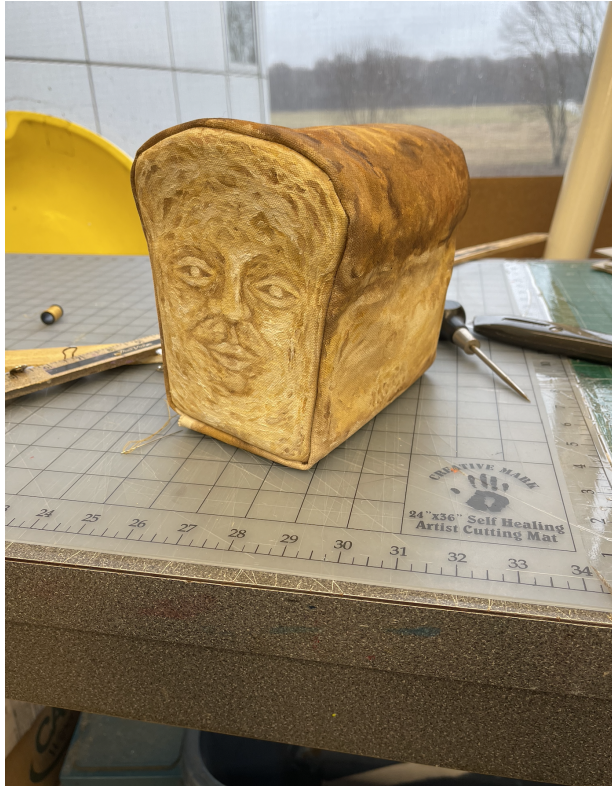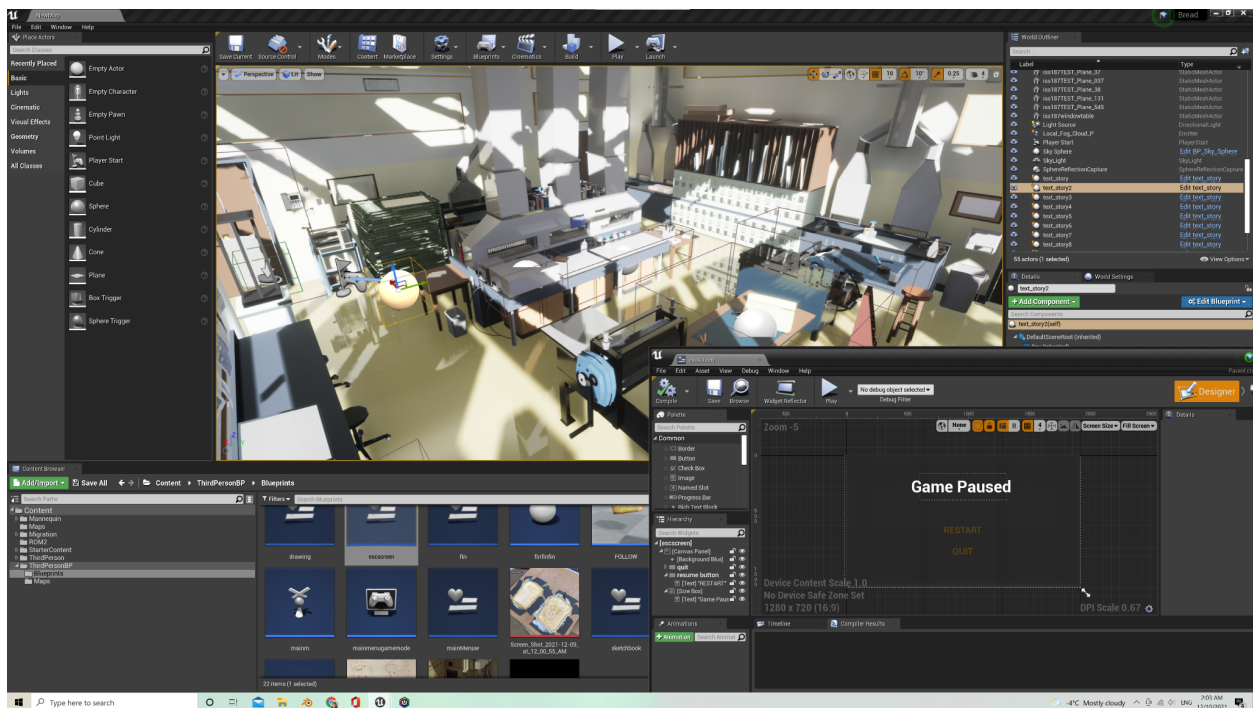## Coding Interactive Elements:

Adding real-world elements:

(Top: the actual process of creating the bread man, he is made out of gessoed canvas sewn together and stuffed with shredded paper. Bottom: the bread man being made in the actual studio)

Putting on finishing touches on the game:

(creating a pause screen)

Final quick playthrough:
Video link to Box file: https://duke.box.com/s/1b2ry3qn4hmtc0gqhi9arycyu6tsdczk