

CO GAME Videogame Research

General Information about the Game

Name of the game

To the Moon

Year of Creation

2011

Description of the game

It is a game made with RPG Maker. It has some elements of a RPG, but it's mainly a point and click game (a bit unorthodox in terms of gameplay) with a rich story.

Platform

Windows

Mac

Linux

Type of the game

Grafic Adventure / Storyteller, RPG

Website

http://freebirdgames.com/to_the_moon/

Are there more institutions cooperating to the videogame development? Which profiles?

Indirectly, RPG Maker

BLOCK A. HERITAGE INTEREST

This part is for describing the heritage quality of the game.

Is there any distinctive heritage element?

The game is specially focused on the psychology of some of the characters and their personal lifes. So there is not a clear heritage element.

However, we can find some science fiction elements, such as a machine to get into someone's memories (which is the main unifying thread of the story).

If yes, which are the different historical contexts (Who, when, where, why?) described.

Which are the main historical elements described?

Are they rigorous or inspirational or simply scenarios for the development of the story?

Which are the most interesting elements regarding COGAME framework, and why?

The most interesting is that this game was mainly made with a tool we may have access to in CoGame project: RPG Maker. So we can see here some gameplay and graphic elements that we can use to create games for our projects.

BLOCK B. EDUCATIONAL PURPOSE

This part is about collecting information about the educational sense of the game.

Age addressed by the videogame

All ages

Is there any link with the national educational levels? (Is the game addressed specifically to any pedagogical level? To some pedagogical activity?)

It's not addressed to any particular pedagogical activity, although it could be implemented into one.

Which educational purpose has the game?

It's not a game made for an educational situation, but it can be used to learn both about the designing of a game (because of its clearly distinguished parts of the gameplay: story, exploration and puzzle solving), and to learn about issues ranging from elemental psychology concepts to literary studies.

Target addressed by the project (List: community, classroom, subrepresented groups, disadvantaged, etc.)

General public, all ages.

Which are the main skills / knowledges / attitudes learned by using the videogame?

Storytelling concepts and practice, puzzle solving, sensibility to human values.

BLOCK C. VIDEO GAME DESIGN

This part is for collect information about video game design

Graphics (Which type of graphics are used by the video game?)

2D graphics, the ones processed by the software of game design RPG Maker.

What is the storytelling of the video game? (Which are the main narrative elements?)

The futuristic environment combined with non-realistic elements that take place in the memories of a person. The characters actually physically travel through a person's thoughts.

Is it future or past oriented? It is dystopian or utopian?

It is future oriented. And the story consists in a sum of flashbacks from the old age to the childhood of a man.

Main characters (How many characters the player can choose? Describe them.)

There are two main characters which, depending on the part of the game, are alternatively controlled by the player.

Interactivity (What is the level of interactivity inside the game? Describe.)

There are several elements, since part of the gameplay consists of exploration of different scenarios.

Usability (Has the game a complex screen? Number of controls (keyboard, screen, Joystick...)).

Just a screen and a mouse are enough to play, although, like every RPG Maker game, it can be played with the keyboard.

Accessibility (Is the game prepared for people with mobility or control disadvantages?)

It has no special features for control disadvantaged people.

BLOCK E. ASSESSMENT FOR CO-GAME

Which are the elements you identify as relevant to be taken in mind for the development of the different IO for Co-Game?

How to create a story and a video game with a 2D graphic system and an accessible software. The most important for CoGame is to show us the possibilities of a game designing tool that doesn't require programming skills.

Which are the elements not to repeat while developing Co-Game?

While at first sight it has no need, this game could have had specific educational elements that could be used for pedagogical activities.

Name of the organisation in charge of the questions (Write the name or your organisation (CEPS, LATERNA, MUNDANEUM, CIES; BFI)).

CEPS