

iròà

Journey to Amalaò

Project Portfolio

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Technical Specifications

Name:	Iròa - Journey to Amalaò
Mode:	Single-Player Videogame
Genres:	Adventure Game, Puzzle Game, coming of Age
Platforms:	Desktop and Consol
Developer:	Bianca Amberger
Animation:	Sarah Windisch
Composer:	Alina-Elise Bachler
Assets:	Hannah Krusch-Bartuel

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Iròa - the journey to Amalao

By Bianca Amberger, Alina-Elise Bachler, Hannah Krusch-Batrueel und Sarah Windisch

Designed and Illustrated by Sarah Windisch

Diploma Project - Ortweinschool 22/23

The Story

In the beginning, many centuries ago, there was just one big island on which reigned four goddesses in harmony until they had a disagreement with each other and a ruthless battle, that took three days and nights, destroyed the island and broke it into many smaller parts.

To prevent such an event from ever happening again, the four goddesses split apart and moved away from each other as far as possible. The youngest of the goddesses however, grew very, very lonely, so she created mankind to keep her company. For hundreds and thousands of years the humans lived happily under the four goddesses, building their own cultures and traditions.

But for humans having everything they desired and more wasn't enough and as soon some people's greed grew stronger than their sense of morality. In the effort of some to rule all of the islands in the cosmic sea, another war broke out. A war, that was dreadful and bloody. A few determined humans however set out on quests to preach for peace and stopping the war.

Iròà's mother was one of them.

Iròà themselves was only eleven when their mother left them and their father on a small outer island to fulfil her chosen mission. When Iròà grew up they heard only good and kind of their mother, even though she never returned. Iròà decided early to search for her as soon as they were allowed to leave the island, not accepting her disappearance as unchangeable.

To find their mother's path Iròà asks vastly different people for help: a man who lost his spirit and limbs to the war, a little, also motherless kid, a musician as well as a shaman who's lost his faith in humanity – and even more importantly, they search for remnants and memories of their mother wherever they go.

Going through these different cultures, meeting diverse people and seeing the true happenings of the war, Iròà begins to understand not only their world but also themselves and their loss better every day.



The Gameplay

Iròa is a third-person adventure, puzzle, role-play game. Playing as the main character Iròa, you need to solve puzzles, overcome obstacles and travel from island to island. Meeting others, learning about their stories and doing simple as well as complex tasks for them, helps you to navigate the world and the game. And if you need a break from a particularly challenging puzzle, you can explore the islands and relax for a bit before resuming the story.

New Islands await

Iròa hasn't seen much of the world. As it is customary in their world, until they turn 21, children aren't allowed to leave their own islands. As Iròa lives alone on their island with their dad, they have not only never seen the other cultures but also haven't met any other people apart from a few visitors.

So when they set out on their journey, the player gets to discover the world, its natural beauty and other cultures alongside the main character. Beautiful, colorful landscapes encompass woodlands, open fields, spikey mountains, grand lakes, rivers, small, idyllic villages and long lost temples.

Our Message

Leaving your comfort zone, talking to new people, slowly experiencing more and more of the world is a significant part of growing up. Discovering your own path of life is exciting though challenging – nevertheless leaving your home, your school, your family and your childhood for your first “big journey” with numerous opportunities and countless obstacles is, even as scary as it sounds, what everybody dreams about happening one day.

With our whole team starting to realize what the approaching end of our high school life will mean and having to look for a future path, it's been a topic that has been present in all our minds.

The Theme

Embarking on a journey that might take us out of our comfort zones at home and even into different places, cities or even countries for some. Slowly realizing things, we didn't and couldn't understand back when we were children. And coming to terms with things that happened in the past, learning to work through them and accepting them.

Ultimately our wish for the game is for people to have fun playing it and if even one person can relate to Iròa's journey and see themselves just a little bit as a hero too, well then we have reached everything a young role-play-adventure-game-creating-team could hope for.

The World of Iròa

THE FOUR CULTURES

In tune with the story progression, the four different cultures of the cosmic sea Dàire, Altair, Làeta and Morià all represent not only their respective beliefs, but each tell a story of their own grief, dealing with it in other ways and moving on. This helps Iròa make their own path to understanding and overcoming the disappearance of their mother.

Dàire

The inhabitants of the nature realm are simple, kind but also strong-willed people. They embrace nature in all its beauty but also its faults. Dàire place emphasis on odd lines and natural, simple materials such as wood and stone.

Altair

With much of their territory consisting of smaller, more rugged islands these people learned to maneuver the sky just like birds. They build their temples and cities between and among the flying mountains in white marble. The belief of air being pure has led to the use white marble stones and straight, perfect designs.



Làeta

The lively, happy, energetic people are as colorful in nature as their buildings are. To contrast all the chaos these people bring with them the houses are constructed in simple blocks with flat walls and roofs. Some say you can hear the life and music roaming through these streets from miles and miles away.

Morià

One would think that a culture with death at their center would be gloomy and depressing, and to some extent the people of Morià are, with dark Victorian buildings and somewhat creepy pinetree-forests. However they chose to embrace death not as the end but rather as the transition to something else, their red line of life carrying them further and through their colorscheme.

Game Progression

With Unity as our game engine, assets made in blender and assigning scripts with tasks is simple as opposed to creating the riddles, which are much more complex. On the first island the player comes across the puzzles A, B and C, which are at that point still pretty easy to solve. With each new island A, B and C get more complicated and a new riddle D is introduced. That way, we want to ensure, the player is not only always challenged a bit moreover also has to understand new things as well, to engage the player and keep them observant at all times. The layout of each island makes sure, to send the player from puzzle to puzzle, requiring the solution to the previous riddle to access the next one.

Music and Sound

The soundtrack of Iròà is light, upbeat and airy with a melancholic touch. It gives the world a soft, beautiful and fantastical feel. The music adapts to area guiding the main character and the player through the highs and lows of the story, while not distracting from the game itself. This goal is shared by the sound design, creating an immersive atmosphere while also giving sound-cues to help the player understand tasks.

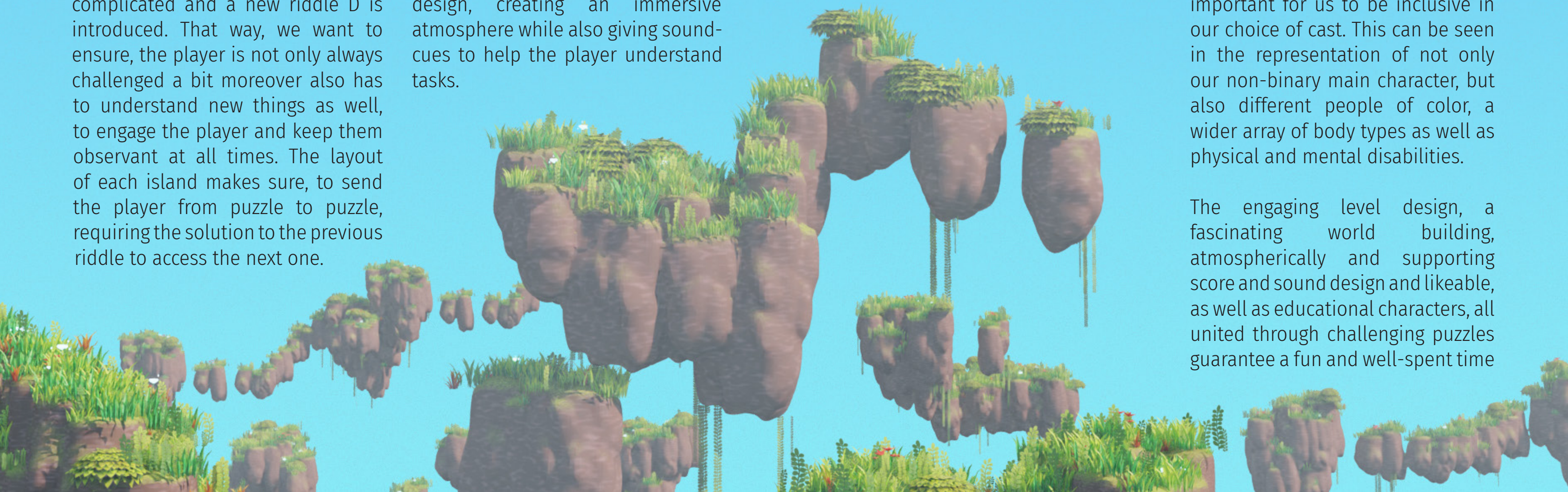
Visual Design

Visually, the world is kept in a cute and inviting low-poly style (meaning less complicated models). However, a lot of visual clutter is added through odd shapes, wear and tear, cracks and the addition of many smaller models and foliage. A lot of emphasis is put on expressive shapes and bold colors.

Characters

Just as the structural, visual and auditive components the characters act to guide, while not distract from the playing experience. Not only do they give reason and purpose to the small quests the player is sent on, but also offer more depth to the overall plotline. While designing these characters, it was important for us to be inclusive in our choice of cast. This can be seen in the representation of not only our non-binary main character, but also different people of color, a wider array of body types as well as physical and mental disabilities.

The engaging level design, a fascinating world building, atmospherically and supporting score and sound design and likeable, as well as educational characters, all united through challenging puzzles guarantee a fun and well-spent time





The Team



Sarah Windisch

Characterdesign, Animation and Story

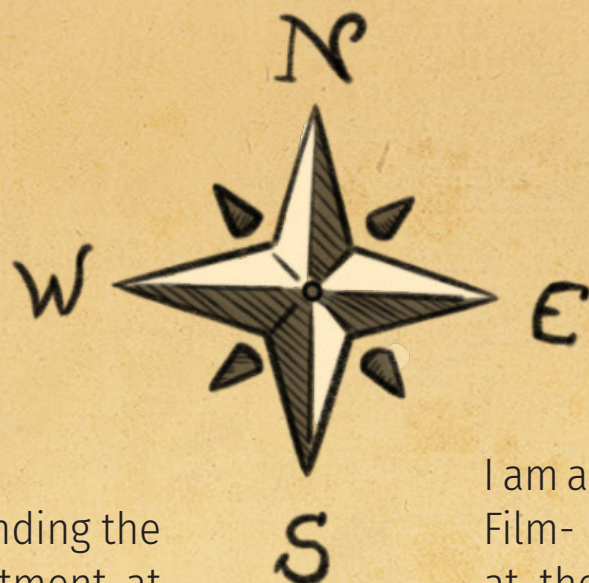
I am a 18-year-old student, attending the Film- and MultimediaArt department at the HTBLVA Ortweinschule Graz and I was born in Graz.

During my time attending the Ortweinschule I was able to further develop my love and skills in filmmaking and especially animation, while working on multiple projects and short films. As

being part of a crew has always been half the fun for me, I have not only been involved in the postproduction process of shortmovies, but also always the production on set as Assistent Director or Unit Manager, keeping the team on schedule, aiding the director and solving accuring problems on the fly.

Apart from school, I also had the chance to gain experience in the professional world of film- and gamedesign-studios in interships.

My passion for animation and characterdesign plays a major part in the games relatively large amount of cut-scenes, giving way to a perfect, creative space and room for experimentation despite the medium.



Bianca Amberger

Gamedevelopment and Story

I am a 19-year-old student attending the Film- and Multimedia Art department at the HTBLVA Ortweinschule in Graz, in which I found my love for animating, my passion for programming and my pleasure in screenwriting and directing.

Following many small animations and films, I directed the short movie "Siehst du`s nicht?" as well as worked on various movie sets in Austria, further establishing my liking to inventing whole new worlds with their own characters acting out small and big stories. No matter if it's a robot animation, a dragon voxel art, a medieval short or a personal website, I always bring in every fiber of my body as well as a motivating vibe, holding the crew together through highs and lows.

Whilst learning about website coding and development, I discovered my interest in programming and it grew into the wish to merge my beloved stories with these newfound abilities – ultimately ending in a roleplay videogame with puzzles – 'cause who doesn't love a little challenge?



The Team



Hannah Krusch-Batrueel

Assetdesign, Camera and Marketing

I am a 18-year-old student born in Wagna and I'm currently attendendig the HTBLVA Ortweinschule.

At an early age, I was always shooting small short films with my neighbors, which I wanted to take to the next level at a certain point, and that's where the Ortweinschule came into play.

There I learned a lot about my original interests, like camera and editing. Through school I also discovered other interesting topics like streaming but also game design. Even outside of school, I was able to gain a lot of experience in the professional film and video sector through several internships. Additionally I was also independently involved in various projects, such as music videos, wedding videos or trailer productions.

In the last few years, my love for streaming grew bigger and bigger, which is why I put a lot of effort and energy into my Twitch Channel, to make it as professional as possible with my knowledge and skills.

Alina-Elise Bachler

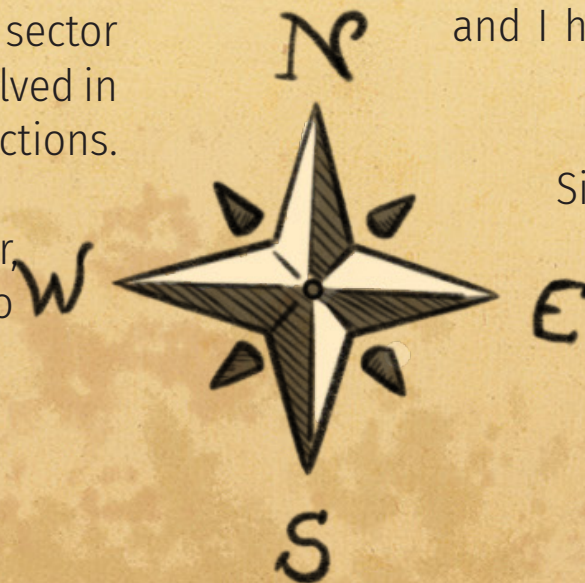
Sounddesign and Score

I am a 19-year-old student, attending the HTBLVA Ortweinschule Graz and I was born in Bruck an der Mur.

Due to my education, I have already participated in various productions and through mandatory internships in international projects. Besides school, I was also employed on a part-time basis at Green Lobster Media Technologies GmbH.

In general, I am very interested in musical and creative work processes and I have theoretical and practical experience through my 16 years of attendance at music school and bring a natural musical talent.

Since I have been playing the violin and piano since a very young age, music shaped me a lot and defined my interests. Therefore, I have a lot to do with rhythmic and creative work processes not only at school but also in my free time.



The background of the entire page is a lush, vibrant landscape. It features several large, dark brown, rocky islands or platforms floating in a clear, bright blue sky. These islands are covered with various types of green plants, including ferns, moss, and small flowers. Some islands have small, glowing yellow lights. In the foreground, there are large, detailed green plants with broad leaves and a tall, thin plant with a glowing yellow flower. The overall scene is bright and colorful, suggesting a magical or fantastical world.

Discover the Story

Iròa – The journey to Amalão is a puzzle – adventure RP-Game that follows the main character Iròa on their journey to find their missing mother, which takes them on a path through four different lands and cultures, whose war once caused her disappearance. With their parents' old travel backpack and the memories of many people and animals that Iròa comes across, he follows the footsteps their mother took 10 years ago.