



Selene Abonce Muhonen, Jähja Bapiiri, Heidi Nilimaa,  
Miika Henttonen

Hospital Adventure, Xbox adventure game

HUS Challenge

Metropolia University of Applied Sciences

8.11.2015

## Contents

1	Project	1
2	Development plan	1
2.1	Problem and Background	1
2.2	Solution/Idea	2
2.3	Technology and needs	2
2.4	Why is this an innovation	2
2.5	Gameplay	2
3	Visual planning	3
3.1	Background	3
3.2	Character planning	4
4	Sound planning	4
5	Storyline	5
5.1	The beginning	5
5.2	The procedures	5
5.2.1	MRI	5
5.2.2	Chemotherapy	5
5.2.3	Radiation therapy	6
5.2.4	Medical treatment	6
5.2.5	Surgery	6
5.2.6	Stem cell treatment	6
5.3	The ending of the game	6
6	Script	6
6.1	The beginning	7
6.2	Minigame: Stem cell treatment	8
6.3	The ending of the game	9

## **1 Project**

Team: Metro Bears

Members: Selene Abonce Muhonen, Heidi Nilimaa, Jähja Bapiiri, Miika Henttonen

Drawings: Iiris Purontaus

This project is part of our innovation studies which all Metropolia students must take as part of their diploma. Our team is formed from students from different fields. Our fields are Culture Production, Optometry, Elderly care and Software development. This is the first time we do a game development project and our knowledge on the game industry is minimal.

Our goal for the project is to have a thorough plan for a game, and a small demo to give an idea on how the game could work. We have no resources to actually execute the whole idea but we hope that someone who likes the idea and thinks it's feasible and has the possibility of carrying it out could buy it and develop it further or even finish it.

In this document is the material we have produced so far. This document and its contents are property of the members of the team and Metropolia University of Applied Sciences. All the pictures copyrights belong to Iiris Purontaus. Using it without permission is contrary to good manners.

## **2 Development plan**

Workname: Hospital adventure

### **2.1 Problem and Background**

The new children's hospital (located in Helsinki, Finland) has challenged us to create a new game for Xbox also using Kinect sensor. The game is supposed to offer peer support, self-care activation and entertainment into the patients' lives in the hospital. Our target audience is over 12 year old cancer patients who have to spend a lot of time in the hospital.

## 2.2 Solution/Idea

The idea is to create an adventure game for Xbox Kinect. The storyline of the game follows the proceeding of the disease preparing the player for the real life operations they have to face in the hospital.

The main character of the game also has cancer, except the cancer is not inside the character, but he has a sidekick who carries the illness. The character adventures in a hospital environment, which is a parallel reality for the real world. The game is playable online so that the player can also be in contact with other cancer patients.

## 2.3 Technology and needs

The idea of the game is wide and actually doing the whole game a major budget and big resources are needed. The project requires members with knowledge in graphical design, programming, sound planning and music in order to create something concrete. Additionally, the know-how needed to work with the Xbox Kinect interface is vital to the project.

For the accuracy on cancer treatments and procedures knowledge on cancer will also be needed. Most common treatment paths needs to be chosen and a couple of possible storylines have to be made which differ depending on the player's choices.

As for the whole script we have already written the beginning, one of the minigames and the ending. But eventually the script for the whole game needs to be written too.

## 2.4 Why is this an innovation

This game is different to other similar games, by combining the game's reality with the real world. The game is part of the patient's treatment plan and psychologically guides and prepares the player to the real procedures he has to go through. It solves the problem that children get bored and have nothing to do during their stay at the hospital and it gives them a way to process their condition.

## 2.5 Gameplay

Before the game starts, in the starting menu the player designs his/her main character so that it would feel more personal and he/she can relate to it. He/she can also name the character and the sidekick. If the player doesn't want to do that he/she can play with the prototype where the main character is called Toby and the sidekick Daisy.

The actual gameplay is in 3D. The minigame formats will vary depending on the game.

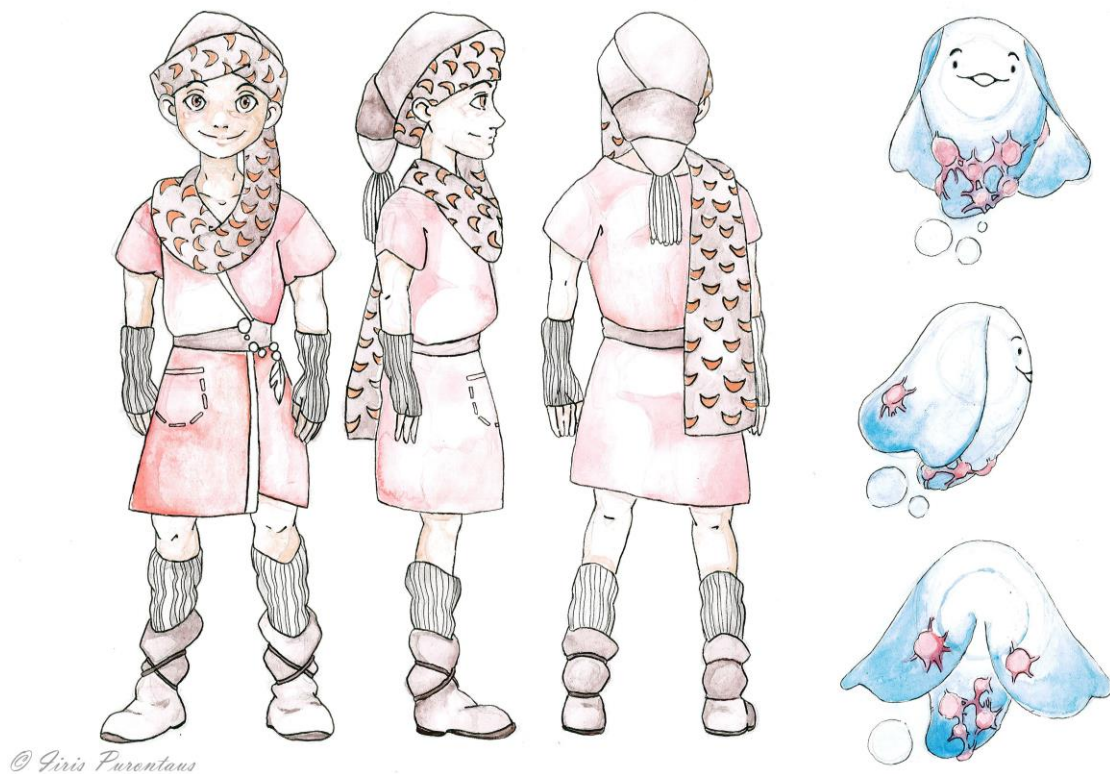
In the game the sidekick Daisy guides the player by giving him tips and advice on what to do next. The story goes on from minigame to another and there is some dialogue that supports and leads the story onward. Throughout the game the player will be given choices depending on the specific treatment plan for the player in question, so that the game's story could go side by side with the player's actual treatments. In some sense the game will tailor itself just for that player.

### 3 Visual planning

#### 3.1 Background



### 3.2 Character planning



## 4 Sound planning

Heidi Nilimaa has made some piano music for the game. There is some music for the main menu, for the beginning and an ending song.

Lyrics for the ending song:

*Black sky above  
Stars they shine  
for you, my love  
Since you went away  
I've been looking at the stars*

*When the pain is gone  
and only memories left  
I'll be thinking of you  
when I look at the stars.*

## 5 Storyline

The game world is called Haspitol and it is kind of a parallel world to the real one. In the game there is some elements of the real world, and they refer to the real world as “The real World”. In the game for example cancer is called Cencar and everyone who has it are descendants of a magical folk called Sengre.

### 5.1 The beginning

The game character Toby wakes up in a hospital room. Daisy “comes out” of him and says that she is ill and needs to be healed, so she could rejoin with him. Together they start an adventure and she is there to aid him on the way.

### 5.2 The procedures

In the game there are several compulsory procedures that the character must go through to progress in the game. Those procedures are the ones that the patient has in his treatment plan. We introduce some of the treatments and what kind of minigames we have planned for those procedures. The minigames must be solved in the game before or after going to the procedure in real life. These are only some examples and they can and must be developed for the actual game.

#### 5.2.1 MRI

In the game the MRI machine is broken and Toby has to repair it with the aid of Daisy. The fixing of the machine is a kind of puzzle game, where the player must solve problem. He needs to find some parts of the machine in other rooms of the hospital etc. After repairing the machine the player can go to the MRI in real life. Daisy says something comforting and prepares the player psychologically to the procedure. The machine needs fixing as many times as the player needs to go to MRI. Every time it needs something new to work and every time the problem is a bit harder.

#### 5.2.2 Chemotherapy

Toby has to go to the chemotherapy minigame as many times as the player goes to chemotherapy in real life. The game is a kind of a slide, where the medicine runs through Toby’s veins trying not to crash on good cells and destroying the bad ones. The mini game idea is the same every time, but the games level gets harder every time.

### 5.2.3 Radiation therapy

In the Radiation minigame there would be a radioactive light web which the character has to pass using the Kinect application. This can also have different levels, first they don't move, but in the harder levels there are more lights and they can move even faster.

### 5.2.4 Medical treatment

In the hospital there is a room where different cancer meds are floating in the space. In this room you have to catch the right pills for Daisy to get her well. With the kinect sensor you're using your hands to collect different pills.

### 5.2.5 Surgery

Toby needs to gather some ingredients to a magic potion which will put him to sleep for the surgery. The ingredients can be found all over the place during the game. Toby needs a certain amount of them and he has to put them together in a specific way in order to make the potion.

### 5.2.6 Stem cell treatment

You have to destroy those cells which owns a bad quality of cancer. The minigame is like a shooting game modification. With the Kinect you have to destroy popping cells, there are good cells and bad cells. To pass the game you have to destroy certain amount of bad cells. If you destroy good cells you get minus points.

## 5.3 The ending of the game

The ideal ending for the game is, that all the procedures went well, and the disease was defeated. In the game that means that Daisy will be part of Toby again and Toby will be healed and whole.

## 6 Script

This script is to give an idea of what kind of dialogue there will be in the game. It is not the whole game's script. This script includes the beginning of the game, one introduction for a minigame and the ending.



## 6.1 The beginning

A hospital room. There is a bed and a table and curtains around the bed. On the bed there is our main character Toby sleeping. He wakes up and looks around him. It is early in the morning, behind the window we can see that the sun is about to rise. All of a sudden small light starts to emit in Toby's chest and it gets brighter and brighter. Toby is surprised and confused. When the light is as bright as the sun it separates from him and stays floating in front of him. Toby looks at the floating light still confused and scared and sees that it is some kind of a creature.

**Creature:** Hi Toby. You do not need to be scared. I am Daisy. I am part of you but I needed to separate myself from you in order to get you healed. We are in a serious situation and we are facing a long and hard adventure. This place is called the Haspitol. The doctors must have told you why you are here, right? (Toby nods) You see all these spots that cover my body? That is Cencar, and it is making us ill.



**Toby:** Cencar? What are you talking about?

(Daisy tells a story about Cencar and why some people get it. We can see the story as a little comic as Daisy tells it.)

**Daisy:** Years ago there were these magical people called Sengre living peacefully. But then these little fiends called Cencars got envious of their powers and made all the Sengres ill until all of them were gone. But it still happens, that the magic grows inside some very special persons who are descendants of the Sengre from long ago. Unfortunately, Cencar lives too and sticks to those people. You are one of the few.

(We get back to the hospital room where Toby continues to look at Daisy with big eyes full of confusion.)

**Daisy:** If we do nothing Cencar will grow stronger and eventually take our powers away or even kill us. Do you understand?

**Toby:** Yeah I think so. So I am here because I have special powers?

**Daisy:** Yes.

**Toby:** What kind of powers?

**Daisy:** That... I do not know yet. But you are definitely magical, or else Cencar would not be interested in you. You know that you have to go through some procedures on your stay at the hospital in the real world, don't you? Those are really important and you must be brave. I cannot go with you to the real world. But I will be inside you comforting and taking care of you. But in here at the Haspitol I will be by your side and aid you on your adventure to destroy Cencar for all. So are you ready to begin your adventure?

## 6.2 Minigame: Stem cell treatment

In the beginning (this is part of the minigame), Toby and Daisy are walking around the Haspitol but suddenly Daisy falls to the ground and starts to shake. Toby feels anxious too and helps her to get back on her feet and asks her:

**Toby:** What was that?

When the minigame is about to start, Daisy tells Toby the story of bad cells and how they came into her body:

**Daisy:** There was a time when I was beautiful on the inside. The inside of me was a peaceful place where mind could rest and everything in me lived in harmony. But one day *they* came..... here (*Daisy is pointing her body from head to toe*). Those bad cells came from somewhere unknown and started to take over my peaceful temple. Toby, from every moment on I am getting weaker because of those bad cells. I do not know how much longer I can take, I feel so tired. (*Daisy stares at the ground*)

Now, Toby you're the only one who can help me.

**Toby:** What can I do?

**Daisy:** Those nasty bad cells are taking over my system. I need you, I cannot beat them down without your help.

You see those horrible looking cells mixed with beautiful light coloured ones. To get things back to normal, you have to destroy the ugly ones. Come on, we do not have much time left.

**Toby:** Let's kick some cell's ass! *(claps his hands together)*

When the minigame starts, Toby destroys the cells with bad quality, using lasergun with his hands.

When the mission is accomplished Daisy hugs Toby and says:

**Daisy:** Oh Toby, thank you! I am forever grateful what you just did for me. This stage is now completed. When we are together we can do anything! I think that we could go to Mars if we only want to. *(Daisy and Toby both laugh)*

They both smile to each other and the minigame is over.

### 6.3 The ending of the game

When the player has had his last procedure in the real world he needs to finish the game. In Toby's hospital room Toby is ready to leave the Hospital and he needs to say goodbye to Daisy.

Daisy is happy and has no longer Cencar all over her. Toby looks a little sad.

**Daisy:** We did it! We got rid of all the Cencar and we are ready to go back to the Real world!

**Toby:** What happens to you now?

**Daisy:** I cannot go to the real world, as you know. So... I have to disappear.



**Toby:** But...

**Daisy:** I have to get back inside you. That is the only way for you to be whole again. Our adventure is now over, and you do not need me anymore. My only purpose was to aid you on your adventure here in the Haspitol.

**Toby:** But I'm scared to go to the real world without you. Who will aid me there?

**Daisy:** I know. But you are ready now. I will not really be gone. I will always be part of you. Inside you. Guiding you. Here try your chest. (Toby puts his hand on his chest). Can you feel the beating? Every time you feel that, you can remember that I am there for you.

**Toby:** I'll miss you

Daisy lights up with bright light again and goes back to Toby's chest. Toby holds his chest.

**Toby:** Goodbye.