

Assignment 1 - Character Design

Puzzle Adventure
THIRD PERSON POV
PLAYABLE CHARACTER

Name: Diana

Age: 21

Sex & Gender: Cis-Female

Race/Origin (if applicable, *optional*): Human

Important Visual (if applicable, *optional; scars, tattoos, etc*): Birthmark shaped like a small butterfly on the inside of her right wrist, same as her mother. She also has black hair and hazel eyes, as well as light olive skin.

Alignment (if applicable, *optional*):

Affiliation/Team/Organization (if applicable, *optional*):

Archetype/Inspiration Character[s] (*optional but recommended*): Inspiration characters include Fiona from Haunting Ground and Miles Upshur from Outlast

3-4 keywords (personality traits): Curious, compassionate, determined, worrywart

Wants/Needs/Motivation: To find her mother and reunite with her again, as well as learn about the work she is doing.

Other character relationships (if applicable, *optional*):

- Diana has mixed feelings about her mother Carol and feels neglected by the lack of attention she got from her growing up, due to her mother's obsession with her work.
- Diana's relationship with her father Robert, in contrast, is much better. Her father was hesitant about Diana reconnecting with her mother before the current events of the game, given that Carol was never that present in Diana's life to begin with. However, he supports her, and gives her some background info on her mother's work (though he doesn't know most details, which Diana will learn later in gameplay) before she goes to the lab and encourages her to stay safe.

Summary (max 4 words) that best describes your character: Resourceful, curious, reflective, gentle

Voice Notes (*descriptors for the writing team; consider this a how-to-write style guide for their dialogue*): Diana should be a bit snarky at times if frustrated, but considerate of those in danger and/or in need of help in some form. If her loved ones or herself are under threat of danger or are in actual danger, she should be partially panicking, like mumbling under her breath or rapid, shallow breathing.

Audio Voice Quality (*descriptors for Voice Design, optional*): Soft, gentle, her normal speaking voice being just above a whisper. When she screams, it's piercing and high-pitched. She will also raise her voice if she starts panicking or if she is angered.

Quote (25 words max): "Sorry, Dad. I know it seems weird but...I need to see Mom."

Biography/Background (300 words max): Diana is an avid fan of puzzles. Both her parents were scientists, but after Diana was born, her father Robert stayed home to take care of her while her mother Carol continued working on a research project throughout the years.

Her parents divorced when Diana was nineteen over Diana's mother being a workaholic and rarely ever coming home. Consequently, Diana went to live with her father. Two years later, Diana received a letter from her mother asking her to come visit her at her lab. Diana, curious about reconnecting with her mother and wanting to learn more about her work, went to the lab. By the time she arrives, she finds out that her mother had gone missing the night before Diana's arrival. Based on the evidence she finds initially, it's implied that her mother is stuck in the deepest part of the lab. The only way to get to the deepest part of the lab, however, is to solve puzzles, interact with other characters and objects encountered in gameplay to find clues about her mother's whereabouts and the project her mother was working on.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay (*Optional; write about 1, 2, or all 3 of these. 50 words max for each section.*):

1. Diana has a butterfly tattoo on the inside of her wrist, which is a similar birthmark to what her mother Carol has. Her hair is black (from her mother), she has light hazel eyes (from her father), and her skin is a light olive. She's about 5'5 in height and wears a black hoodie with neon pink stripes, and light blue skinny jeans with black socks and boots.
2. Diana can solve puzzles, which will be necessary for most of the gameplay required to get to the deepest part of the lab. She is also a fast runner, which will help her when being chased by enemies.

3. Diana will need to solve puzzles and interact with other characters and objects encountered in gameplay to gather clues about her mother's whereabouts and the project her mother was working on. Enemies will occasionally chase Diana, who cannot back. She must hide, barricade doors, or lose her pursuers' trails.

Additional Info (*optional but recommended*):

(*e.g.: 10 things no one knows about this character but it helps to flesh out this character via barks, character concept art, and additional media such as comics, audio logs, etc. Fans always want to know more!*)

1. Diana is exceptionally good at running. This will be reflected in gameplay where she's fairly speedy at running away from enemies (though she will be slower if injured)

2. Diana always enjoyed doing crossword puzzles the most, and she and her dad Robert would spend the weekend working on them together when she was a child.

3. Diana is a fan of good food and tends to be a fast eater. She has enough of an appetite that she will ask for seconds if the food is exceptionally good. Eating food in gameplay will also help Diana restore her health in-game, as there will be some food preserves located while navigating the lab.

4. Other than working on puzzles, Diana also enjoys listening to lofi music. This is something that her mother enjoys listening to as well while working if she can.

5. Diana dyed her hair several times in the past, but it is currently a natural dark brown color by the current events of the game.

6. Diana has a fear of insects. (This will come into play when being chased by any insect-related foes in gameplay.)

7. Diana likes to take naps when she can. Taking naps in gameplay at designated 'safe' areas of the lab will help her restore health.

8. Diana enjoys playing cozy farming sim games when she's not working on puzzles or getting anything else done.

9. Diana enjoys listening to lo-fi music to work on in the background and is constantly making new playlists. She's attempted making her own music but she's not the best at it.

10. Diana hates coffee with a burning passion and will drink tea. The only time she'll have coffee is if it's the only drink available.