Adulting is an **interactive visual novel** tackling the topic of the perception of being and becoming an adult in society as well as the question of what triggers this feeling of being an adult. In doing so, we not only want to shed light on the process that a teenager goes through to become a young adult, but also look at older groups of people.

It is a **third person side scroller** and a **single player.** Adulting's unique style combines two-dimensional as well as three-dimensional art to to reflect the look and feel of comics and graphic novels. Set in different apartments it should give the player a closer look into the lives of the **three main characters.**

The goal is to embed the feeling of insecurity that accompanies the term »*being an adult*« in the form of a visual, interactive story and to enable the recipients to deal with this topic individually but also socially.

The project is created with Unreal Engine 5 and Blueprinting systems as well as Wwise for Audio. The language is English. It's scheduled to be released in June (*itch.io*) and July (*Steam*) 2023.

Growing older has nothing to do with feeling grown up.

adulting

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Players explore an interactive story inspired by being an adult and featuring engaging mini-games as well as point-and-click interactions with dialogue.

Theme

The topic of the perception of being and becoming an adult in society is personified with three main characters and their individual struggle with the theme. In preparation the development team invested in a 3 month long research by interviewing psychologists and collaborating with the Sigmund Freud Private University Linz as well as making an online survey with over 70 participants.

Graphics

By combining 2D and 3D art styles Adulting reflects with a hand drawn look and feel comics and graphic novels. It features hand painted assets as well as 2D character animations. This gives it a unique art style which is easily recognizable.

Mini-Games

Throughout the story the player will encounter light mini-games that they must complete to continue progressing. It features 12 mini-games with various styles of gameplay.

Community Integration

Inspired by Kind Words, the community will be integrated into the game by sending and receiving messages in the form of paper planes. Here, own thoughts can be written down and decorated with stickers.

Soundtrack

A coherent soundtrack with individual themes per character ensures that players are immersed in a calm but emotional atmosphere. Full Soundtrack is available on Spotify.

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Liv

Liv is a 23-year-old single student who is pursuing a university education in the creative industry as well as a part-time job. She has financial difficulties, as her parents also have to support her other siblings financially. The pressure to get her adult life together financially in addition to education and work is growing.

Albert

Albert is a man in his mid-40s with two children. He has difficulty taking care of his two children and all his other adult responsibilities, such as his own florist store, because his partner's job often prevents him from being at home.

Finja

Finja is a 70-year-old pensioner who has particular difficulties with loneliness, as it is difficult for her to stay in contact with her friends, as she no longer has the possibility to travel long distances due to her age. Her family through their busy adult life also do not have much time to visit her.

»*Adulting*« is an experience **focusing heavily on storytelling and mini games** which evoke a specific emotion. It's narrative focused and tells its story through exploration, mini games and community integration. The story focuses on three characters, each with 3 acts of the story whereas the storylines are linear. The setting is a multi-apartment building, in which only the respective apartment of the character can be seen, as well as a connecting staircase and a roof terrace. There is also an external florist store.

All those light interactions and additional dialogue focus on different problematic aspects of our three characters who should represent different age groups who are struggling with different aspects of being an adult. These mini games vary in gameplay and style. They are presented through the narrative and support the story in meaningful ways. Furthermore it features point-and-click events which trigger short animations or dialogues giving the characters and environments more context.

Additionally to clickable storytelling interactions the player can also **write messages and send them** to other players to share how they feel and get comfort. Writing and sending these messages to other players can take place at any time during the course of the action. With the help of a scrapbook that can be accessed at any time, the player can send messages and read and store collected paper planes.

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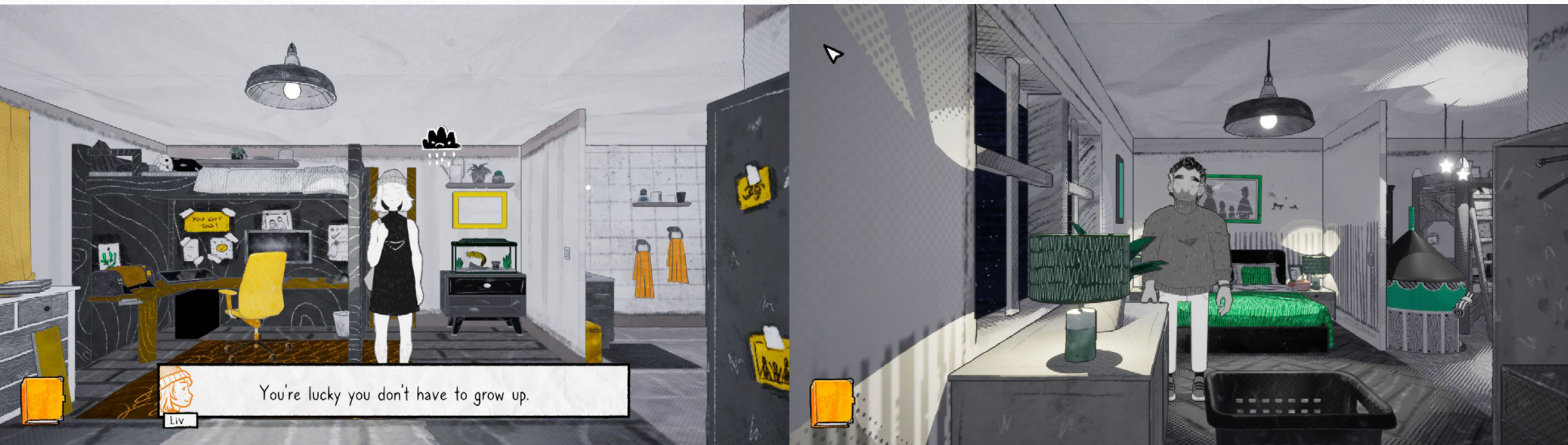loading ...
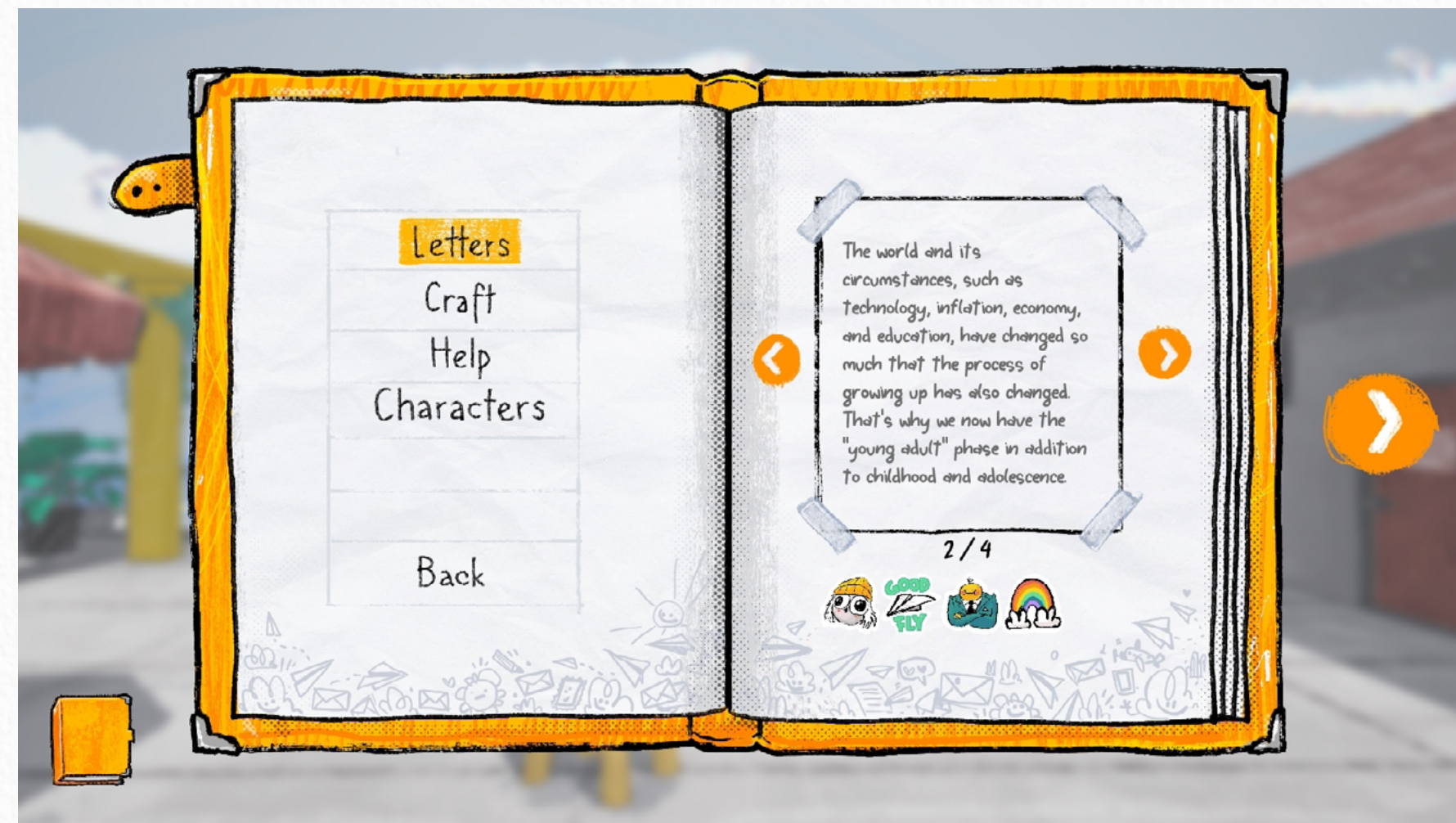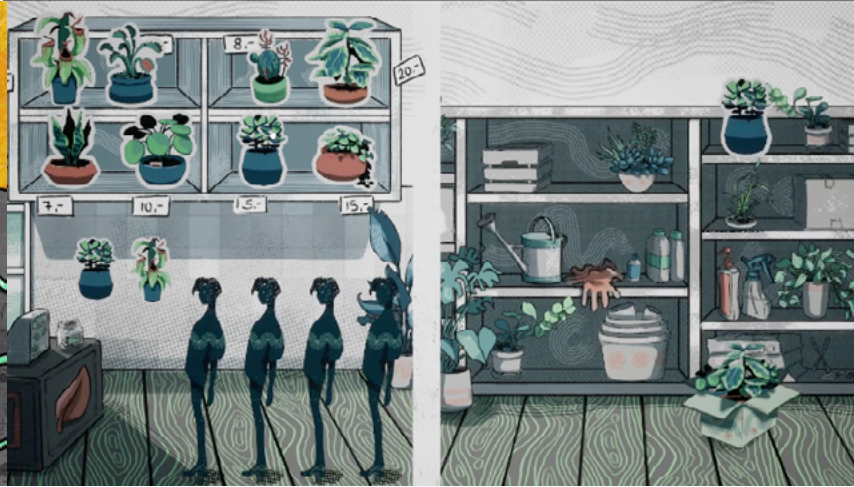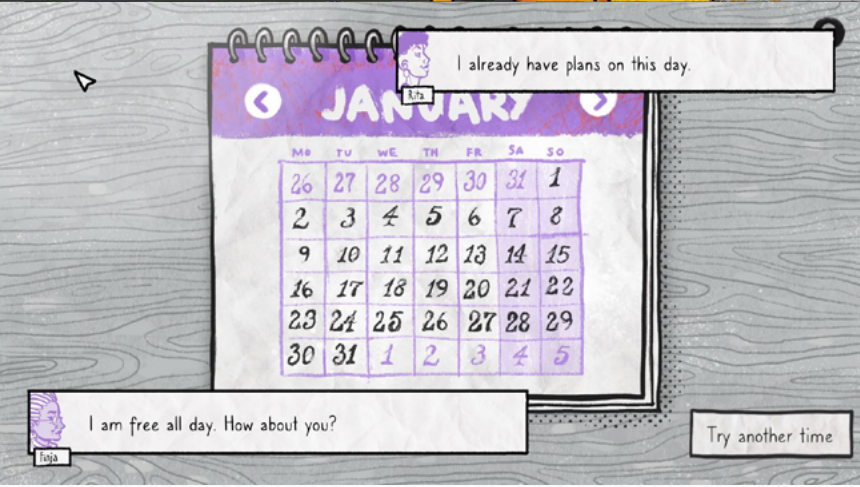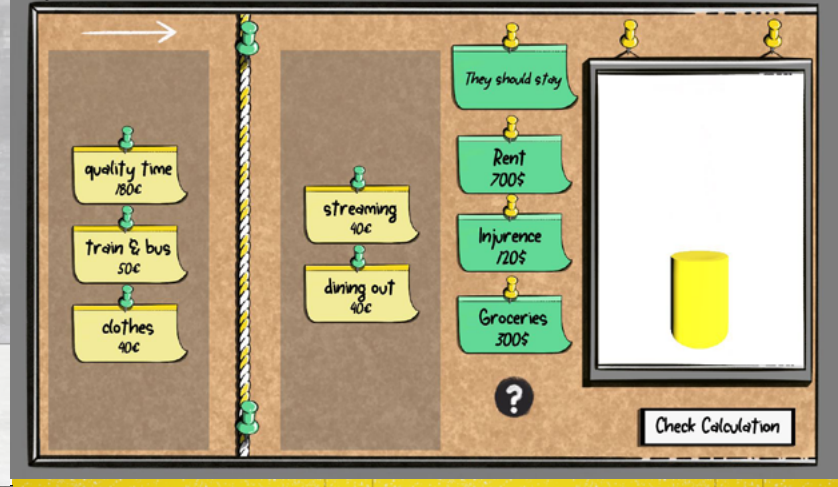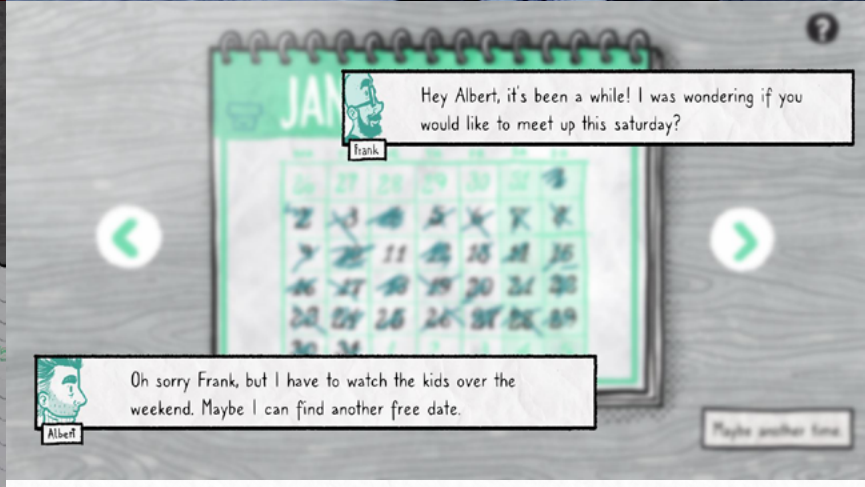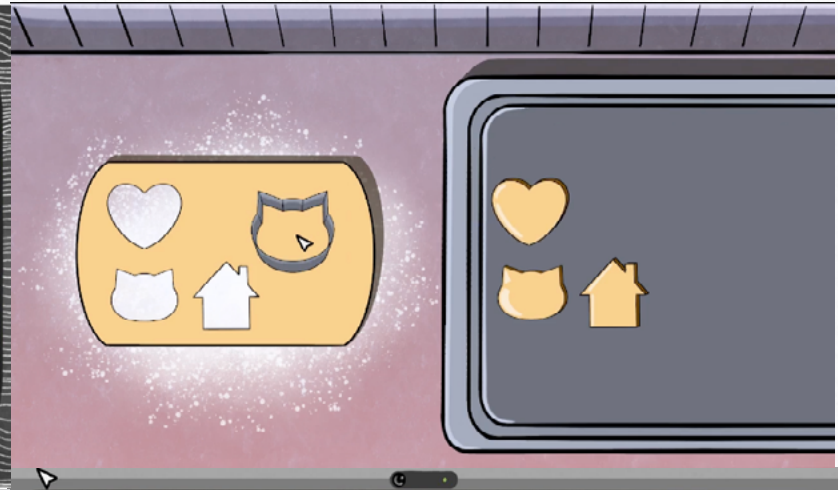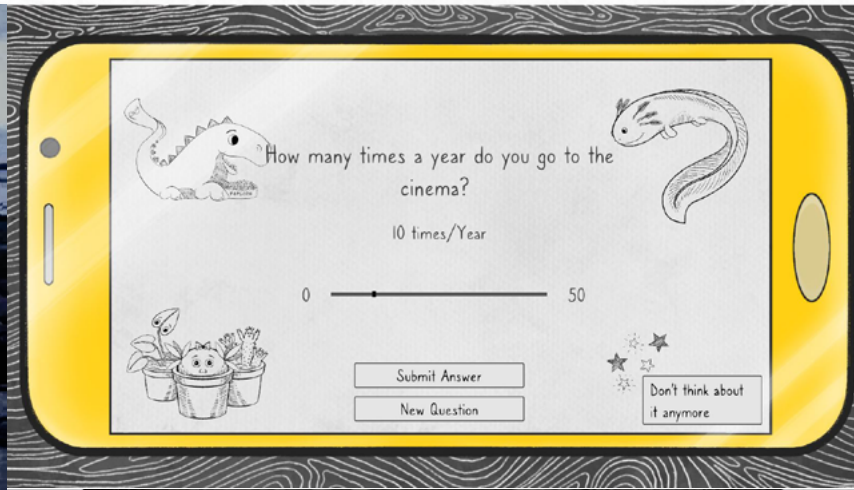
DEVELOPMENT STATUS

Where we're at

Currently we have finished our product and released it on itch.io. We plan to release updates with minor improvements over the time.

Target Release

August 2023 itch.io
probably 2023 Steam

Planned Platforms

PC, Windows
itch.io, Steam

The sweater turned out perfect!

Finja

You're lucky you don't have to grow up.

Liv

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Adulting has a high commercial potential with it's wide appeal through the topic which affects everyone and certainly isn't discussed enough in our society. Through the characters players from different age groups, genders and family status can relate to the story. Furthermore with the eye catching, unique graphics the game has a high recognition value. The characters with their different backstories and a unique varied gameplay which spans across multiple genres with simple to pick up gameplay makes the product memorable. Adulting also engages with the community by integrating their thoughts and feelings into the game and stimulates an exchange between players. Our marketing strategy is focused on social media and building personal connections with the players.

TikTok

394 Likes
Most watched Video 1252 views, high engaging rate (*approximately between 40 likes and saved videos*)

Instagram

139 followers
Most watched reel 12.6K views (*approximately between 1-2k views*)

Online Survey

83 participants

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We are a group of five students current-ly finishing our master studies at the Uni-versity of Applied Sciences Salzburg. We study MultiMediaArt, specializing in diffe-rent aspects such as computeranimation, audio or communication design. Additio-nally we had several other people helping us out in different disciplines.

We are certain that our game can be a successful product and make people feel less lonely with these struggles.

Contact

office.adulting@gmail.com
Find our socials *here*

Contact Person:
Marie-Christin Aufinger
marie-christin.aufinger@hotmail.com

HANNAH FEHKÜHRER

Concept,
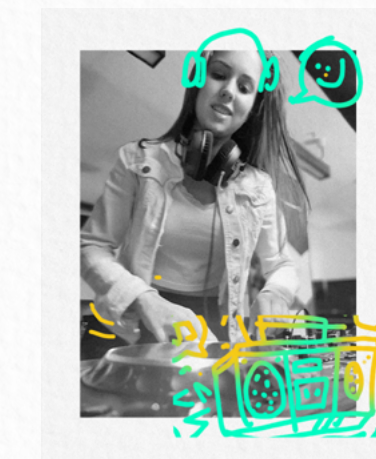Visual Development,
3D Art, Programing,
Research

MIRA SCHOBESBERGER

Concept,
Visual Development,
Character Design,
3D Art, Programing,
Research, Social Media

RENALDO ROHRMOSER

CONCEPT,
VISUAL DEVELOPMENT,
UI, 3D ART, GRAPHIC
DESIGN, SOCIAL ME-
DIA, RESEARCH

ANJA LECHTHALER

CONCEPT,
LEAD SOUNDDESIGN
& MUSIC, RESEARCH

MARIE-CHRISTIN AUFINGER

Concept,
Projectmanagement,
Art Direction, Visual
Development, 3D
Art, Writing, Pro-
graming, Research

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