



WATER ALOFT THE RIDGE™

An evocative adventure game from the
2012 Columbia College Chicago Large
Team senior capstone class.

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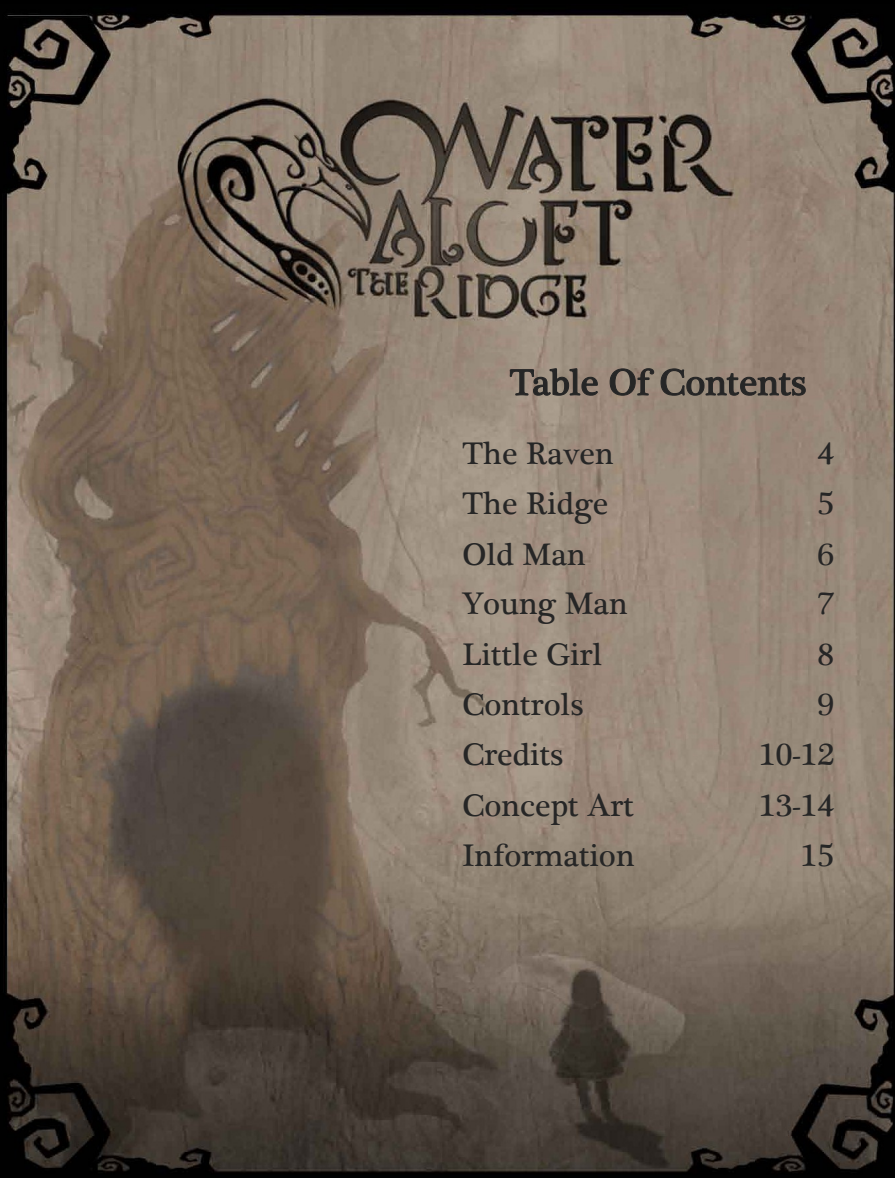
For assistance or more information about
Water Aloft the Ridge please contact
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TO INSTALL:

- Double-click on the installation file
- When the dialogue window appears please follow the on-screen instructions.
- Note that following is required to play. The installer will attempt to verify their presence on your machine and will either install the package if missing or direct you to its source for installation:
 - ⇒ Redistributable Microsoft Visual C++ 2010 (x86)
 - ⇒ Most recent Microsoft DirectX
 - ⇒ WWise sound engine plugin



WATER ALOFT THE RIDGE

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*"There once was a Raven led by fear
She was convinced that her wings guided the darkness
Consumed by her fear, her feathers became the night
And she could never return to the day"*

The Ridge

According to beliefs, the Ravens inhabiting the ridge are many things: guides, messengers, warnings, heralds of news both good and bad, personifications of outside forces or inner turmoil.

These myths are intertwined and muddled, and the truth shrouded in fog and mist.

What roles they fulfill remains a mystery, as no living person has ever ascended the ridge. It is said that those who climb the ridge encounter these Ravens and must work with them to overcome the obstacles blocking their path.

Water Aloft The Ridge is a disturbingly elegant 3D puzzle/adventure game. You must ascend the ridge three times, the first as the Old Man, then as the Young Man, and finally as the Little Girl. As the Ridge's magical nature evokes buried and painful memories, each ventures up a ridge in search of closure with a recently deceased family. In order to climb the Ridge you must use each character's unique attributes and Raven Powers to solve the different types of puzzles you come across.

THE OLD MAN



Once a proud and loving man, the Old Man is a shell of his former self after the death of his daughter. Arrogant in the traditional healing ways of his people, he refused to let modern aid into his home at the time of his daughter's sickness. Losing her, and the failure of his long-standing traditions, throws him into shadows of doubt and despair. Sad and regretful, he cannot forgive himself. In his shame and self-loathing, he turns away from both his son-in-law and granddaughter in their time of need. A year after his

daughter's death, he decides to search the spirit world for her. Not only does he hope to restore his faith, but to return her to the world of the living.

Up on the Ridge, a Raven encounters the Old Man. This Raven, old and grizzled with red markings, offers to help the Old Man by fetching objects that he couldn't normally reach.

*Press the Raven Aiming button to go into a first person aiming mode. In this mode, line the reticle up with the object you want the Raven to fetch. If the Raven can pick it up, the reticle turns **green**. Pressing the Raven button sends the Raven to the item. The Raven picks up the item and delivers it to you.*

THE YOUNG MAN



Strong, yet cautious, the Young Man is a great provider for his family. However, much has changed since the death of his wife, and he fears that he is unable to properly care for his daughter on his own. Often, his fear surpasses his reason and leads him to take unnecessary actions to "protect" her. Sometimes he will not let her leave the cabin, and even more times will he rush her to town at any sign of illness, rational or not. The Young Man holds a quiet grudge against the Old Man, blaming him for the death of his wife. He refuses to let the Old Man heal his daughter or to let him teach her his traditional ways any longer. The Young Man

does what he thinks is best, but in doing so comes across as controlling and cowardly.

On the ridge, a different Raven finds the Young Man. This Raven - small, with an unusual number of glowing yellow eyes - uses "Raven Perspective" to help the Young Man see things he normally cannot.

To use Raven Perspective, first find a Perspective Perch - they look like an arm coming out of the ground. Press the Raven Aiming button to go into a first person aiming mode. As you line the reticle up with the glowing area of the Perch the reticle turns green. Pressing the Raven button sends the Raven to the Perch. You can then see through the eyes of the Raven (while controlling movement) until you press the Raven button again or move out of range.

THE LITTLE GIRL



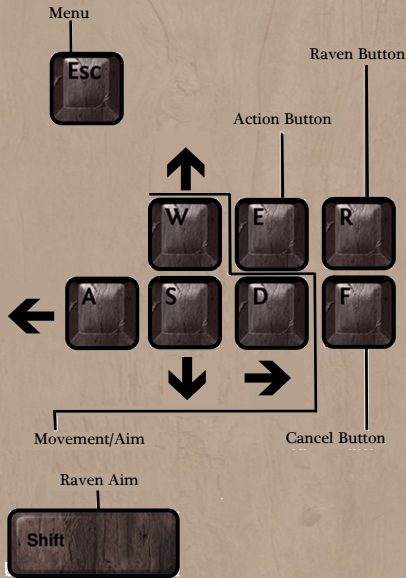
The Little Girl is strong and caring and looks up to her grandfather very much. The death of her mother brings further tragedy as her grandfather grows very distant.

Having lost two strong figures in her life, the Little Girl turns to her father for strength. Unfortunately he is overprotective of her and fails to let her grow. Strong but sheltered, the Little Girl spends most of her time thinking about her late mother. Sadly forgetful, the Little Girl likes to think her mother has passed all her qualities down to her. In this misunderstanding, she often turns her own characteristics into memories that shape her mother. She is a confused little girl that wishes to understand the world she is protected from.

On her ascent of the ridge, a third Raven approaches the Little Girl. The largest Raven, flapping its great purple wings, offers to help the Little Girl reach heights and traverse gaps that no human alone could.

Press the Raven Button to have the Raven instantly fly to the Little Girl and lift her in the air. Continue to hold down the Raven button for a slow descent, or let go for a quicker drop. Use the arrow keys or the left stick to move in midair.

CONTROLS



CREDITS

WATER ALOFT THE RIDGE

Large Team Game Studio 2012
Senior Capstone Project

PROJECT MANAGEMENT/OVERSIGHT: Matt Board, Tom Dowd,
Heinz Schuller (faculty, Interactive Arts and Media)

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Level Design Lead: Larry Griffin IV

Quality Assurance and Testing: Rowan Buck

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Spanish Translation: Silvia Martinez, Roel Sanchez

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Technologies), iTween for Unity, Maya 2012 (Autodesk), Mono
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PROGRAMMING TEAM: Trevor Hess, Sam Stine, Aaron Williams-
Banks, Ben Zohar

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Build and Tools: Trevor Hess

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Ben Zohar

Scripting Support: Aaron Williams-Banks

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tracking, Microsoft)

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IAM "Audio Mercs" SOUND DEPARTMENT: Sean Clouser, Billy Eline, Elan Hickler, Patrick Lewandowski, Roel Sanchez, Alex Teske

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Project Music Lead: Elan Hickler **Project SFX Lead:** Billy Elin

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Sound and Music Tools (used under License): Wwise (AudioKinetic),

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SPECIAL THANKS

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Concept Art



Concept Art



WATER ALOFT THE RIDGE

Information and License

Water Aloft the Ridge is the result of the two-semester senior capstone Large Team Game Studio class sequence at Columbia College Chicago. An interdisciplinary team of nearly thirty designers, artists, programmers and sound designers worked on this project as their culminating project in the Game Design major. It was produced using game industry studio practices and process such as pre-production, task management, milestone deliverables, bug/QA, and version control.

This game was produced using the academic license of professional production software. As such, this game cannot be sold individually or as part of a bundle with other games or software.

The game installer can be distributed as-is for free, but it is the preference of Columbia College Chicago, the Interactive Arts and Media Department, and the creators of this game, that any download links point to the school's website at <http://game.colum.edu/projects/watr>.

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Interactive Arts + Media

*Three damaged souls climb the
mysterious Ridge seeking
solace, comfort and forgiveness
from one they have lost forever.*

Ascend the Ridge as three unique
characters, each with their own gameplay
and special abilities. Guide the Old Man,
his son the Young Man, and his
granddaughter the Little Girl as they seek
out the restless spirit of the woman
they've all lost.

Water Aloft the Ridge game and User Manual
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