TINY TERRORS

iACADEMY
Game Development Department

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Bachelor of Science in Entertainment in Multimedia Computing with Specialization in Game Development

2022

TINY TERRORS

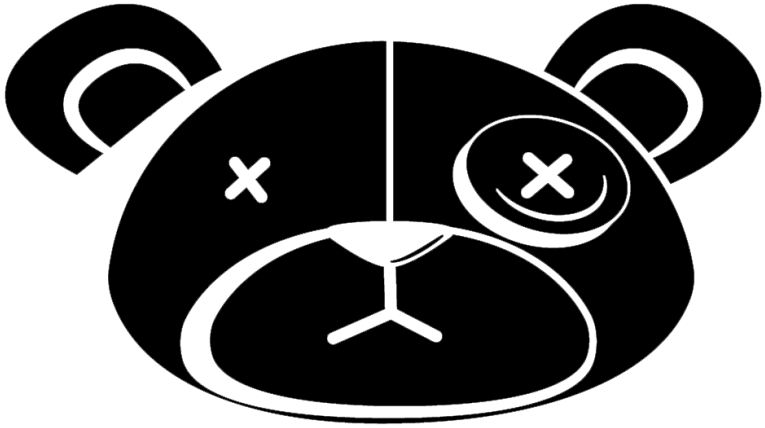
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Presented to the Faculty of the **Game Development Department**
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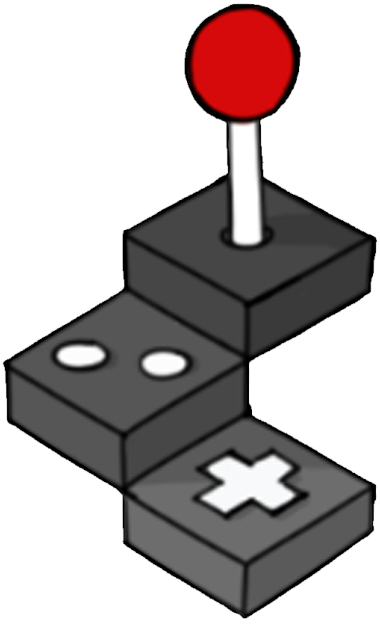
In Partial Fulfillment of the Requirements for the Degree
Bachelor of Science in Entertainment in Multimedia Computing with
Specialization in Game Development

by

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Quality Level Entertainment

CERTIFICATION AND APPROVAL SHEET

This capstone, ***Tiny Terrors***, prepared and submitted by Joshua Joseph M. Mayo, Michael Joseph T. Ong, Sean Paolo F. Ramos, Arolf Delano D.S. Santos and Basil Nicolo C. Urrutia in partial fulfillment of the requirements for the degree BACHELOR OF SCIENCE IN ENTERTAINMENT IN MULTIMEDIA COMPUTING WITH SPECIALIZATION IN GAME DEVELOPMENT. Is hereby endorsed for approval.

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APPROVAL

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Abstract

Toys are a special object in a person's childhood. Children especially play with these not just for entertainment, but it also helps them grow. Önder (2018) explained that toys are an important place in a child's education, that it connects to them mentally and emotionally. This kind of connection makes the child attach to them. When this happens, the toy becomes a transitional object (or T.O. for short). Transitional objects help children cope with problematic situations such as stress or fear as the sense of connection gives them a sense of comfort or security from such issues (Murkoff & Mazel, 2019).

The attachment must be handled with care, as if the child relies on their T.O. too much, it would become obsessive, on the other hand, they would not have a way to seek comfort without it, and this would affect them negatively as they grow up (Robinson et al., 2021; The Arbor Behavioral Healthcare, 2022). If handled well, the child would grow to be ready for independence and would not need a T.O. to seek comfort (American Academy of Pediatrics, 2021).

This project will present a situation about the topic which features a young boy and his teddy bear. It is a tower defense strategy video game that integrates a unique mechanic and an extra third-person perspective in order to add an exciting change of direction to the usual gameplay of tower defense.

I. Project Description

A. Project Background

Toys are believed to have become an essential part of a child's life. A child usually interacts with toys for their entertainment, but also, it can help them grow. Önder (2018) explained that toys are an important place in a child's education – that it is an important activity that nurtures a child's mental health and helps them establish their emotional relationships. In these cases, children may even get attached to them and consider them as a companion.

When this attachment forms, the toy becomes a transitional object (or T.O. for short). Transitional objects give children a sense of comfort and security, especially when the world they are exploring starts giving challenges that demand independence from them (American Academy of Pediatrics, 2021). This is linked to kids having imaginary friends, as they usually inspired them from toys, having them to serve as their T.O. (Elmer, 2020).

In serious circumstances, T.O.s help children when fears start to emerge in their lives (Murkoff & Mazel, 2019). While parents can help their children feel secure when something troubles them, they cannot be there all the time, and they should not because children need to learn how to solve problems on their own when they become adults (Jacobson, 2021). Having a T.O. for the child would fill the need for comfort and security whenever they are alone or when their parents are absent.

Even when they grow up, the need for comfort is still present. Adults can be seen with T.O.s in certain situations like in hospitals or when they sleep to have this sense of security, and it is not a bad thing if people still have their T.O.. People lacking growth with their T.O.s would lead them to have an unhealthy over-attachment to them or worse, they could even develop a vice, such as drinking or drug usage, as they are caused by unresolved stress (Robinson et al., 2021; The Arbor Behavioral Healthcare, 2022).

The T.O.s provide connection, and that is why it is best to introduce them to kids, especially to people who are experiencing trauma or emotional instability, eventually, they can feel alright to let their T.O.s go as they may have grown comfortable enough and have learned to look for more reliable places of comfort such as their friends and family (Davis, 2018), acknowledging the T.O.'s as a core factor of their life.

Hence, this project will present a video game that introduces a young boy relying on his new teddy bear to help him cope with his fears at night. When his fears come to life while asleep, his toy comes to life and swears to protect the boy with his fellow toys.

B. Statement of the Problem

There are people who…

- …feel insecure.
- …turn to an unhealthy method of coping with stress.
- …cling to an object.

From the project background, it is stated that even adults need a place for comfort. They find ways to fulfill that by turning to someone for consultation or pre-occupy themselves with activities (Cherry, 2020). However, many are still unsure on how to deal with their insecurities and suffer from anxiety disorders such as Generalized Anxiety Disorder and Post-Traumatic Stress Disorder (PTSD). A recent observation showed that about 40 million people in the United States suffer from anxiety disorders (Suzuki, 2021, 2). One of the main reasons is that they have not learned well on how to cope with such (Robinson et al., 2021; The Arbor Behavioral Healthcare, 2022).

Children are still learning and crying is natural for them because they have yet to learn how to deal with their own problems. It is best to give them a sense of security early on so that the child may safely learn. This calls back on why T.O.s are important to kids – to passively keep them from being insecure until they know how to dispel that themselves (American Academy of Pediatrics, 2021).

Therefore, it explains why people who did not get emotional security, those who do not know learn how to deal with it, turn to this indecision or other means of finding comfort that are oftentimes ineffective or harmful, because they have not got that security early in their lives and not giving them a chance to develop (Robinson et al., 2021; The Arbor Behavioral Healthcare, 2022).

C. Objectives

This project aims to teach the importance of emotional shelter of children in their early childhood using a tower defense video game. In order to test the video game's efficacy, the following steps will be done:

- Create a video game that consists of an entity defending a child from emotional trauma manifested into physical entities.
- Have the game playtested and have the respondents answer a feedback survey regarding the game's efficacy in teaching the topic of emotional shelter.

D. Significance of the Project

As the project aims to teach the importance of toys as instruments of emotional security for children through the video game medium, the developers have made it an objective in helping young adults become aware of the value of toys in a child's early life.

As stated by the American Academy of Pediatrics (2021), toys as transitional objects give children comfort and security. With the data collected from this project on the effect of toys on the emotional security of children, young adults could apply this as they grow and have families of their own. The project may also contribute to helping parents understand the behavior of children towards their toys and the attachment they have developed towards it.

E. Review of Related Works

1. Bloons TD 6 (Ninja Kiwi, 2018)



A tower defense game franchise where monkeys are used to pop balloons using darts. Its reception and complex gameplay is what inspires most of the core mechanics of the project:

- ❖ Defending a point
- ❖ Building (Defenses)
- ❖ Upgrading
- ❖ Eliminating enemies
- ❖ Enemies moving along a path
- ❖ Enemy spawning in waves

2. Plants vs Zombies (PopCap Games & Electronic Arts, 2009)



A PC strategy game with a creative twist where plants are used to defend their owner from zombies that travel through lanes. With distinguished types of defense and creativity, it inspires the design style that the project will be using for the game objects, specifically the defenses and enemies.

3. Orcs Must Die 3 (Robot Entertainment, 2021)



In Orcs Must Die, the player must defend the fortress against orcs using traps. An added mechanic allows the player to also fight them directly by allowing them to move across the map. This ability was integrated as a result.

4. Dungeon Defenders II (Trendy Entertainment, 2017)



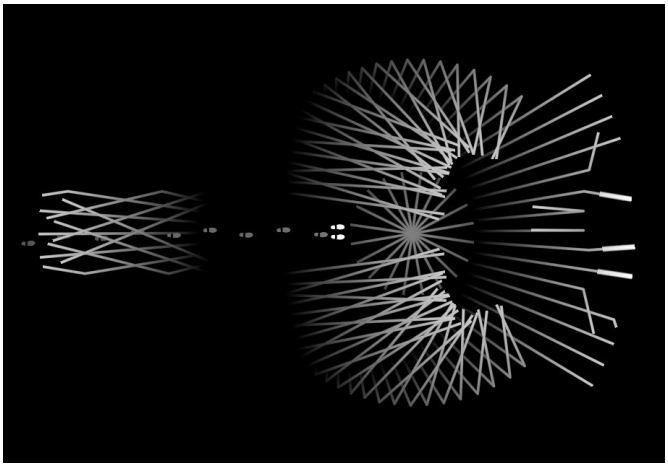
Dungeon Defenders also allows the player to attack the enemies and move across the map just like Orcs Must Die, but it focuses more on the tower defense aspect as well as role-playing mechanics such as upgrades and player abilities. These were integrated into the project as well.

5. Don’t Starve (Klei Entertainment, 2013)



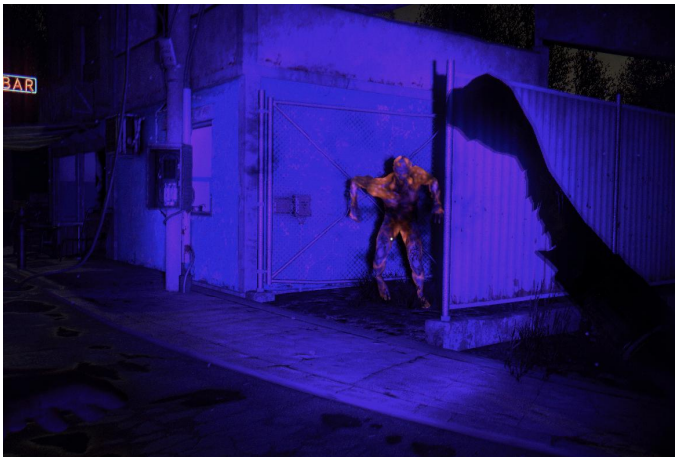
Don’t Starve (and its multiplayer counterpart, Don’t Starve Together) is a difficult survival game with a gothic art style and blunt direction. One of the dangers presented there is the dark where if the player stays there long enough, they will take damage. The project integrates its approach of using the dark as an obstacle for the player.

6. **Dark Echo (RAC7 Games, 2015)**



On the other hand, Dark Echo traps the player in complete darkness, relying on sound waves to navigate through the levels and the dangers that reside there also relies on it to stop the player. The project uses its approach of the dark to give its own approach to serve as a sense of visual impairment (for the towers).

7. **Dying Light (Techland, 2015)**



Dying Light is a first person zombie action game that features a special day and night mechanic where special highly resistant enemies called “Volatiles” emerge during nighttime.

However, they are vulnerable to sunlight and UV light. The use of light-based mechanics is what inspires this project to utilize such mechanics in order for the towers to attack enemies.

8. Alan Wake (Remedy Entertainment, 2012)



Alan Wake is an action adventure game that features enemies called “The Taken”, which are invincible in the dark and vulnerable in the light, which the player can provide through his flashlight. This mechanic serves as a direct inspiration for the project’s enemies using the darkness and light mechanics.

9. Among the Sleep (Krillbite Studio, 2017)



Among the Sleep is a first-person survival-horror game where the player is a child accompanied by a living teddy bear. It inspires the story and the protagonist of the game.

10. Toy Story (Lasseter, 1995)



Toy Story is a 3D animated movie made by Pixar. It tells the story of toys coming to life in the owner's absence. When the two protagonists, Woody and Buzz, got abducted by a mean child named Sid, they were introduced to unsettling grungy toys as a result of him experimenting on them. Sid's experiments are what inspired the enemies of the game, the evil toys.

11. Peanuts (Schulz, 1950)



The comic strip features Linus Van Pelt and his “Security Blanket”, which serves as his transitional object to comfort him from his insecurities. He grew so attached to it that he was never usually seen without it. He serves as the inspiration for the player’s unnamed owner and the topic of this project.

12. Little Nightmares (Tarsier Studios, 2017)



A horror game that involves navigating the world while avoiding distorted monsters. Its seemingly innocent subverted into a grim design adds to the inspiration of this project’s own art style.

13. Hello Neighbor (Dynamic Pixels, 2017)



Another horror game focused on stealth, despite mixed reviews, its art style and influence through social media made it recognizable. Its deceptively whimsical art direction also adds to this project's own art style.

14. Five Nights at Freddy's 4 (Scott Cawthon, 2015)



Five Nights at Freddy's 4 is a popular horror game by Scott Cawthorn. The player's goal is to survive the night by making sure the animatronics don't attack you in your bedroom. The game has an anti-camping mechanic which keeps the player active by moving around the bedroom, closing doors and closets, and shining light onto the bed. A similar anti-camping mechanic will be added through means of additional money drops. After killing an enemy, an enemy drop will appear for the player to collect more coins to earn more money. The player has to balance the collection of these additional coins as he/she needs to continue to shine the light for the towers to attack the enemies.

15. Defense of the Ancients 2 (DotA 2) (Valve, 2013)



DotA 2 is a multiplayer online battle-arena game made by Valve and IceFrog where two teams of heroes fight each other and try to take down the heart of the enemy base known as the Ancient. It is a technical game where attacks, abilities and many other mechanics rely on good balancing and mathematical equations, which is implemented in our project to carefully design the stats and processes of the game objects.

16. League of Legends (Riot Games, 2009)



Similar to DotA 2, League of Legends is a multiplayer online battle-arena game where two teams fight for domination. This project's game will make use of the ability pop animation to notify the player that a certain ability could be used again after the cooldown finishes.

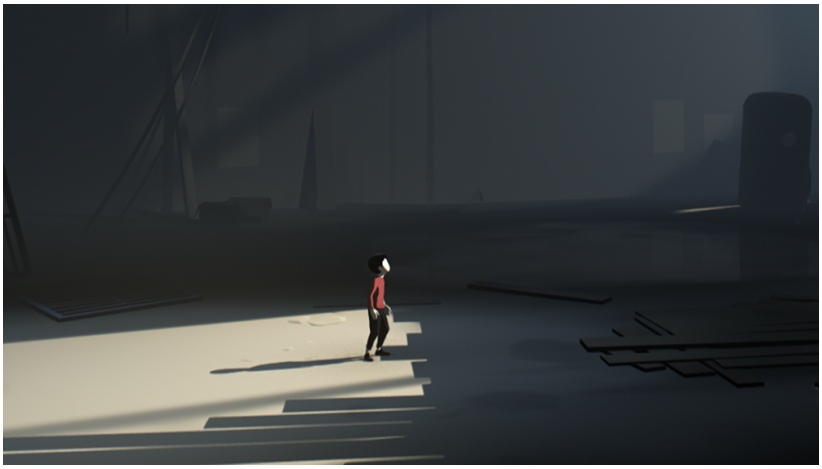
17. L.A. Noire (Team Bondi & Rockstar Leeds, 2011)





L.A. Noire is a detective game where the player must solve crimes and mysteries arising in Los Angeles. The aspect of the project that the game has inspired though is the main menu through the game's use of shadows in a dark mysterious atmosphere.

18. Inside (Playdead, 2016)





Inside (the game), is a platformer game known for its dark atmosphere and narrative elements. Its UI is what inspires the project's UI, other than the main menu that is inspired by L.A. Noire's which shares a similar font style.

19. FrankenStorm TD (Doodad Games, 2021)



FrankenStorm TD is a Tower Defense/Rogue-like Hybrid with a mechanic that requires all towers to be connected to a power source. With the project using lights against enemies, it has integrated the concept of electricity and therefore, blackouts.

20. They Are Billions (Numantian Games, 2019)



They Are Billions is a strategy game focused on defending against a horde of zombies. While there is the mechanic of player roaming, what the project has integrated are more on the defense mechanics, especially the defensive buildings themselves.

F. Theoretical Framework

This project (topic) will use the Attachment Theory by John Bowlby and Mary Ainsworth, specifically, the attachment styles, theorized by the latter. Depending on the care and availability of the parent or source of comfort, a child would develop one of four styles of attachment, which are categorized by the value of two factors – Anxiety and Avoidance.

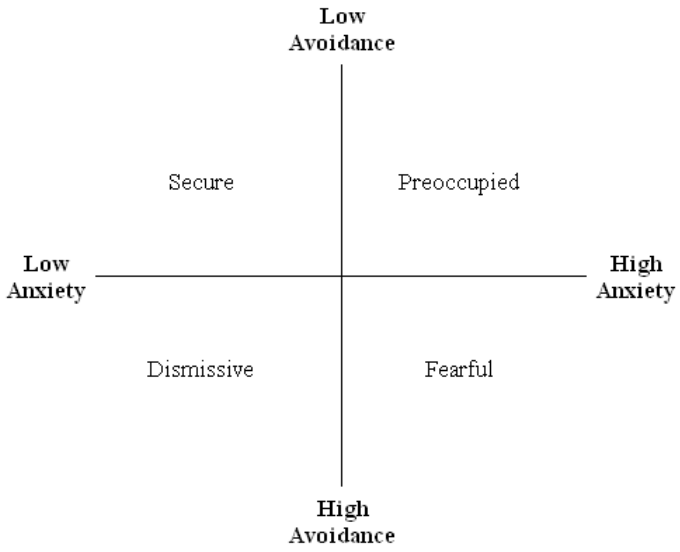


Figure 1. Attachment Theory (Cherry, 2020b)

Displayed in the model above, the four styles are:

- Secure
    - Low Anxiety; Low Avoidance
- Preoccupied (also called Anxious or Ambivalent)
    - High Anxiety; Low Avoidance
- Dismissive (also called Avoidant)
    - Low Anxiety; High Avoidance
- Fearful (also called Disorganized)

- High Anxiety; High Avoidance

The first three styles are described by Ainsworth. Secure is the most common type of attachment. Children with this type of attachment have natural feelings of distress and joy whenever a carer is absent and present respectively. When they are troubled, they seek others for reassurance. Children with this type of attachment have a better chance of growing up.

Preoccupied children experience greater distress in the absence of a caregiver. Resulting from a lack of available sources of comfort, these types of children desire constant attention and experience greater anxiety.

Children who are dismissive tend to avoid seeking reassurance from others and instead rely on themselves. While this may help in developing independence, these types of children would grow with a lack of social experience and care.

The fourth style, fearful**,** is discovered by Mary Main and Judith Solomon. It is described as a mix of preoccupied and dismissive – greatly anxious, yet refusing to seek help from others. This results in a child becoming unpredictable as the child does not want to share their problems with others (Cherry, 2022a; Cherry, 2020b).

Relating this theory to the project, it has been shown that one of the protagonists, the boy, displays a preoccupied style of attachment as he is shown to experience emotional and mental distress, requiring him to seek comfort, especially through his teddy bear.

II. Design Methodology

A. Research Design

The research will follow a qualitative design in order to investigate the relationship of toys as transitional objects and instruments of emotional security for children, as well as the efficacy of the use of the video game medium in conveying the topic. The research design allows the developers the freedom of the focused group discussion in order to attain the required information from the sample demographic.

B. Data Gathering

The data gathering method used by the researchers is a focused group discussion. THe developers will follow a cluster sampling method, wherein respondents will be divided into clusters according to their course. The respondents that were chosen for the focused group discussion will be narrowed down to the current student body of iAcademy between the ages of 18 and 25.

Before conducting the focused group discussion, respondents were screened and asked for their consent in participating in a focused group discussion through a preliminary survey and feedback form.

Feedback forms were then reviewed in order to achieve the samples required for the focused group discussion, with a maximum of up to 12 respondents.

The focused group discussion was then divided into two groups consisting of students from two academic courses studying in iAcademy.

Transcription of the results of both focused group discussions then took place post-discussion, with the copies attached, namely Annex IV and V.

C. Results and Discussion

The following findings are the results of the focused group discussions held between Group I and Group II.

The respondents for both groups relayed mixed feelings towards their childhood, with only a small number of the total sample size reported to have a generally happy childhood.

It is also shown that a large number of the respondents stated to have spent their childhood alone playing with toys and with families, with Respondents 2 and 9 leaning towards spending their time during their childhood with friends.

As for the size of said collection of toys, all of the respondents appear to have a sizeable number of toys, with respondents from Group II stating to have other forms of entertainment such as comic books.

When asked a question about any attachment towards a single toy in their collection, most of the respondents have shown to actually have emotional and sentimental attachments to

their toys, with only Respondents 2 and 4 explicitly stating that they do not have a particular favorite among the collection they have developed.

The respondents of both groups have also stated that these particular toys have helped them through difficult times and assisted in coping with negative emotions. Respondents 6, 7, 8, and 9 from Group II especially have shown to have strong feelings towards these toys as the said toys have indeed helped them cope with anxiety, fear, and loneliness. One such example is Respondent 8, wherein he has shared in the focused group discussion his experience with a reported Power Ranger wrist toy. According to Respondent 8, the aforementioned toy has indeed helped him cope with the fear of being outside alone and the anxiety of being kidnapped as a child due to his belief that wearing the said wrist toy would give him the same strength and courage as the Power Rangers, making him feel confident and brave.

After bringing up the idea of losing said toys, a large number of the respondents have displayed negative responses, many of which stated that they would be frustrated, anxious, restless, and other displays of emotional distress, with only a small number of respondents stating that they would indeed move on quite easily if they were to lose said toy.

Respondents also believe that these toys have been a large influence in their development as a person and into young adulthood, with Respondent 6 stating that her teddy bear that was gifted to her by her father helped her grow to be a more affectionate person, while Respondent 9 reported to have developed an interest in charity and outreach programs after donating her former ragdoll to a nearby orphanage. Respondents 3, 5, and 8 also believe

that these toys have influenced their interests and hobbies, with each developing interests for diorama making, off road driving, and visual effects respectively due to the toys they have spent considerable amount of time with during their childhood. The results have coincided with Önder's (2018) conclusion that toys are necessary in a child's education and development.

When asked of their reactions to having said toys again now that they are young adults, a number of respondents have shown to be indifferent towards it, while others view said toys as a memento or a token of nostalgia for the childhood they had.

The respondents were then asked how they would cope with negative emotions and stress now as young adults. According to the responses stated, a large majority of respondents believe it is best to keep oneself occupied with other activities such as games and other forms of entertainment.

Respondents also believe that people who are unable to cope with stress well enough are subject to being overwhelmed by their situation, with one suggesting being a victim of upbringing.

Lastly, when asked on the efficacy of the project in conveying the importance of toys as instruments of emotional security for children, the game has been met with mixed responses. The largest factor as to how the game was able to convey the desired message is through the use of the teddy bear as the main protagonist, which they have stated as the most common representation of security, safety, and comfort for children.

In conclusion, the findings of the focused group discussion suggest that toys indeed are beneficial instruments for a child's emotional security, with respondents who have reported to have a large attachment to their desired toy lean towards their transitional objects in times of emotional distress. These results coincide with the findings of Murkoff & Mazel (2019).

Similar to Davis' results in his paper *Social connections important to well-being* (2018), even as young adults, the respondents do recognize the importance of these toys in their development and growth. When asked about their feelings if they were to receive these toys again now as adults, as stated prior, the respondents do feel comfortable in letting these transitional objects go, but they do acknowledge their presence as a core piece of their childhood.

In addition, the use of the video game medium in conveying the importance of toys as instruments for emotional security have been shown to be effective, with the deciding factor being the use of a teddy bear as the main protagonist, which the respondents describe as the best representation for security and safety for children.

D. Recommendations

Suggestions and recommendations by the respondents as well the respondents of the preliminary survey will be taken into account such as the use of more abstract forms for the enemies in order to symbolize negative emotions such as anxiety, stress, and fear, among others.

III. Game Overview

A. Game Description

Set in Christmas, a young boy's teddy bear comes to life to defend his owner against the Boogeyman's horde of monstrous toys. With his flashlight in hand and an array of towers, this young bear will protect the child and banish the Boogeyman from his bed.

B. Scope and Limitations

- Number of Enemy Types - 2
- Number of Tower Types - 2
- Number of Trap Types - 1
- Number of Abilities - 1
- Number of Levels - At least three
- Number of competent programmer: 1
- Development time - 9 weeks
- A prototype that features core gameplay
- Limited models, animation, VFX, and audio to boost player immersion on what the game will feel like in the final release

C. Genre

Strategy, Tower defense, Action

D. Target Audience

Our target audience is in the Philippines. The reason for this is that in 2020, Elliot explained that the strategy genre is dominant in the country, specifically on mobile and PC. It caters from teenagers to adults, ranging from 18 to 34 years old who are fans of the tower defense genre. People who also love action/strategy games may also be interested in the planning and action of this game. It is because in 2021, Statista published their findings of video game users in 2020. It is discovered that the majority of the video game users in the Philippines range from 18 to 24 years old (27.1%) and 25 to 34 years old (36.7%).

E. Target Platform

- PC
- Minimum System Requirements
    - OS: Windows 10 64-bit
    - Processor: Dual Core 2.4Ghz
    - Memory: 4 GB RAM
    - Graphics: GeForce 8800 GT / AMD HD 6850 / Intel HD Graphics 4400 or above
    - Hard Drive: 300 MB available space
    - DirectX 11 or later
- Recommended System Requirements
    - OS: Windows 10 64-bit
    - Processor: Dual Core 2.4Ghz
    - Memory: 8 GB RAM
    - Graphics: GeForce 960M, AMD 280X, or above

- Hard Drive: 300 MB available space
- DirectX 11 or later

F. Project Milestones

Date	Event name
May 4, 2022	Project Start
May 4, 2022	Planning phase
May 7, 2022	Final game concept and start production
May 23, 2022	Prototype #1 Submission
June 7, 2022	Prototype #2 Milestone
June 13, 2022	Capstone Document Defense
June 30, 2022	M.V.P. Milestone
July 2-3, 2022	Finalization of assets (Models and Textures must be finalized for Rendering) and Rendering of Rooms, Final addition of mechanics and gameplay stats
July 3, 2022	Internal Testing for issues
July 4-7, 2022	Data collection with Focus Group with occasional bug/crash fixes
July 8, 2022	Finalization of data analysis and GDD
July 9, 2022	Capstone 3 Defense / END OF PRODUCTION Start of Post-Production
July 12, 2022	Team lead only discussion with critiquing of peers
July 13-July 30, 2022	Submission of Capstone requirements

G. Manpower Allocation

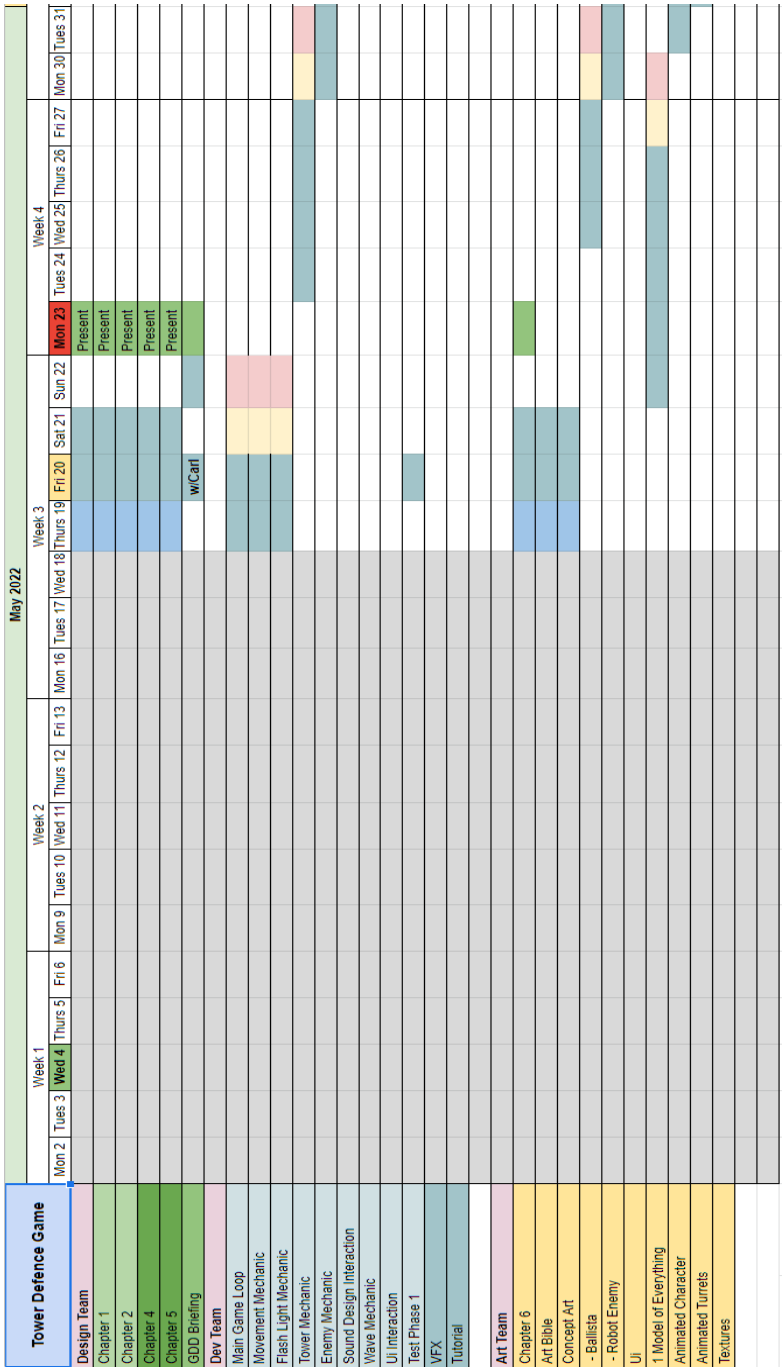


Figure 2. Gantt Chart for Tiny Terrors

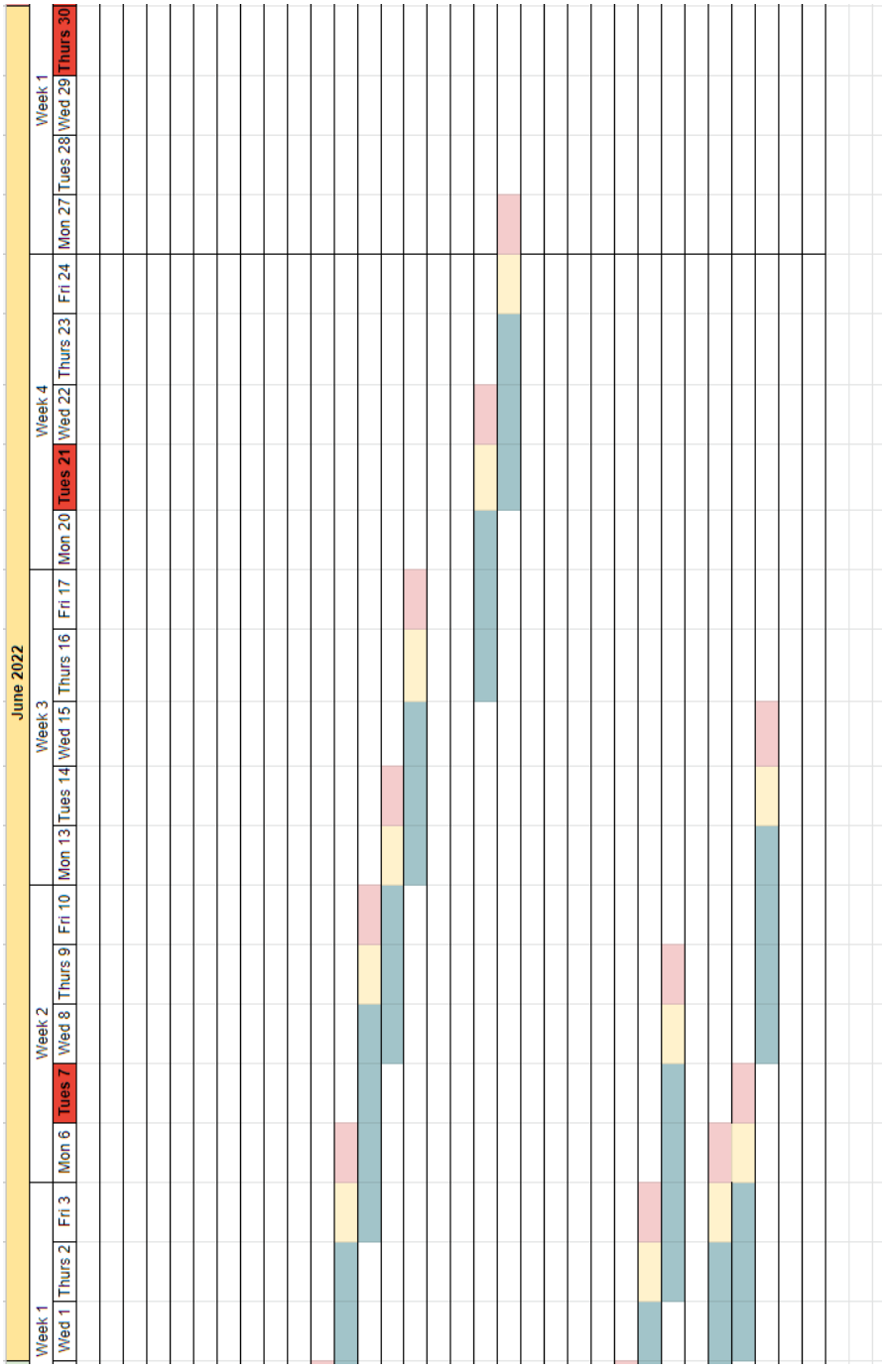


Figure 3. Gantt Chart (cont.)

July							
	Week 2					Week 3	
Fri 1	Mon 4	Tues 5	Wed 6	Thurs 7	Fri 8	Mon 11	Tues 12

Figure 4. Gantt Chart (cont.)

IV. Gameplay

A. Game Mechanics

Controls

Keybinds/Mouse	Action	Other
WASD	Move	The player cannot sprint.
Space	Jump	Jump height is fixed. Longer presses do not increase it.
B	Opens Build Wheel	The user can choose between “Hold” or “Toggle” in the settings.
C	Change camera perspective	None.
Mouse	Rotate Player Direction/Aim Flashlight/Locate Defense	None.
LMB	Activate Flashlight/Build Defense/Click UI buttons	The user can choose between “Hold” or “Toggle” Flashlight in the settings.
RMB	Select Defense/Sell Defense Rotate Tower/Trap	Shows stats and upgrade options. If the RMB is held for one second, it would sell the chosen defense Only available in Build mode. Rotates the building 90°.
Scroll Wheel	Zoom in/out	None.
1-3	Activate ability	1 for Roller Skates, 2 for Blinding Light, 3 for Santa’s Surprise.
4	Activate Christmas Lights	Can only be used thrice per level.
Esc	Pause	None.

Progression of Play

Core Loop

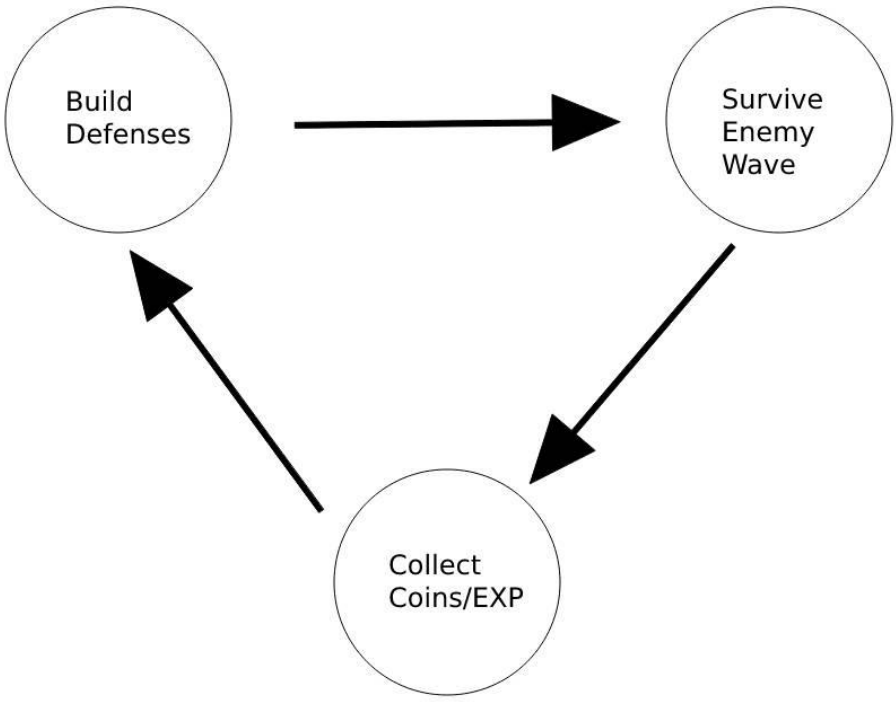


Figure 5. Core Gameplay Loop for Tiny Terrors

Game Flow

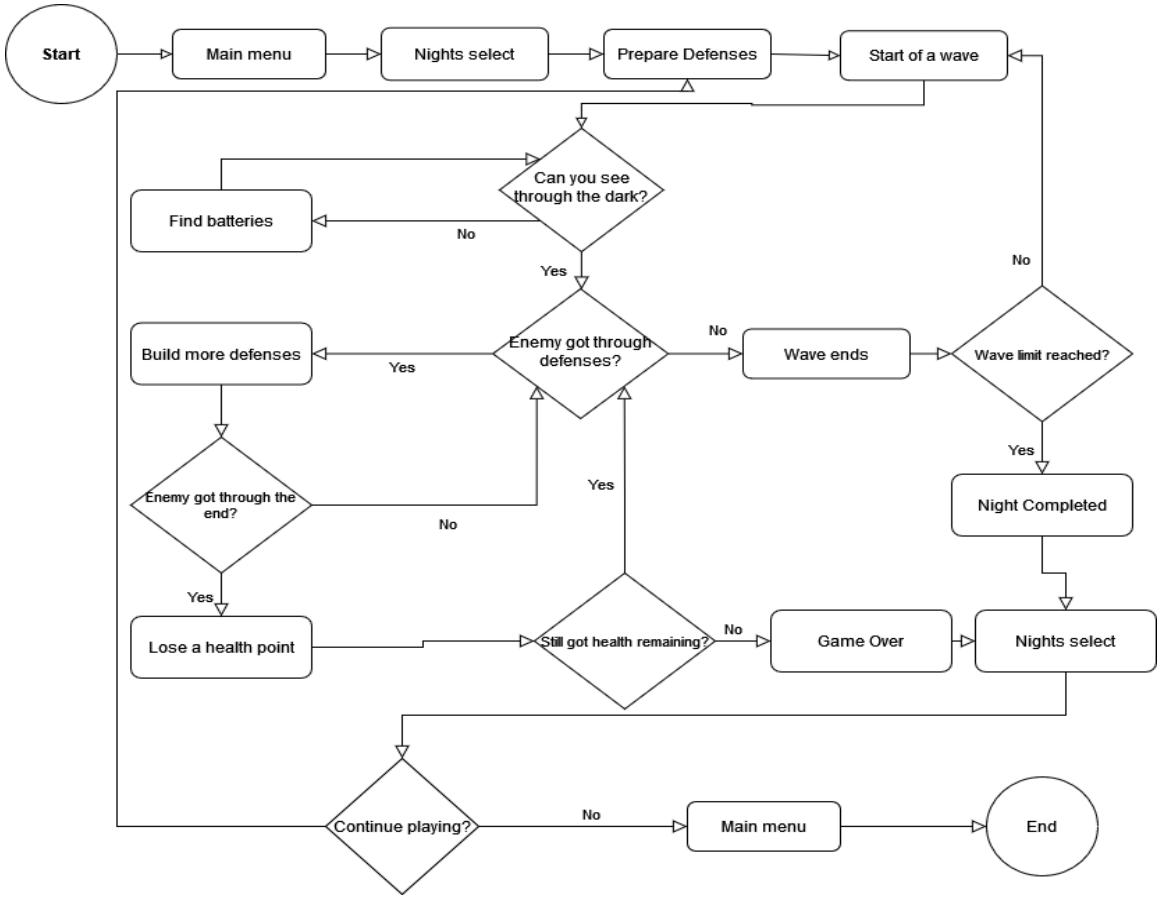


Figure 6. Game Flow for Tiny Terrors

Phases

Each night has three stages: the Setup Phase, the Defense Phase and the Final Wave.

Setup Phase

At the start of a night (in-game term for level), in this phase, the player is given the chance to upgrade the player and its flashlight. The player is given a set amount of coins, starting

from 200 to build their defenses and one minute to do so. When time runs out, the player will be notified that the first wave of enemies has appeared.

Defense Phase

Once the setup phase is over, the enemy toys will spawn in waves and will march towards the sleeping child. The player can still build defenses after the initial setup phase. Waves are sent one by one. If the player defeats all the remaining waves, including the Final Wave, they will proceed to the next night, But if the player fails to stop the evil toys from harming the sleeping kid, they must start the night again.

Final Wave

Before the night ends, the enemies will try to make an all out final push to try to make the player fail the night. These can come in the form of a boss or a massive wave of enemies. This final obstacle tests if the player is ready for the increased difficulty of the next night.

Experience Points

These experience points are used specifically for leveling up the player's stats and abilities. EXP can be gained by collecting experience orbs that are dropped from enemies. A popup number will appear on how much EXP the player has gained once collected. After each night, the player will be notified of how much EXP he has gained from that night and will be carried over the next night.

Coins

The primary currency used for the nights. It is used mainly for buying and upgrading towers and traps. Killing enemies instantly rewards the player 30% of its monetary value, but they also drop a gold coin that the player can collect to get the entire value.

Flashlight

The player's flashlight is their main tool in the game as it is used to shine the light on the enemies so that towers can locate and attack them. However, the flashlight runs on limited power and must be recharged whenever needed. To do so, the player must find one of the battery piles scattered across the map. Going near one will recharge 20% of the flashlight's power every second.

Lives

The player's life is based on how much the kid is sleeping. If an enemy toy was able to reach the sleeping kid, it would unsettle him. When this happens for two more times, the kid wakes up out of fright and the game is lost.

Towers

The tower is the most important unit in defending the child. Each tower has their unique range, attack rate and the type of enemy unit that they can target and attack, but in order for them to attack the enemy, the player must shine their flashlight at them so that the towers can locate them. Each tower can be upgraded using coins, making them stronger. The player can also

sell the tower if they want to and would gain 10% of the tower's total cost. The towers types are the following:

Tower		Bubble Blower	Marble Ballista	Block-A-Pault
Targets		Ground and Air	Ground and Air	Ground
Info		A bubble blower attached to a fan. Fires constant bubbles that slows down enemies.	A makeshift ballista that fires small but fast marbles. Has great range.	A catapult made out of blocks. It fires blocks that deal AOE damage.
Damage	Lv1	1.2	3	5
	Lv2	2.1	4.5	6
	Lv3	3.3	6	8
Range	Lv1	4 meter	5 meter	4 meter
	Lv2	4 meters	8 meters	5 meters
	Lv3	4 meters	11 meters	7 meters
Attack Rate	Lv1	10 pps	6 pps	1 pps

[Projectile Per Second (pps)]	Lv2	5 pps	7 pps	2 pps
	Lv3	5 pps	8 pps	3 pps
Extra Effect?	Lv1	0.7 speed	No Effect	No Effect
	Lv2	0.8 speed	No Effect	No Effect
	Lv3	0.6 speed	No Effect	Can Target Air Units
Cost	Lv1	75 coins	80 coins	95 coins
	Lv2	85 coins	90 coins	105 coins
	Lv3	99 coins	105 coins	125 coins
Selling Point	Lv1	10 coins	13 coins	15 coins
	Lv2	15 coins	18 coins	20 coins
	Lv3	20 coins	23 coins	25 coins
Other		Slow doesn't stack or refresh.	None	AoE radius is one Winding Robot

Traps

Traps are another asset of the player's arsenal that are used to delay the enemy waves. These types of defenses are useful in tough situations as they are effective even without the aid

of light. They can only be placed on the path and cost similarly to towers. Like the towers, they can also be upgraded. The same is also applied when the player wishes to sell it. The traps are as follows:

Trap		Toy Bricks	Jack in the Box	Rat Glue Trap
Targets		Ground	Ground and Air	Ground
Info		Painful to step on.	A small box that springs into the air, knocking both air and land enemies and launch them away a few meters from the trap	Sticky paper that can slow even the fastest of rodents. Slows down enemies to a crawl.
Damage	Lv1	0.5	2	1
	Lv2	0.75	3	1
	Lv3	1	3	1
Uses	Lv1	10	1	6
	Lv2	13	1	8
	Lv3	15	1	10

Time to attack	Lv1	0.35	1	1
	Lv2	0.45	1	1
	Lv3	0.5	1	1
Extra Effect?	Lv1	No Effect	No Effect	0.8 speed
	Lv2	No Effect	Stuns air units by 2.5 seconds	0.7 speed
	Lv3	No Effect	Increased stun duration to 4 seconds and can also stun land units	0.5 speed
Cost	Lv1	20 coins	30 coins	25 coins
	Lv2	35 coins	50 coins	40 coins
	Lv3	50 coins	70 coins	60 coins
Selling Point	Lv1	2 coins	3 coins	3 coins
	Lv2	3 coins	5 coins	4 coins
	Lv3	5 coins	7 coins	6 coins
Other		None	None	None

Abilities

The player also has abilities to aid the player itself during the night. However, they cannot use an ability while another one is active. The abilities featured are:

Ability	Roller Skates	Blinding Light	Santa's Surprise	Christmas Lights
Info	The toy bear skates with neatly fit wheels. Makes it move very fast	The bear gets a bigger flashlight that temporarily stun enemies at the cost of some speed	Christmas came early and Santa's got a present for you.	With a flick of a switch, a powerful light envelops the bed, destroying any toy that tries to wake up your kid
Effect	Increases movement speed by 5.	Increases the light coverage by 15 meters but decreases movement speed by 10	Instantly builds a random Level 1 tower in front of the player's location.	Destroys all enemy toys within the bed
Duration	10 seconds	20 seconds	5 seconds	1 second

Cooldown	1 minute	1 minute and 30 seconds	3 minutes	3 minutes
Other	None	None	None	None

Enemies

The enemy toys are the scourge that the player must defend against. There are two types of enemies which are Ground and Flying. They follow a designated path where they will come in a set range of numbers in each wave. Their health bar is a big heart that is shown above them. Their main objective is to climb the bed and frighten the sleeping kid to wake him up. They follow in a single file and will overtake or bump into each other if one of the enemies is faster than the rest until the enemy in front of them is destroyed. If the enemy bumps into the player, the player will be stunned for a short amount of time which is important to avoid getting hit by the enemies passing by. Defeated enemies would instantly give the player a small amount of coins, but will also drop a large amount of coins and experience points from where they were destroyed. The player can opt to collect them, risking it not aiding the towers in exchange for collecting more resources. Each enemy has a unique way of moving towards their goal. The enemies are:

Enemy	Winding Robot	Fidget Invader	Crocodile Head
Info	A slow and	A flying fidget	A crocodile head

		weak robot. However, they can come in big numbers.	spinner. High spin rate makes it quite agile and destructive.	with considerable size, being able to take more damage, albeit slow and uncommon.
Type		Ground	Air	Ground
Health	Lv1	12	14	32
	Lv2	19	18	39
	Lv3	25	21	44
Speed	Lv1	Slow 1.5	Quite Fast 2.5	Slow 0.8
	Lv2	Slow 1.7	Quite Fast 2.9	Slow 1.1
	Lv3	Slow 2	Quite Fast 3.2	Medium 1.5
Damage	Lv1	1	1	1 to human, 3 to traps
	Lv2	1	1	1 to human, 3 to traps
	Lv3	1	1	1 to human, 3 to traps

Coins Drop	Lv1	When killed: 5 When collected: 10	When killed: 5 When collected: 10	When killed: 10 When collected: 15
	Lv2	When killed: 10 When collected: 15	When killed: 10 When collected: 15	When killed: 15 When collected: 20
	Lv3	When killed: 15 When collected: 25	When killed: 15 When collected: 25	When killed: 20 When collected: 25
EXP Drop	Lv1	When collected: 5	When collected: 5	When collected: 5
	Lv2	When collected: 10	When collected: 10	When collected: 10
	Lv3	When collected: 15	When collected: 15	When collected: 15
Other		The most	Comes in 1-5	The head can be

	basic enemy.	numbers.	damaged by towers that target air units when airborne

Upgrades

Before a night begins, the player has the option to upgrade one of their main abilities using experience points. These experience points can be gained by collecting them from enemies that have been destroyed by the towers. The upgrades shown are:

Ability		**Movement Speed**	**Flashlight Range**	**Battery Life**
Info		The toy bear's speed of how he runs	The toy bear's flashlight of how far its light reaches	The toy bear's flashlight's battery life.
Levels	**Level 1**	2.6	5 meters	100
	Level 2	2.8	7.5 meters	150
	Level 3	3	10 meters	200
	Level 4	3.2	12.5 meter	250
	Level 5	3.4	15 meters	300

Cost (uses EXP)	**Level 1**	20	80	60
	Level 2	100	300	240
	Level 3	300	500	480
	Level 4	600	700	720

B. Difficulty Progression

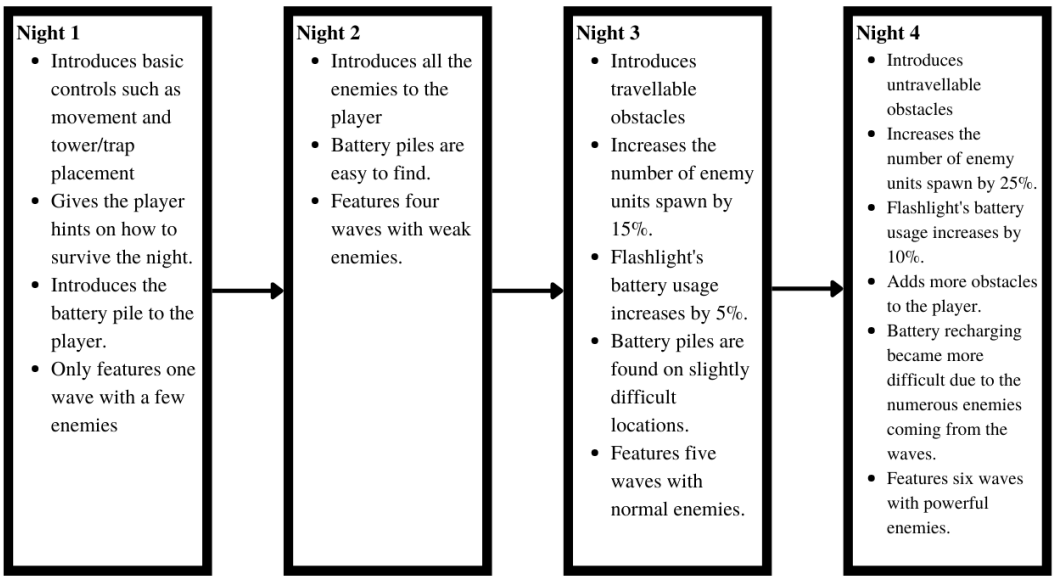


Figure 8. Difficulty Progression

The first night is the starter night where the player is given the chance to familiarize themselves with the game with lenient gameplay mechanics such as the controls and the tower or trap placement. There will only be one wave that introduces one type of enemy.

Next, the second night will ramp up the difficulty to its standard with the rest of the mechanics introduced. The night starts with lesser waves and all enemies that were introduced will have their standard health and speed. Battery piles will be easy to find and easy to acedd.

On the third night, it will introduce obstacles that can be jumped on. There is a slight increase in the number of enemies that appear on a wave. Increased battery usage and more enemies are a test of the player's moderation on the flashlight. The player will have to go a moderate amount of distance for a refill.

Finally, the fourth night is a test of skill and mastery to see if the player has truly understood the game with more powerful enemies appearing and with battery piles appearing in far off places and a lot of obstacles that are travellable and untravellable, blocking the more common ways the player moves around and most efficient tower placements.

C. Level Design

Level Mapping

The game's main map is the child's bedroom, which is played throughout every night. Each level contains obstacles that are placed in different locations depending on the night. Placed below are the maps that feature their layout from a top view. The maps show the enemy's path, the obstacles the players will go through and locations where the player can place their towers and traps.

Night 1/Tutorial Map

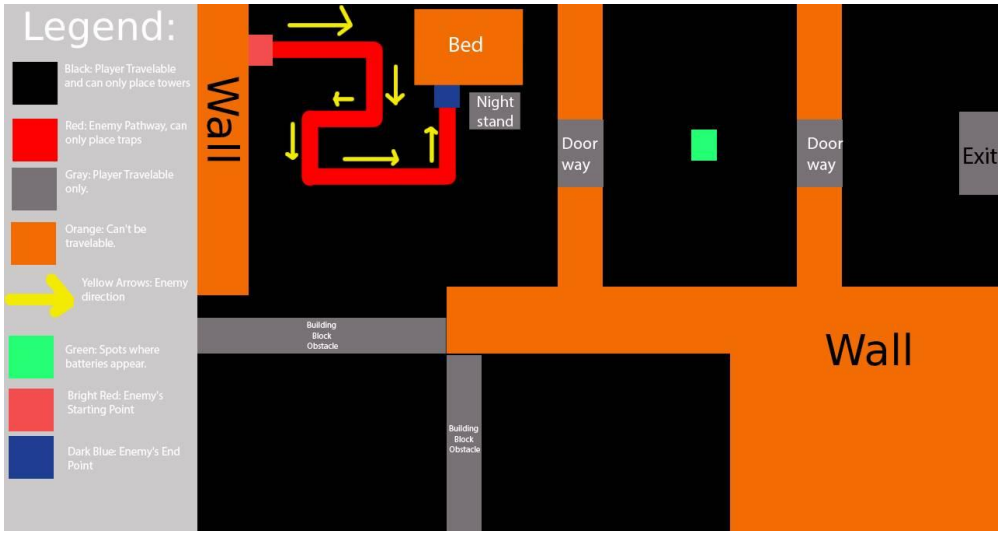


Figure 9. Night 1 Map

The first night's map is a fairly simple map that explains the game's basic mechanics such as movement,jumping and the tower/trap placement. With no obstacles, the player allows them free movement without any impediment and this is to familiarize the player with the mechanics of the game. The path is straightforward and the curves close to each other to allow towers to have great coverage for easy learning and familiarization of the gameplay. The night only features one wave where the player can easily survive from. At the end of the wave, the player will also be introduced to the battery pile and its importance to their flashlight.

Night 2 Map

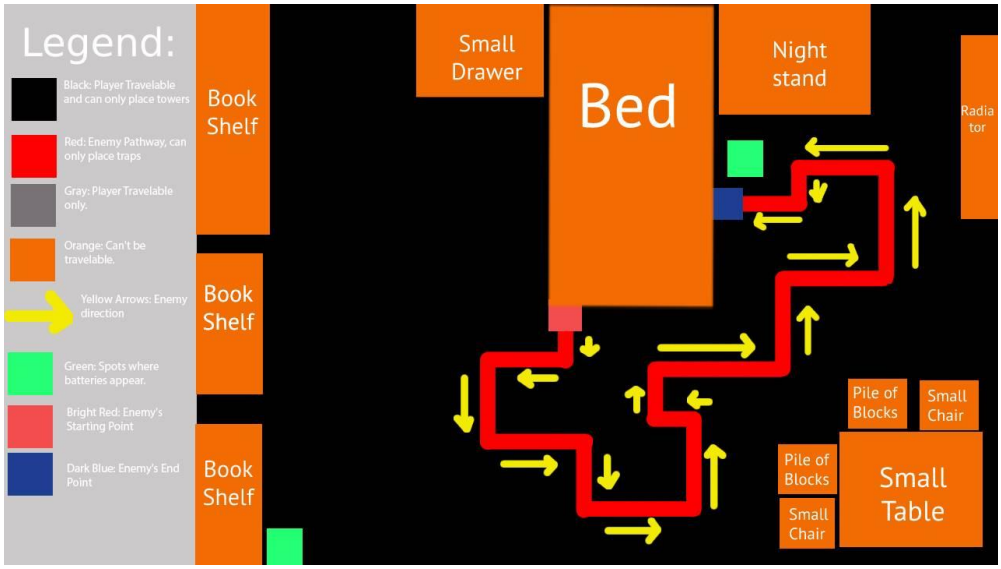


Figure 10. Night 2 Map

On the second night, the path is more spread out and covers more ground than in the tutorial which will mean that more towers are needed to safeguard the path towards the bed. This level uses standard waves unlike the earlier tutorial level. The map also contains easy spots where a battery pile appears that the player can use to refill the flashlight. The player should have an easy time clearing this map if they can apply what they have learned from the tutorial on defeating the enemies walking by. The table and other clutter at the bottom right is a good spot for players to practice their parkour skills around objects.

Night 3 Map

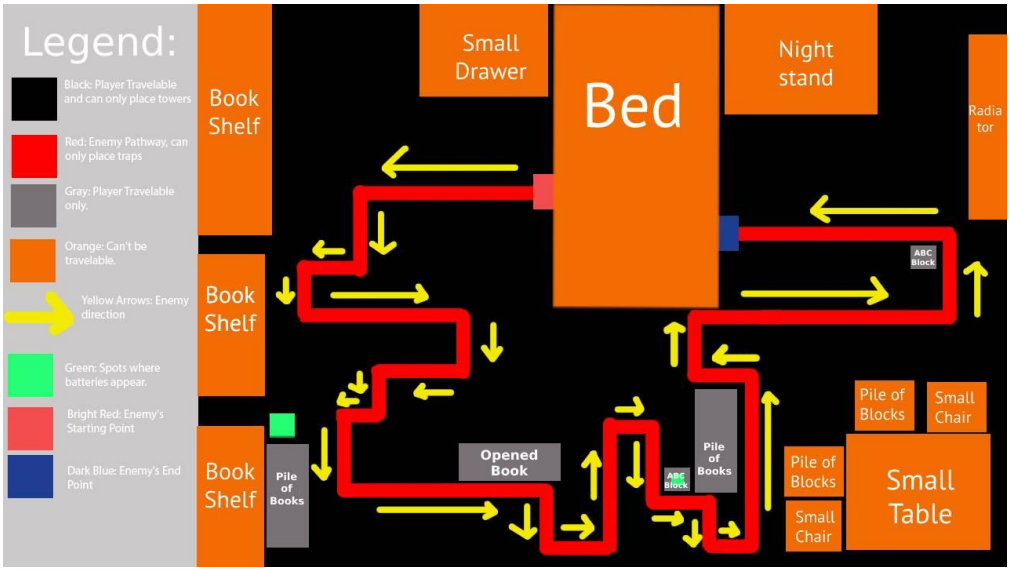


Figure 10. Night 3 Map

In the third night, the path expands even more as the introduction of obstacles are added to impede the player's movement and defense installation. Battery piles will also appear in locations farther from each other, forcing the player to strategize on which pile to go for first.

Night 4 Map

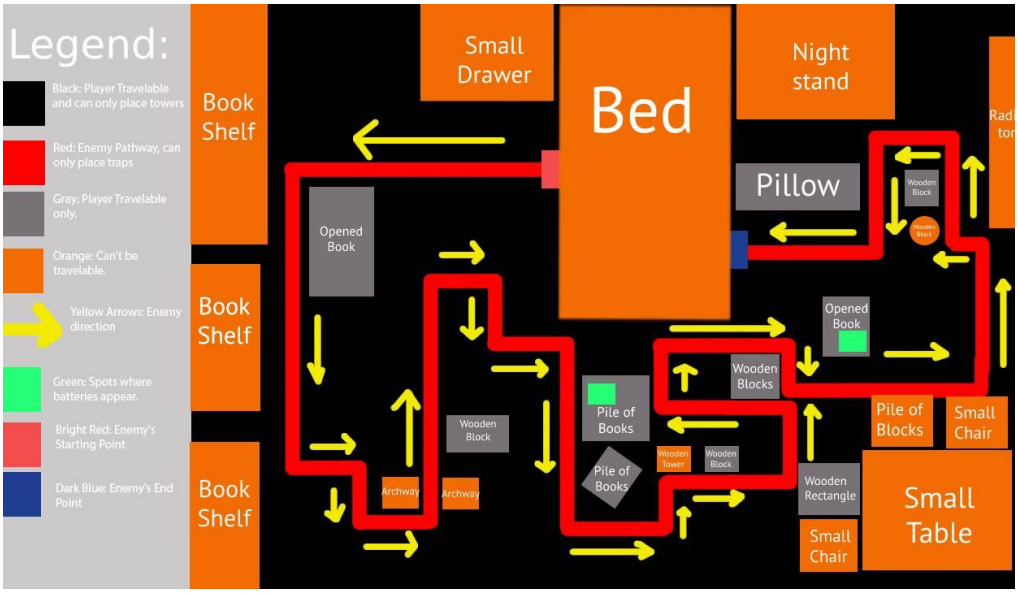


Figure 11. Night 4 Map

Finally, on the fourth night, the path will encompass the entire room where the obstacles will be placed on spots where the player could ideally put their towers on and on spots that greatly hinder player mobility. While there are long areas for enemies to travel, the map's difficulty and complexity will make sure that the player will have to use every advantage they can get in order to win. The battery piles are more difficult to access, forcing the player to adapt on which battery pile to prioritize first. It will also test the player to be careful with their battery management.

V. Technical Requirements

A. Toolchain

Use	Software
3D asset creation	 Autodesk Maya (2022 version), Zbrush (2021), Substance Painter, and Marmoset Toolbag 4
2D Art and Concept Art	 Photoshop, Illustrator, and Photopea
Programming	 Microsoft Visual Studio and Visual Studio Code

B. Engine

Unity 2021.3.1f1 is the game engine that the game will be built on.

C. Other Libraries

- LeanTween
- uPI(e) Menu - Radial Menu FREE
- Paths - Simple Waypoint System

VI. Art Bible

A. Art References







The main references for the art style of the game are *Little Nightmares* and *Inside*, both indie horror games with a stylized 3D style. These references were meant to set the mood and atmosphere of the *Tiny Terrors* while also following the mix of realism and stylization of *Little Nightmares.*

B. Art Style



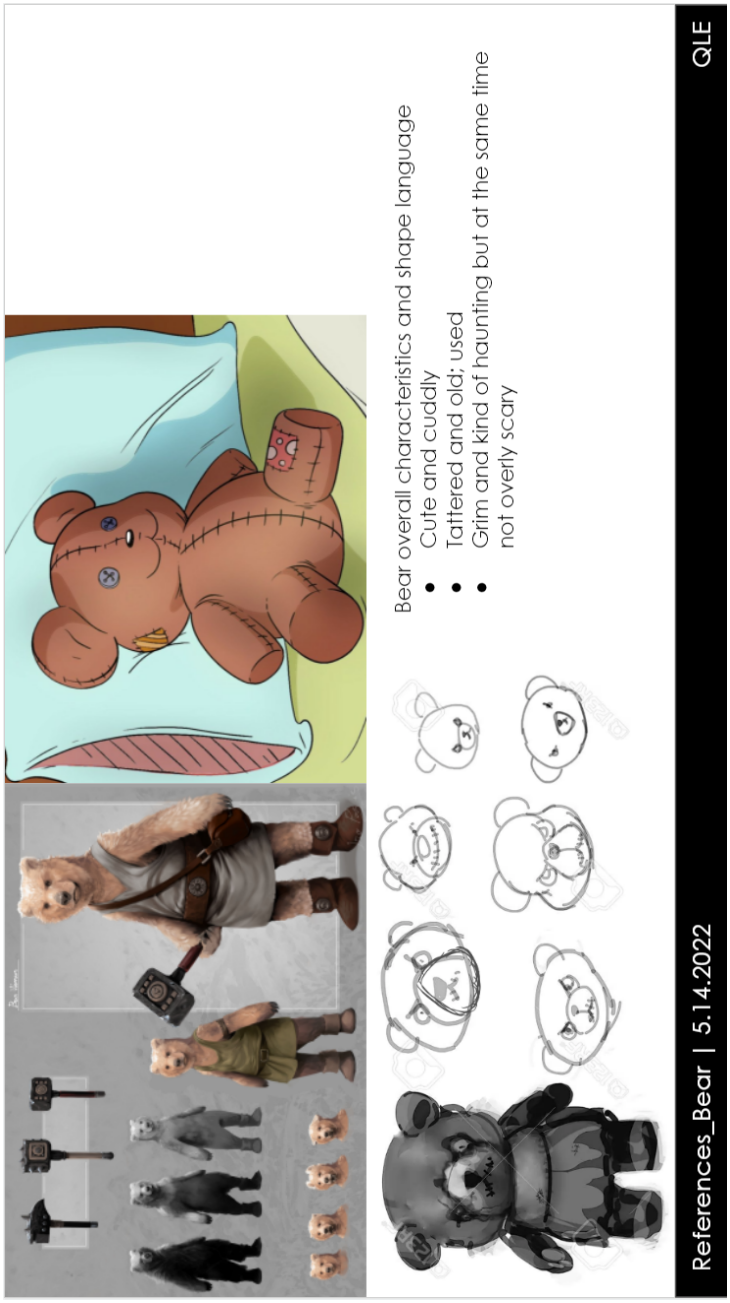




The art style of the game is composed of a combination of both stylized 3D and realism. The proportions of the game objects are exaggerated to look wacky and styled, while textures remain realistic via the physics based rendering or PBR texturing pipeline.

C. Character Art

1. Protagonist(s)

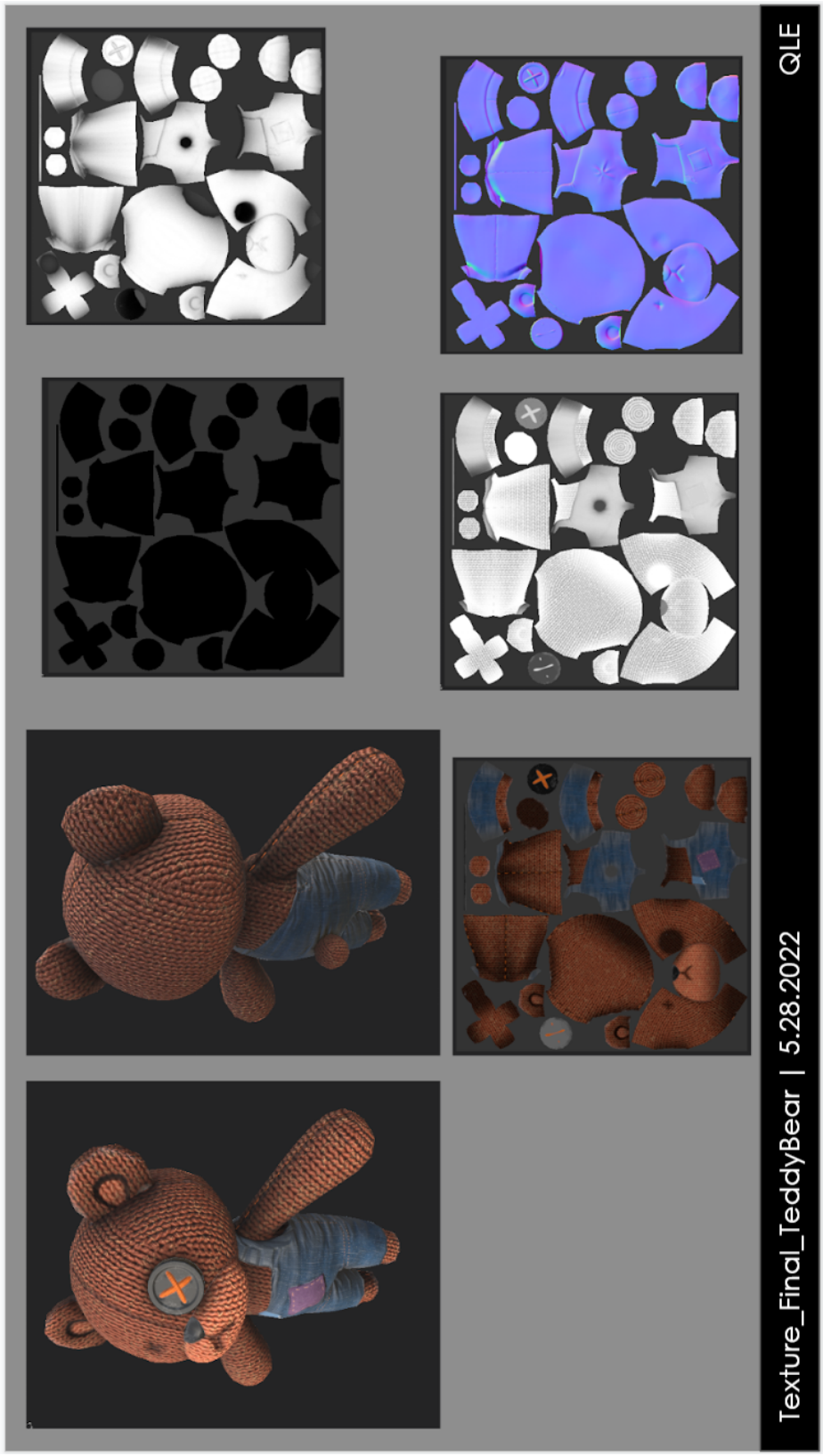


ASSET CONCEPT: TEDDY BEAR

The main character, the teddy bear was aimed to be cute and cuddly while also maintaining a somewhat grim and tattered aesthetic.



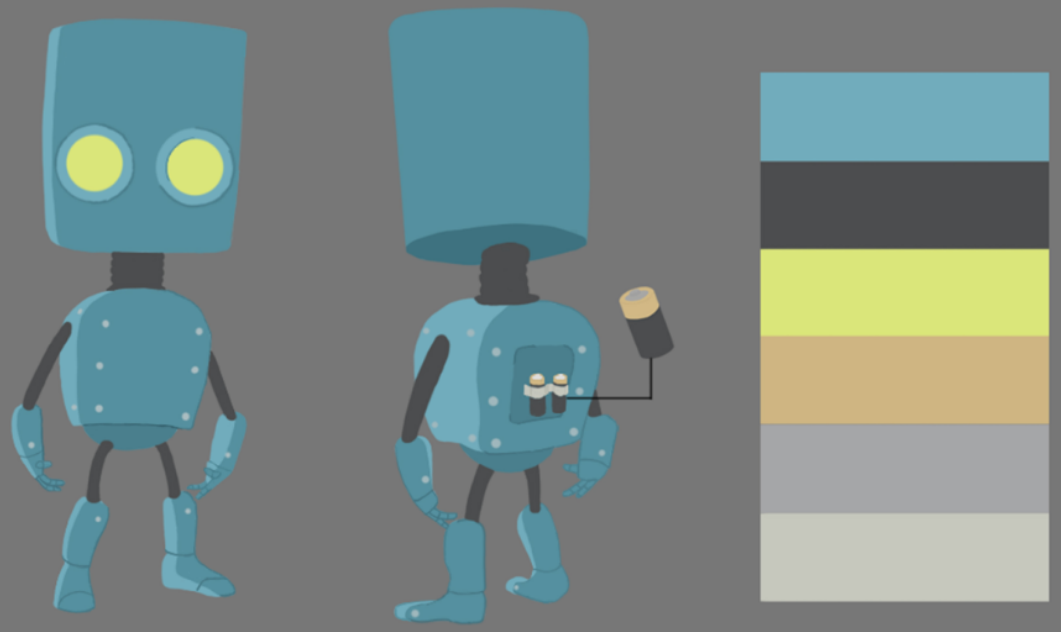
Concept_Art_TeddyBear | 5.20.2022 QLE


QLE
Texture_Final_TeddyBear | 5.28.2022

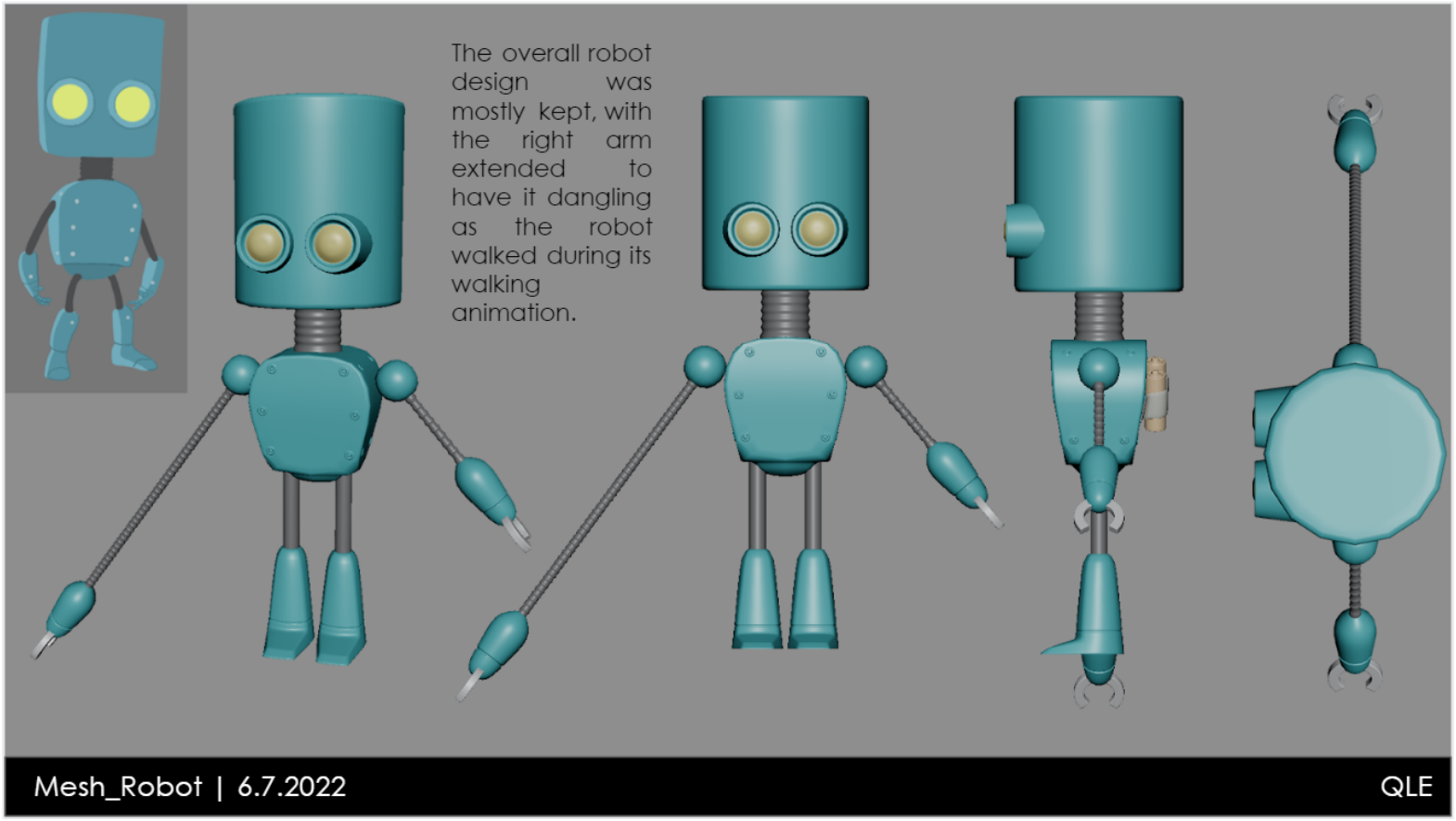
2. Antagonists

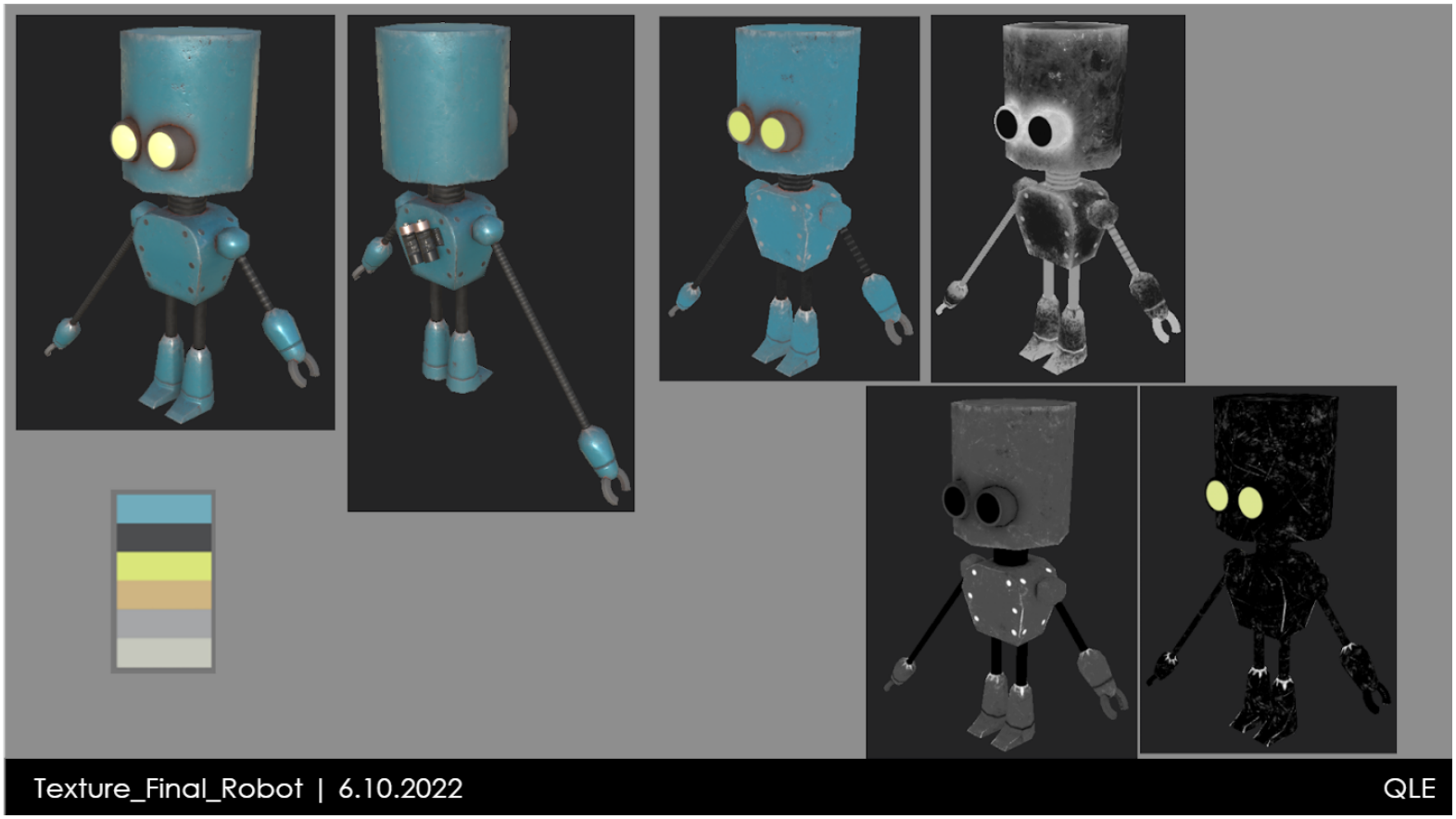


ASSET CONCEPT: ROBOT



ConceptArt_Robot | 5.29.2022 QLE


The overall robot design was mostly kept, with the right arm extended to have it dangling as the robot walked during its walking animation.
Mesh_Robot | 6.7.2022
QLE

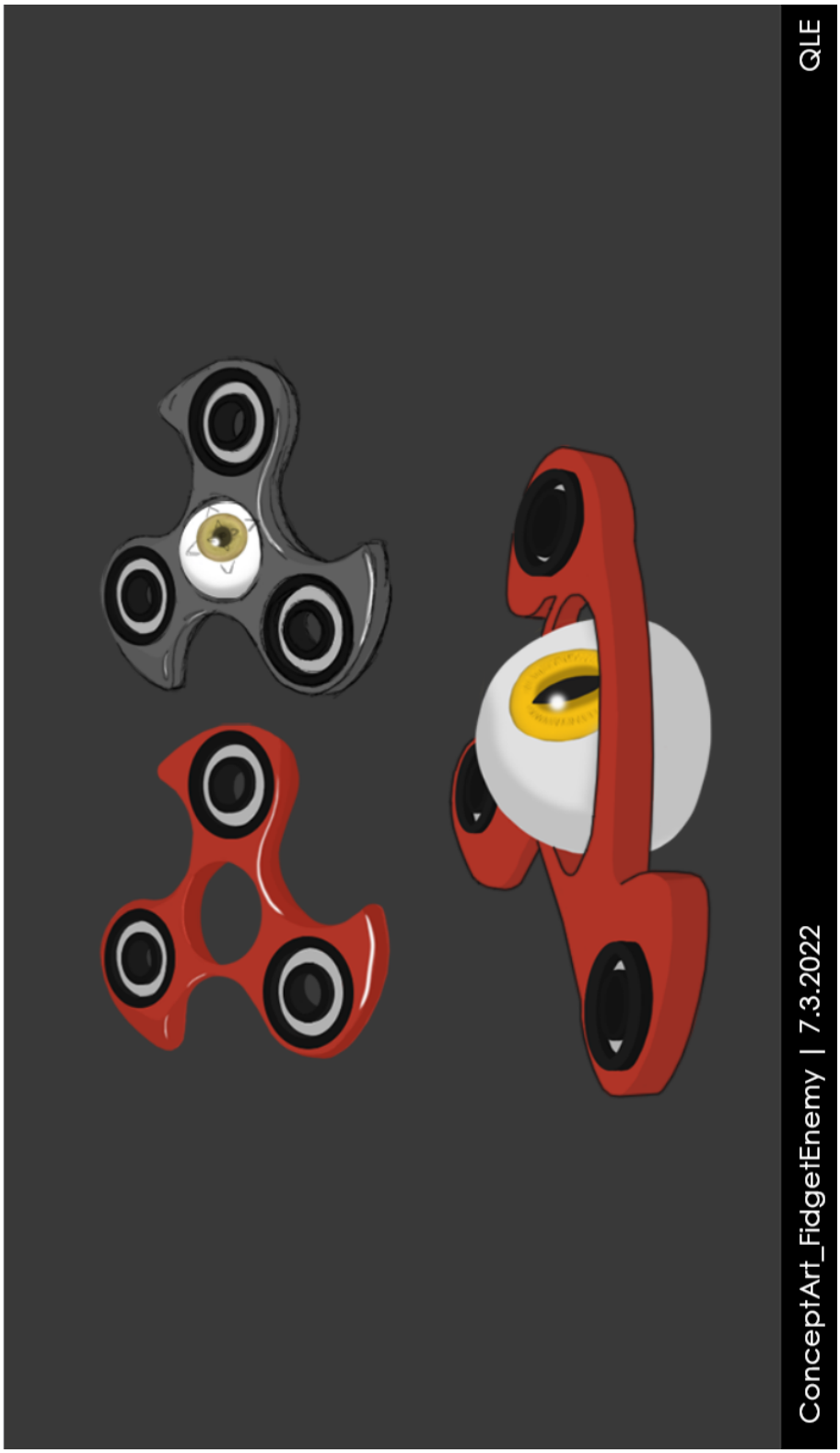


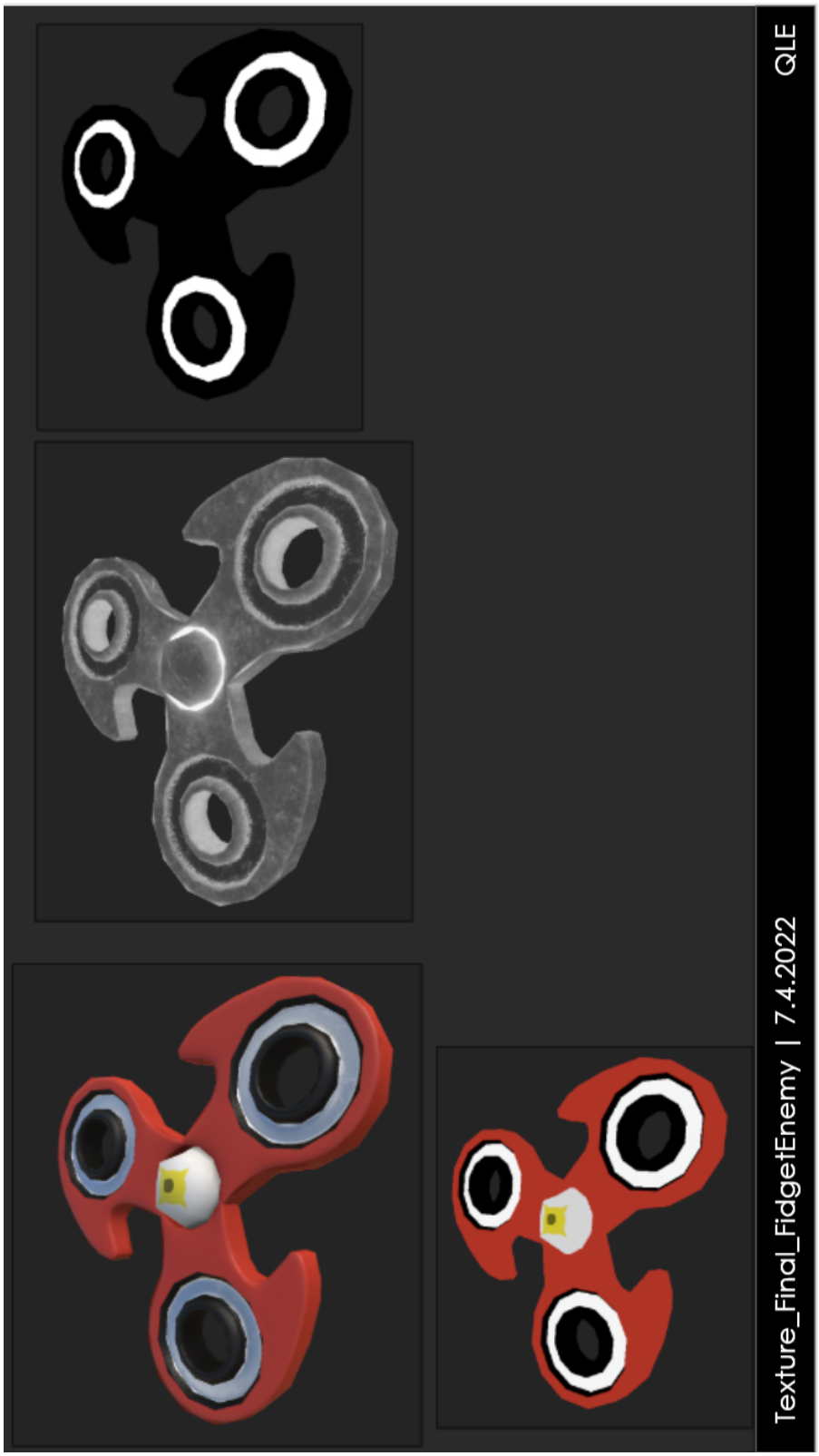
Texture_Final_Robot | 6.10.2022 QLE





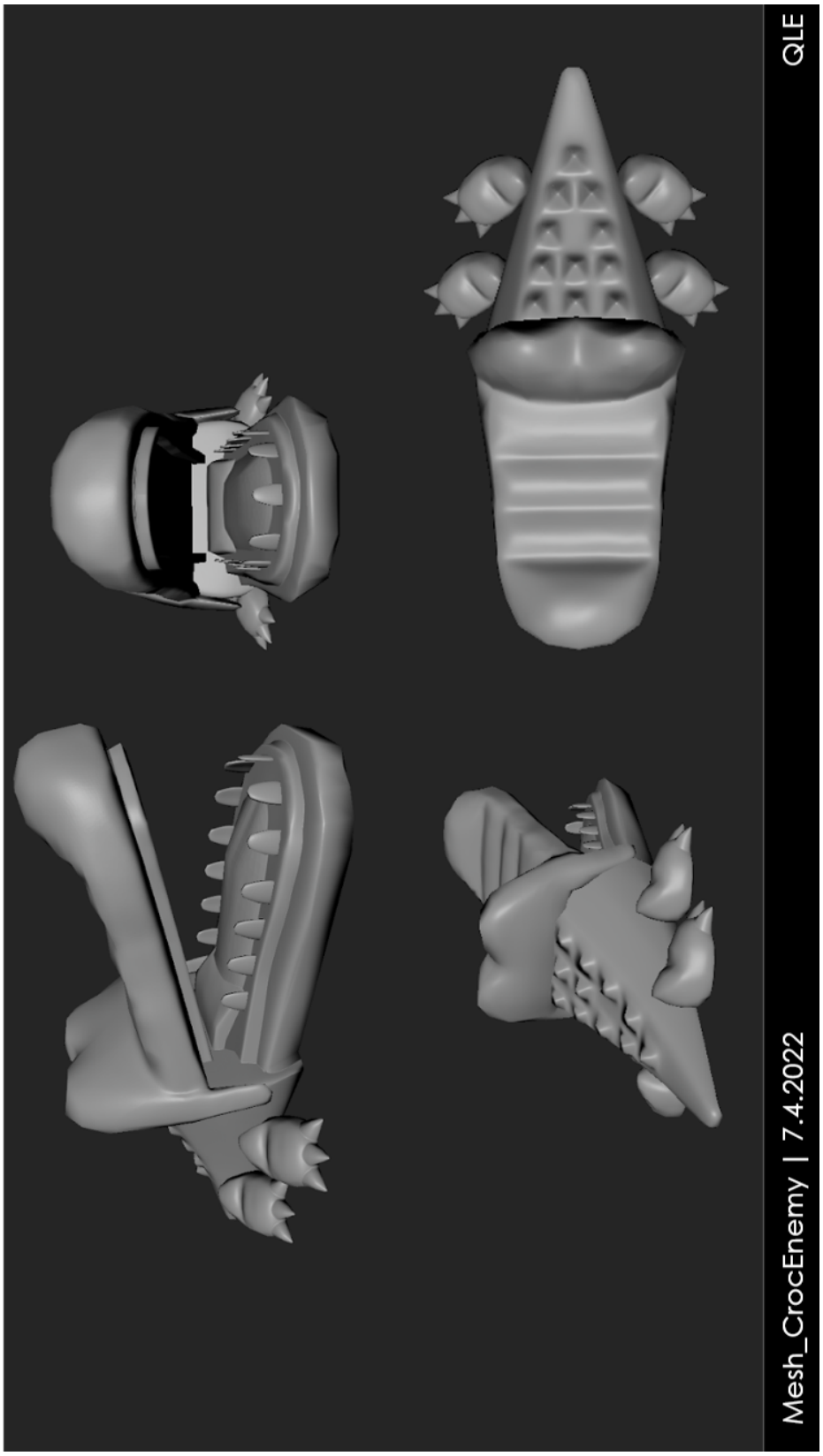


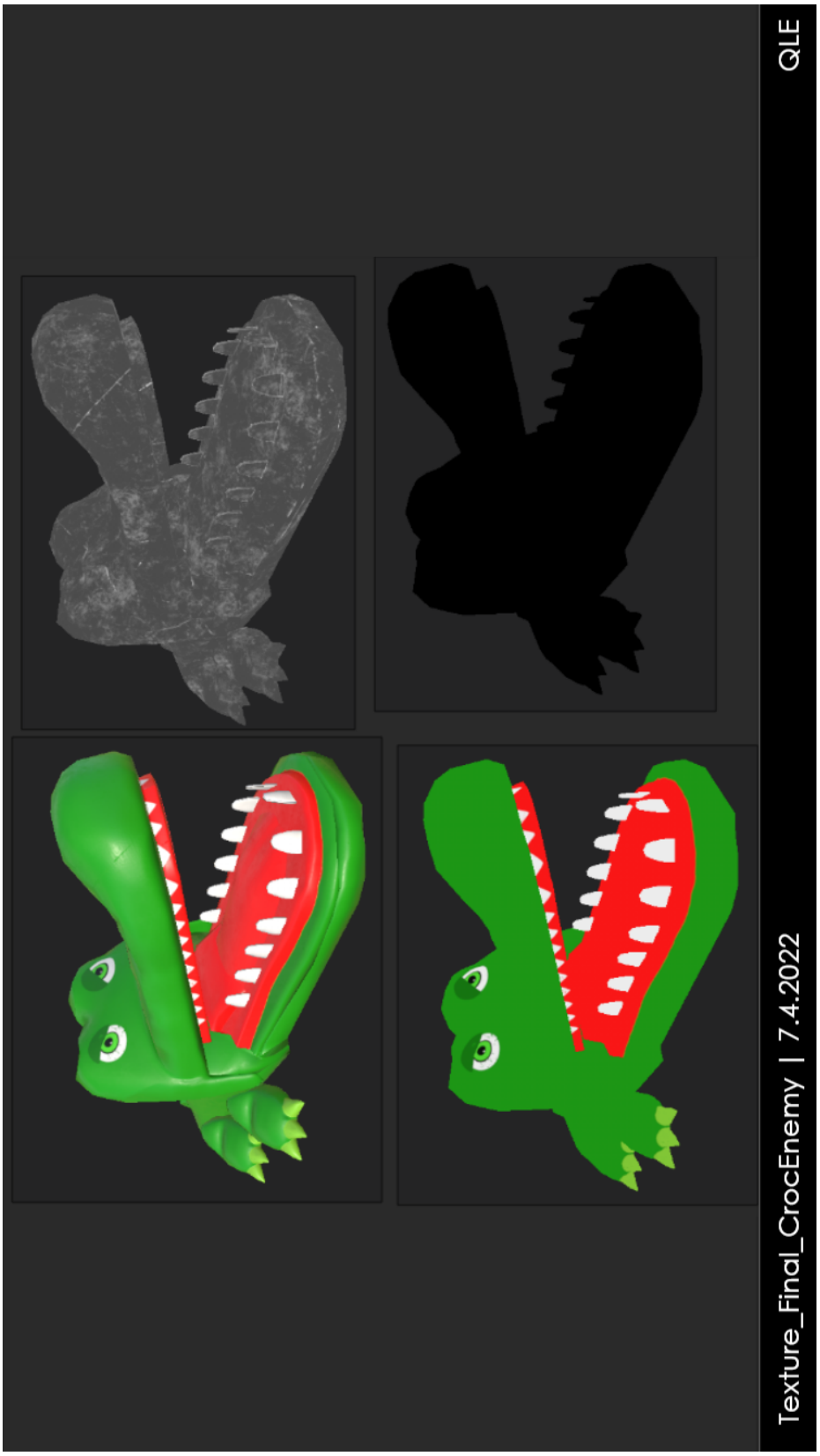

QLE
ConceptArt_FidgetEnemy | 7.3.2022


Texture_Final_FidgetEnemy | 7.4.2022
QLE

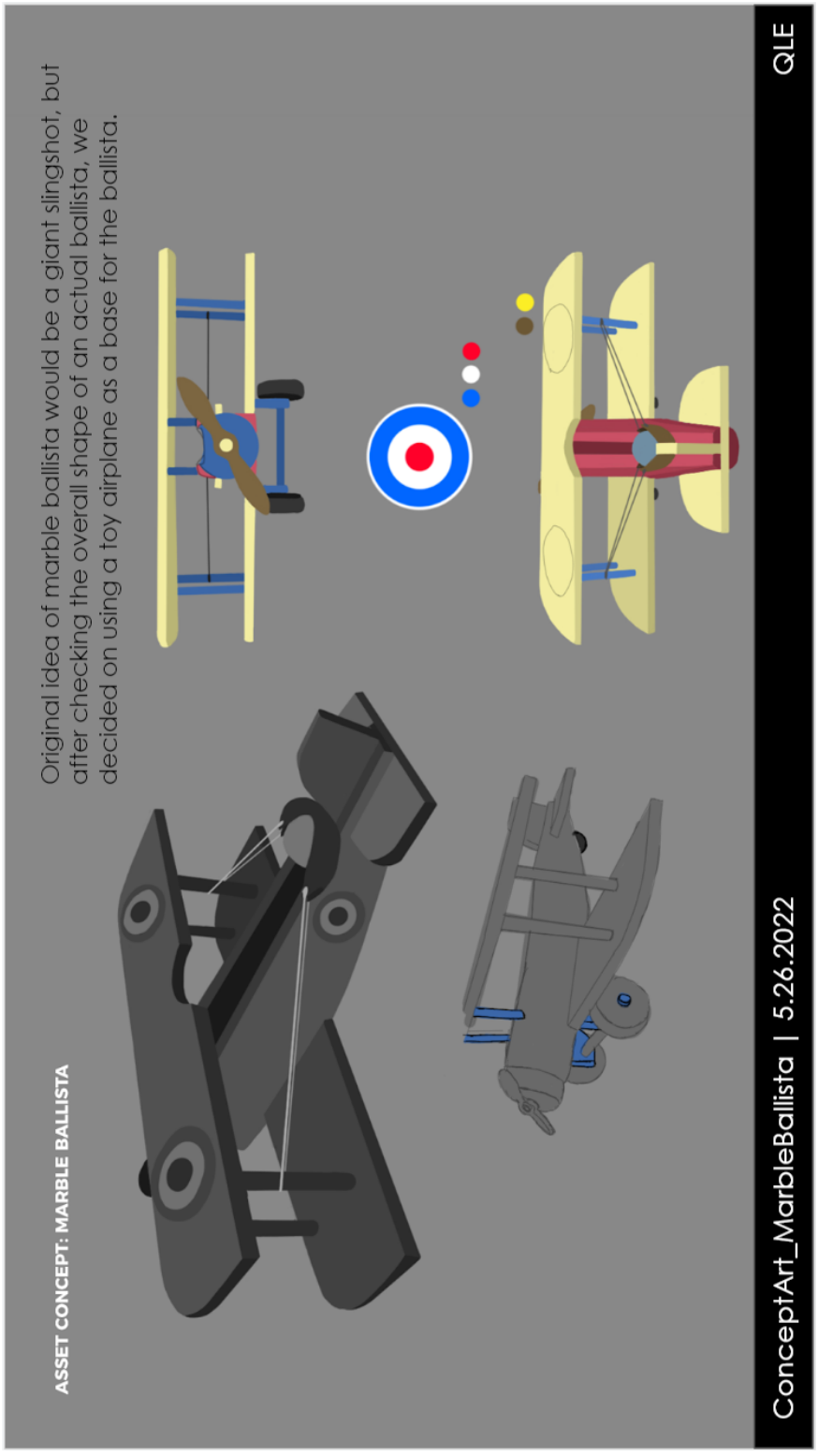


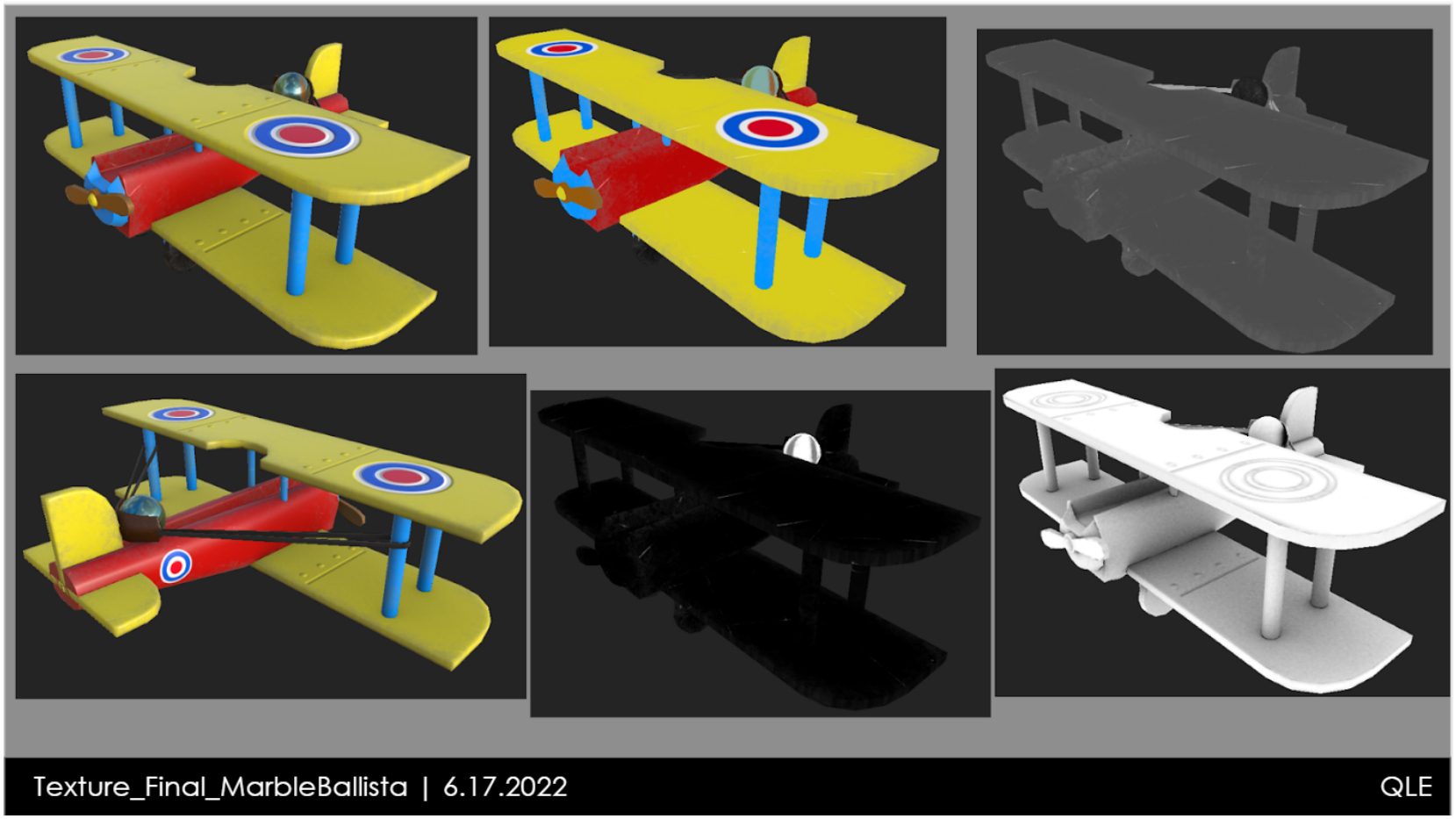
References_Crocodile_Toy | 7.2.2022 QLE


QLE
Mesh_CrocEnemy | 7.4.2022


QLE
Texture_Final_CrocEnemy | 7.4.2022

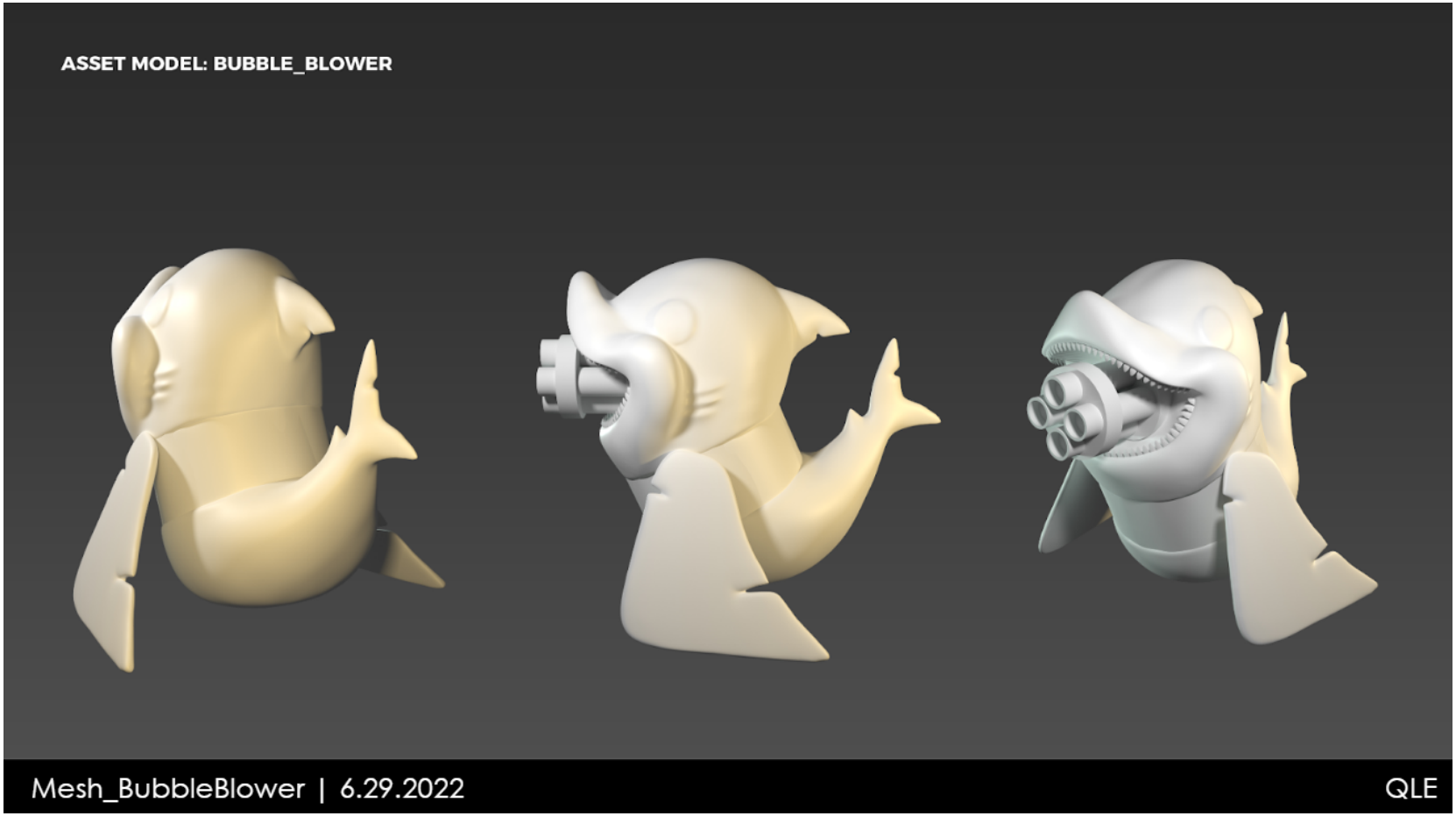
3. Towers

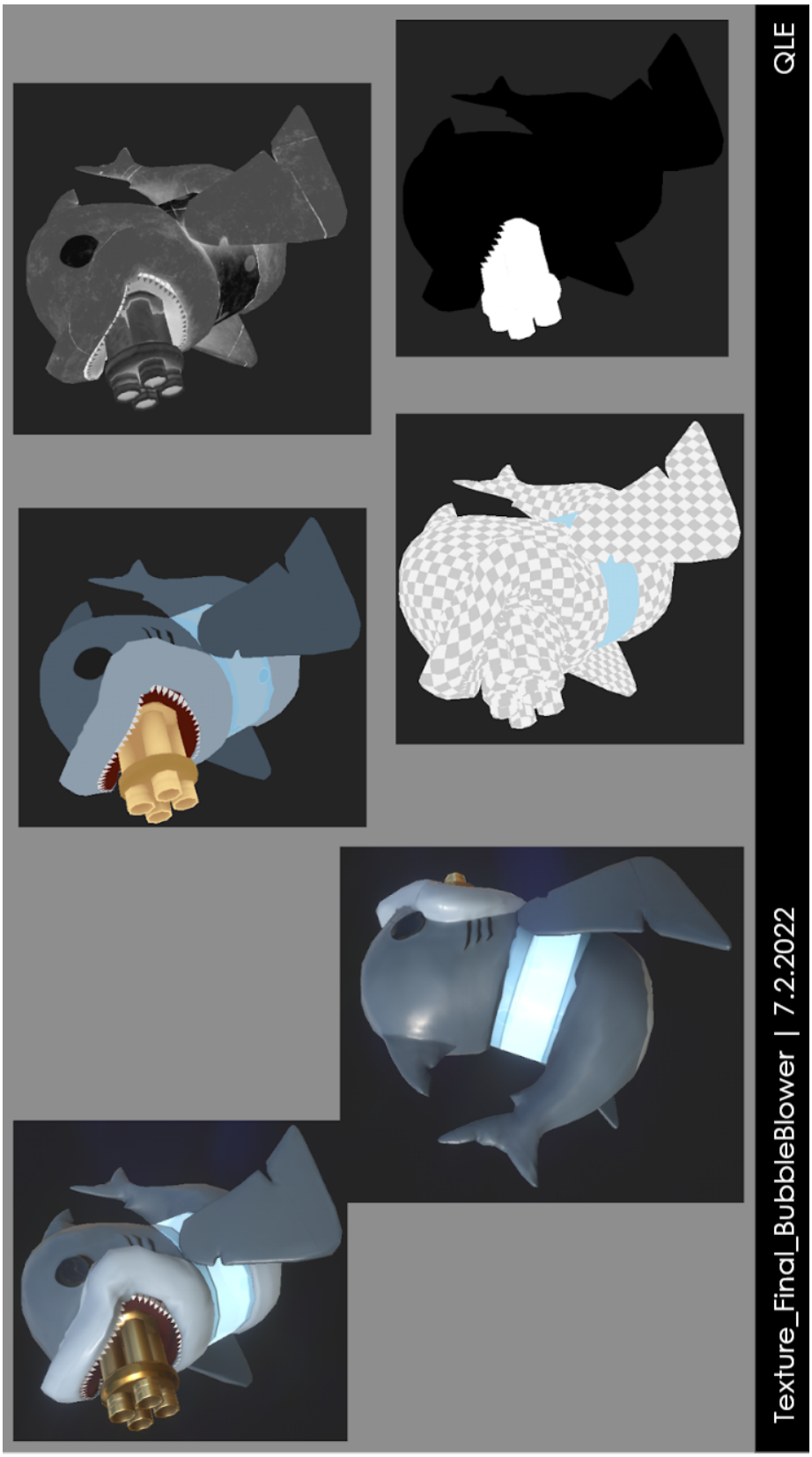

ASSET CONCEPT: MARBLE BALLISTA
Original idea of marble ballista would be a giant slingshot, but after checking the overall shape of an actual ballista, we decided on using a toy airplane as a base for the ballista.
ConceptArt_MarbleBallista | 5.26.2022
QLE



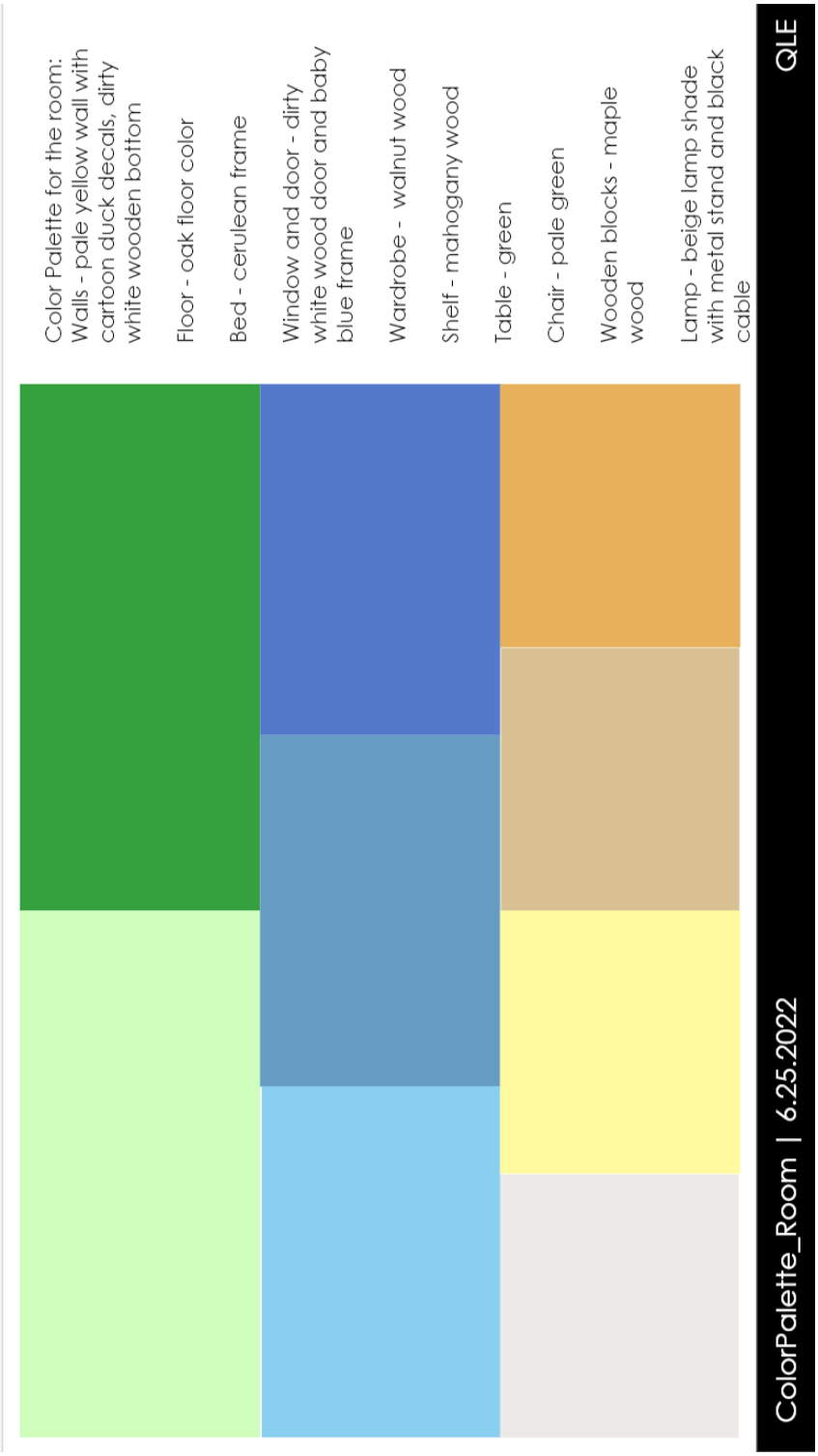
Texture_Final_MarbleBallista | 6.17.2022 QLE


ASSET CONCEPT: BUBBLE BLOWER
ConceptArt_BubbleBlower | 6.26.2022
QLE


ASSET MODEL: BUBBLE_BLOWER
Mesh_BubbleBlower | 6.29.2022
QLE


QLE
Texture_Final_BubbleBlower | 7.2.2022

4. Color Palette





Lighting color palette:

Dark room with major colors of blues and purple. Lamp and flashlight will use mellow yellow hues.

D. Atmosphere/Environment

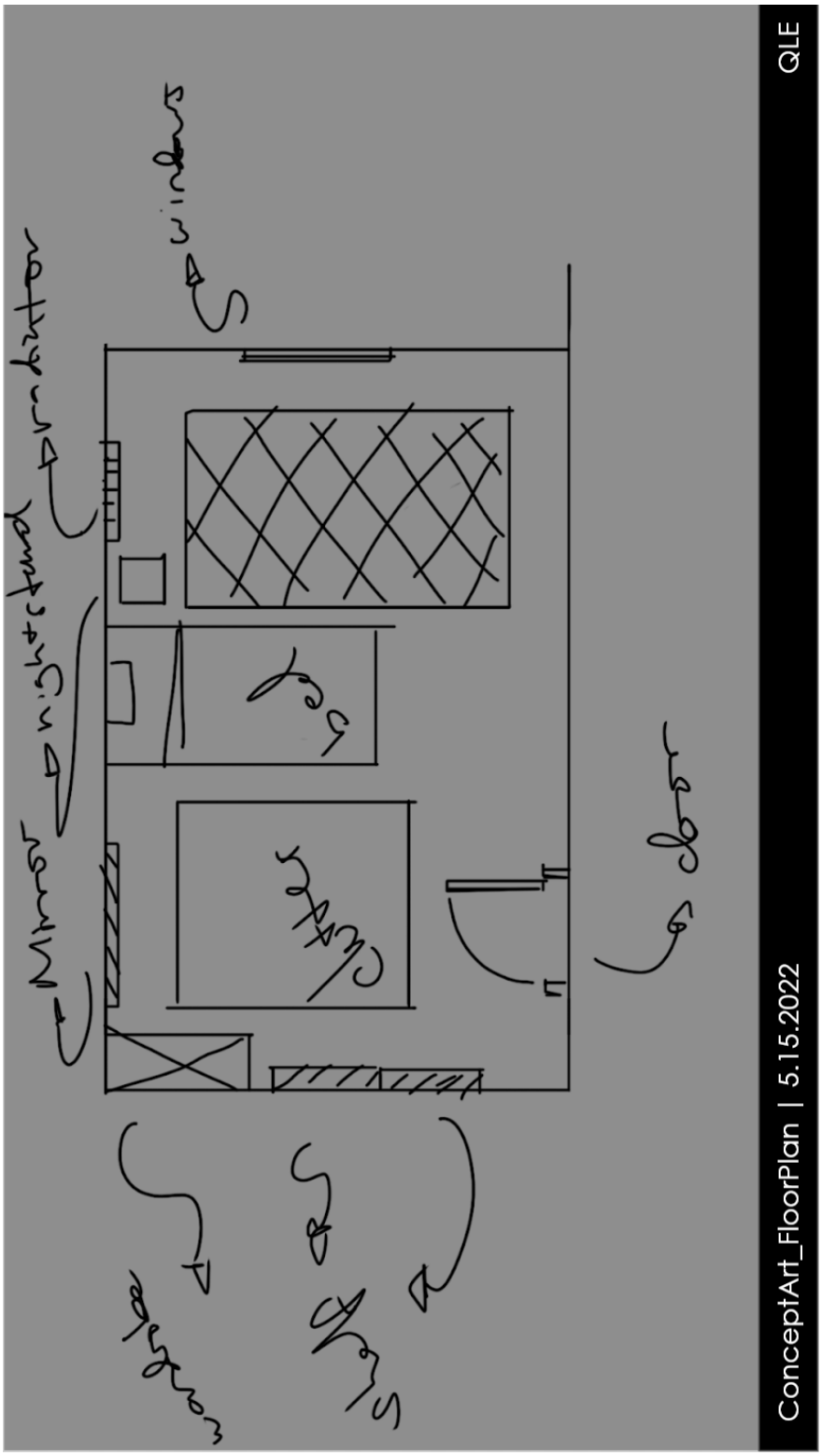




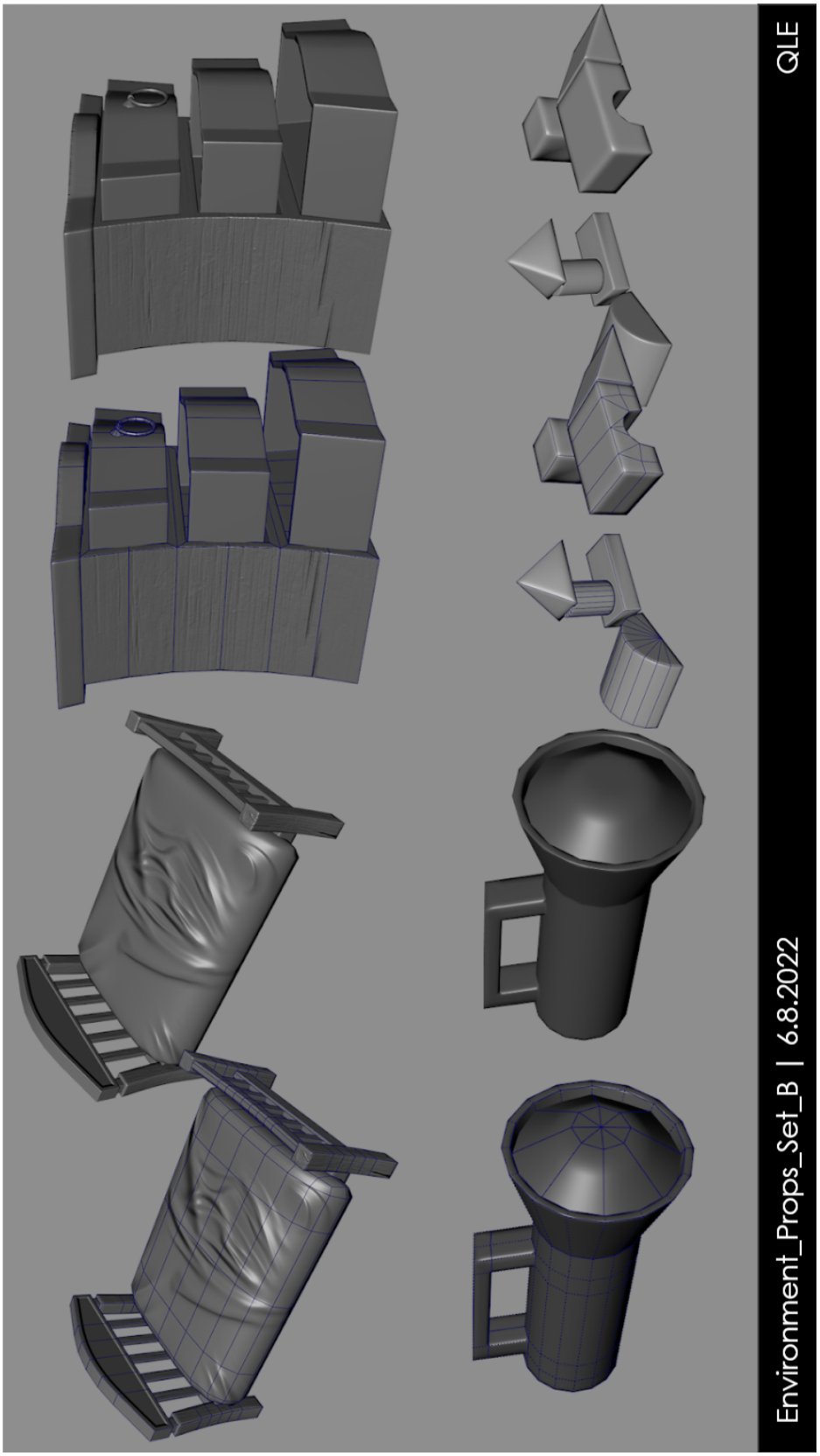


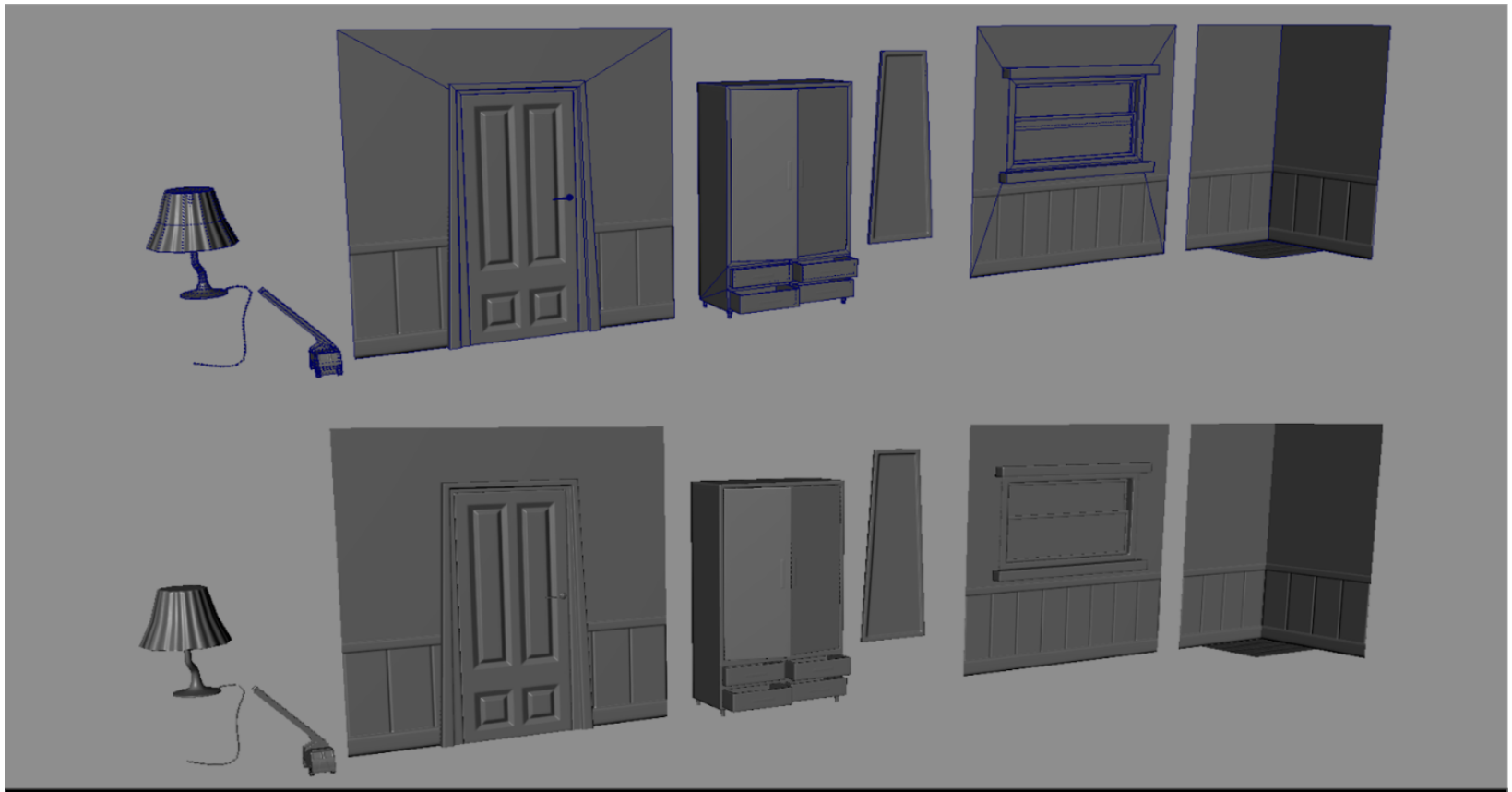

12 AM

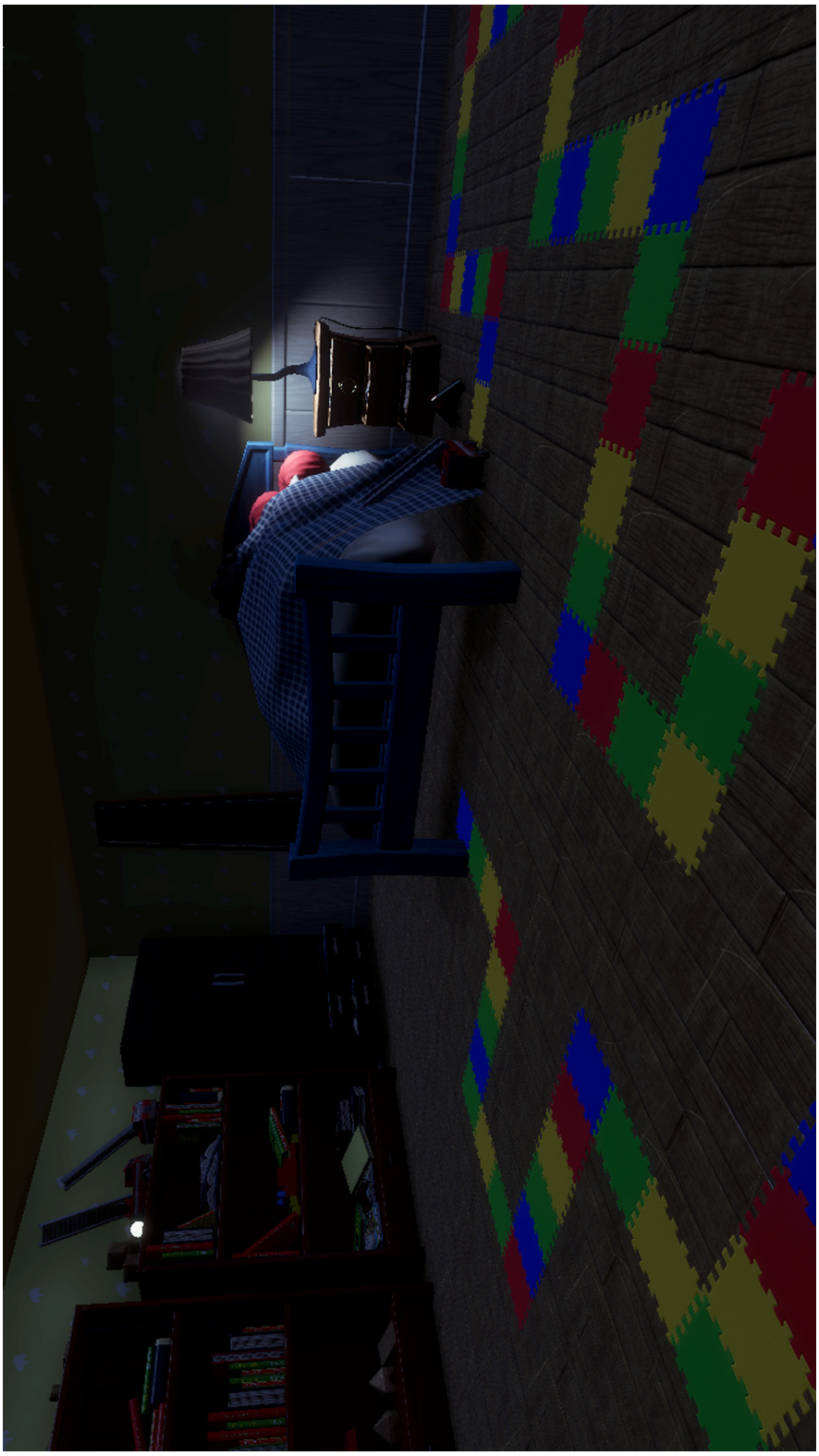



ConceptArt_FloorPlan | 5.15.2022
QLE


ASSET MODEL: PROPS
Environment_Props_Set_A | 6.3.2022
QLE


Environment_Props_Set_B | 6.8.2022
QLE


Environment_Props_Set_C | 6.10.2022
QLE



E. User Interface

The main theme of the UI is minimalistic and flat. As a result, the players will be more immersed in the game and the environment. The font for the game will utilize a handwritten element to it and, for that, it gives the idea that the players are seeing the game in the eyes of a child.

Main Menu



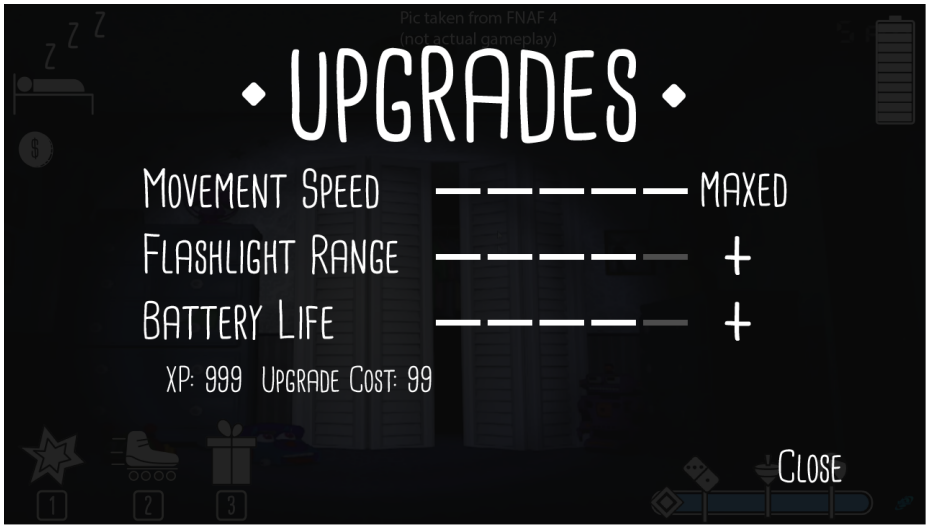
Settings Menu



Night Select Menu



Player Upgrade Menu



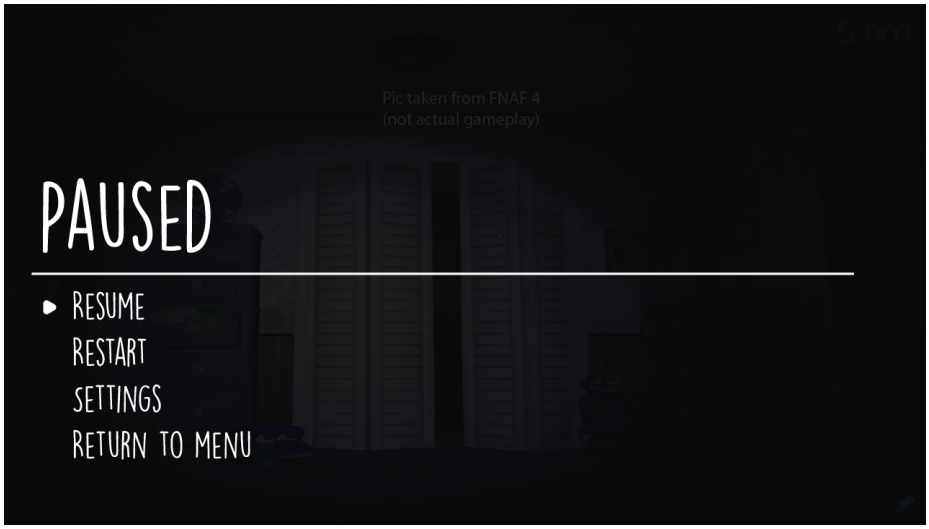
In-game UI



Tower Upgrade Menu



Pause Menu



Game Over Screen



Credits Screen



F. DVD and CD Art





Tower-Defense but with a twist. Never before seen, Up-close Third-person POV on a TD game!!! You face the enemies upclose and personal to expel them from your kid's bedroom.

Set in the dark and scary night where light is scarce and valuable. Use your flashlight to help your towers see the enemies so that they can be dispelled.



Set in Christmas, a young boy's teddy bear comes to life to defend his owner against the Boogeyman's horde of monstrous toys. With his flashlight in hand and an array of towers, this young bear will protect the child and banish the Boogeyman from his bed.

Minimum System Requirements	Recommended System Requirements
OS: Windows 10 64-bit	OS: Windows 10 64-bit
Processor: Dual Core 2.4Ghz	Processor: Dual Core 2.4Ghz
Memory: 4 GB RAM	Memory: 8 GB RAM
Graphics: GeForce 8800 GT / AMD HD 6850 / Intel HD Graphics 4400 or above	Graphics: GeForce 960M, AMD 280X, or above
Hard Drive: 300 MB available space	Hard Drive: 300 MB available space
DirectX 11 or later	

RATING PENDING
RP
ESRB CONTENT RATING www.esrb.org

TINY TERRORS

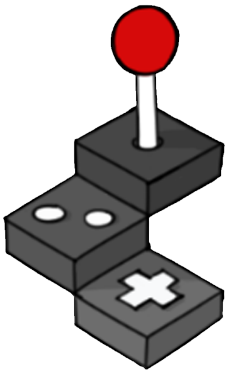
PC CD-ROM SOFTWARE

TINY TERRORS



RATING PENDING
RP
CONTENT RATED BY ESRB

VII. The Team



Quality Level Entertainment

Creating quality games since 2018.



Kristoff Castro Lam

Game Producer

- Management
- Task distribution
- VFX



Michael Ong

Assistant Game Producer and Lead Developer

- ❖ Management and Task Distribution
- ❖ User Experience
- ❖ Character Rigging and IK
- ❖ Gameplay and UI code



Arolf Delano Santos

Lead Game Designer

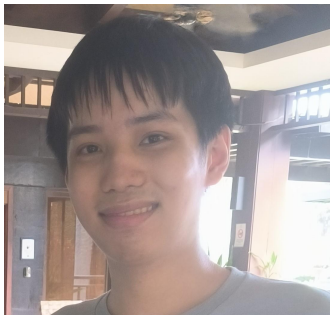
- Game Design
- GDD and HCD
- Task Distribution



Riam Chi B. Pinlac

Game Designer

- Game Design
- GDD and HCD



Walton Calacday

Game Designer

- Game Design
- GDD and HCD
- Testing



Sean Ramos

Art Lead

- 3D Art
- Task Distribution



Miguel Panaligan

Concept Artist

- Character Concept Art



Basil Urrutia

UI/3D Artist

- UI
- Textures for 3D Assets



Joshua Mayo

3D Artist

- 3D Assets



Janosch V. Obra

2D/3D Artist

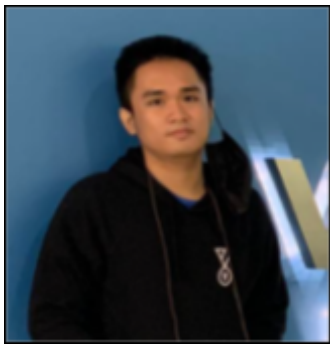
- 2D Concept
- 3D Assets & Animations



Lance Jarlega

Game Programmer

- Audio Creation



Rudolf Pagsisihan

Game Programmer

- Audio Research

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Appendices

Annex I

Focus Group Discussion Guide/Key Informant Guide

1.1 **Introduction**

A focus group discussion guide will be conducted for the capstone project *Tiny Terrors* in order to find out the views of the young adult students of iAcademy towards emotional security of children through transitional objects such as toys and etc.

1.2 **Sample Criteria**

Samples must be:

- iAcademy Student
- Ages 18-25

1.3 **Guidelines**

The participants will be separated into two groups of five members each. The participants will then be requested to demographic questions such as age, name, and grade level.

Afterwards, participants are then given a copy of the terms and conditions for information gathering and consent in order to inform them of their position regarding the focus group discussion as well as their privacy concerning the form of information gathering.

After the participants have read and agreed to the terms and conditions, the focus group discussion will now commence. The researchers will follow the provided guide questions and they are also allowed to ask additional questions if the collected information is deemed insufficient. However, researchers are requested not to dwell into more personal matters and focus more on the information that may be deemed useful for the research.

Annex II

Questions

1. Describe your childhood. Was it a happy one? You may skip this if you're too concerned. We accept any answers but do keep it factual.

_____

_____

_____

_____

_____

_____

2. With who or what did you spend a considerable amount of time with during your childhood?

With my parents/family.

With my friends.

By myself, but I managed to keep myself occupied with toys or activities.

By myself.

Other: _____

3. How many toys did you usually play with as a child?

I have not played with a single toy during my childhood.

1-5 toys.

5-15 toys.

Over 15 toys.

I do not remember.

4. Have you grown attached to a particular toy or object during your childhood? Why or why not?

5. (if yes) Did it help you cope with negative emotions such as stress or trauma during childhood? Do you still have it today?

6. If you were to lose said toy or object, how would you feel?

7. How do you cope with stress today?

8. Why do you think some people have trouble coping with stress?

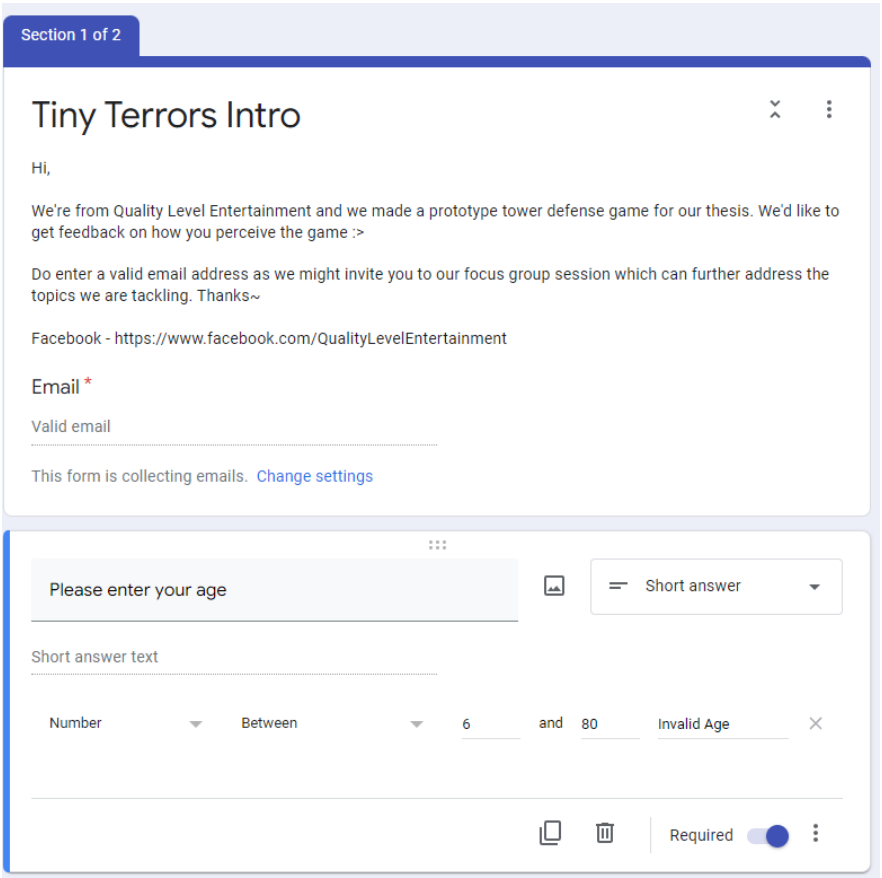
9. How have these toys helped in your development as a person? Has it influenced you as you grew into young adulthood?

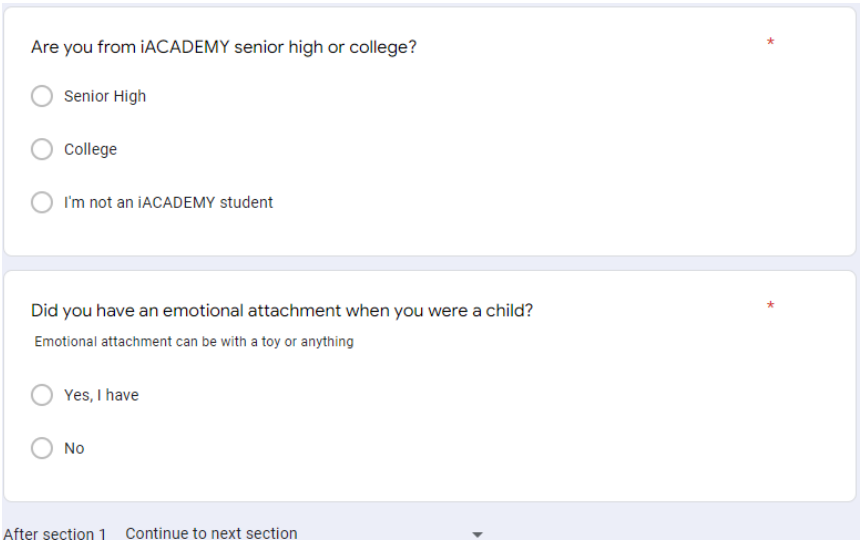
10. If you were to have these toys as an adult again, would you still feel the same way as you did as a child? Why?

11. Having played our game, do you believe that our game was able to convey the importance of toys in providing emotional security for children?

Annex III

Preliminary Survey and Feedback Form







Section 2 of 2

Tiny Terrors Game Feedback

Description (optional)

Do you generally like the game? *

	1	2	3	4	
No. I dislike it	○	○	○	○	Yes. I like it

Which part/s of this game did you like the most? Why? *

Long answer text

What issues did you encounter testing this game? Why? *

Long answer text

What can we do to improve this project? *

Long answer text

Would you consent to participate in a group interview *

- ○ Yes
- ○ No

Other comments?

Long answer text

Annex IV

Transcription of the Focused Group Discussion of Group I

Respondent 1: Hello!

Sean: Alright, So again I would like to reiterate lang na this focus group discussion is about the teaching the importance of transitional objects in a child's development and emotional security.

So all of you have been chosen, kasi first of all nagconsent kayo sa, to be interviewed, to be part of the group interview. So we can proceed with the first question.

So I'll start with the first question, will everybody describe their childhood, was it a happy one? You may feel free to skip this question if its a bit too personal kung ayaw niyo makipagshare, pero it would help lang sana if you were to answer honestly pero di ko kayo pipilitin if you don't want to.

Respondent 1: Ok

Sean: We can start with (Respondet 1's name) tas pababa nalang tayo

Respondent 1: Ok, uhhh just by remembering, it's not the best actually it's a very uh, how do put this into words. It is pretty much a bad childhood experience honestly speaking but there were some good memories but mostly bad in general.

Sean: Mmm, I see. Ok, how about you (Respondent 2's name)

Respondent 2: Mmm, my childhood's not too bad, napapagalitan from time to time because I'm doing something na hindi gusto ni parents pero at the same time i've managed to met with some childhood friends tho di ko na sila nakakausap, we played a bunch all throughout my child. So ayun, not entirely bad.

Sean: Mmmm, I see, Ok how about (Respondent 3's name)

Respondent 3: Hello?

Sean: Is it ok if we ask that you describe your childhood, was it a happy childhood? You may opt not to answer if its too personal for you.

Respondent 3: Mixed, Mixed feelings parang ganun in terms of childhood.

Sean: Is there anything else you want to add?

Respondent 3: Uhhh, wala na.

Sean: Hmm sige, how about Respondent 4.

Technical Difficulties

Respondent 4: What was the question again?

Sean: Uhh, Is it ok if I ask you to describe your childhood. Was it a happy childhood or not? if you decide not to answer, that's ok too if masyadong personal for you.

Respondent 4: Mixed, same rin with (Respondent 3's name) its 50/50, depends on the situation and people and sa environment I grew up in. Yun, ayun lang naman

Sean: Ok, how about you (Respondent 5's name)

Respondent 5: Imagine a stoic and introverted lifestyle that's pretty much it.

Sean: Was it a happy childhood?

Respondent 5: I guess so?

Sean: So it was a happy childhood.

Respondent 5: Umm, palo stuff like that when I'm doing something wrong but pretty much quiet, I'd say it's happy enough.

Sean: I see, thank you for your answers. I can see na may mga mixed responses for happy childhood.

The next question will be: With who or what did you spend a considerable amount of time with during your childhood, so is it with your friends, family, by yourself, your toys, or is there anything else or other factors like pets. Who did you spend your time with the most during your childhood?

Respondent 1: I guess its a mix of my mom and alone, and another part is with my friends but mostly alone during a majority of my childhood because of moving in and out of places because they won't let me outside, pretty much a sheltered life, mostly playing with toys.

Sean: So may I ask a follow up question, do you play with pets or toys?

Respondent 1: Yeah mostly I've played with toys for the most part, specifically stuffed toys.

Sean: Ok may I ask (Respondent 2's name) to answer the question.

Respondent 2: Childhoodwise, we played a lot of Pinoy games with my friends pero pag umuulan or wala sila, I play with my toy cars.

Sean: Would you say you spent more time with your friends or your toy cars?

Respondent 2: 50/50, not too much with toy cars, not too much with friends parang ano hati hati lang whole childhood life.

Sean: May I ask a follow up question, what do you believe you've allotted the most time of during most of your childhood dun sa dalawa.

Respondent 2: I guess with friends, kasi ano usually we play a lot after school when we go home.

Sean: Thank you, lets proceed with (Respondent 3's name).

Respondent 3: Hello, hello?

Sean: Yes.

Respondent 3: Hello.

Sean: Do you need me to repeat the question?

Respondent 3: Yes, choppy eh.

Sean: For the next question: With who or what did you spend a considerable amount of time with during your childhood, so sino yung madalas mong kasama nung bata ka was it your parents/family/relatives, with your friends, by yourself, toys, or pets.

Respondent 3: Usually, most of the time I spent is with my family tapos second with that is with my toy cars and I use my imagination to play with them.

Sean: Ok, how about you (Respondent 4's name).

Respondent 4: Hello hello, I guess I would say parang mixed din parang kay (Respondent 2's name) kasi I spent most of my time with my friends pero that was on school days pero when it comes at home I usually play with my random toys like literal random sila and minsan I force my tita to play with me pero out of the three I would say mostly toys, alone ganon.

Sean: Ok, thank you how about you (Respondent 5's name).

Respondent 5: During the early life, I'd say its a balance of toys and the pc, I can't really determine which is more because on the day its just toys and then at night the pc because my mom would come home, but yeah mostly alone.

Sean: I see, ok sige thank you, So I've come to the conclusion na a lot of you spent most of your childhood with toys, am I correct?

Respondent 1: Yeah

Respondent 5: I guess so

Sean: So you've been keeping yourselves occupied with toys, if not with toys with friends, ok thank you for answering.

Let's proceed to the next question: How many toys did you usually play with as a child? Marami ba kayong laruan or did you have one particular toy or two, ok lang if you guys don't remember just say you don't remember.

Respondent 1: I guess, I can't really, can you really count clay as a toy because I made mostly played with that but besides that 1 to 5 toys. Mostly teddy bears and probably some cars here and there but yeah.

Sean: Mmm I see, yeah clay can count as toys, in the study it can count as a transitional object. Pero ayun how about you (Respondent 2's name).

Respondent 2: Sorry what was the question again.

Sean: How many toys did you usually play with as a child so ilang mga toy cars mo or did you have much more.

Respondent 2: I had a lot of toy cars during my childhood pero it was slowly transitioning to toy soldiers pero saglitan ko lang din nilaro yung toy soldiers.

Sean: Marami rin ba yung toy soldiers?

Respondent 2: Alam mo yung sa toy story yung bucket.

Sean: So marami.

Respondent 2: Bucket ng toy soldiers.

Sean: I see so how about you (Respondent 3's name) did you have a lot of toys when you were a kid? Or onti lang

Respondent 3: I used to have a lot of Hotwheels and Matchbox may onting Tomica rin.

Sean: So marami talaga siya.

Respondent 3: Marami pero yung pinaka memorable, meron kasi akong Tonka red truck. Hanggang ngayon nasakin parin. Yun nalang natitira sa mga toy cars ko wala na yung iba wala na yung mga toy cars ko na eh.

Sean: Would you say na your toys umabot ng over 15, more than 10 or around below 15.

Respondent 3: 14 years mga ganun.

Sean: No, I meant like 10 toys, pieces or whatever. How many cars did you have.

Respondent 3: More than 10.

Sean: Sige, how about you (Respondent 4's name) how many toys did you have when you were a child?

Respondent 4: Mixed kasi sila eh so I would say its like a whole box. Like it was a big box of toys like random sila, no particular brand, category.

Sean: Sige sige, how about you (Respondent 5's name)

Respondent 5: I'd say at first there was like 10 and every time we bought it kept growing but I didn't really throw anything. So I would categorize it to 50 plus because of how I kitbashed everything. Yeah a lot.

Sean: One more additional question, does everybody have those toys from their childhood now still? Nasa inyo pa ba?

Respondent 5: Yeah, all of them.

Respondent 2: Some of my toy cars with my little brother.

Respondent 4: Naka storage.

Respondent 1: Most of them are thrown away or given to my relatives mostly I think. That one particular stuffed toy is still at my mom's place and its the Winnie the Pooh one.

Sean: Thank you for answering.

Thank you for that, so let's continue with the next question: Have you grown attached to a particular toy or object during your childhood? So was there something that you got too attached to na for example you wouldn't leave home without it or di makatulog without it or your childhood wouldn't be the same without it may mga ganun ba sa mga toys niyo?

Respondent 1: Yes, well I can't really sleep without my stuffed toys specifically because I usually sleep alone so yeah.

Sean: Was there a specific stuffed toy that you grown attached to like a teddy bear or a stuffed giraffe?

Respondent 1: Yea there's a few but there's another one na small shark, well not really small but it was kind of parang medium size siya na shark plushie at tsaka yung isang Winnie the Pooh na

plushie na sobrang worn out na talaga na I try not to I tell my mom not to throw it away or give it away even though na it's still at my mom's place.

Sean: I see I see, how about you (Respondent 2's name)?

Respondent 2: Not really.

Sean: So out of all your toy cars wala kang naattach ni isa?

Respondent 2: Wala naman. Kasi lagi sila nasisira.

Sean: Sige, pero was there something there sa car pile na yun was there one car there na hindi mo makalimutan?

Respondent 2: It was a Tomica car, if I remember correctly it was a lancer.

Sean: Did you particularly like this lancer? Was it among your favorite among your cars and soldiers?

Respondent 2: Yeah, I'd imagine I was driving in it.

Sean How about you (Respondent 3's name) was there a car that you got attached to out of all the cars you had?

Respondent 3: I got attached to my red Tonka truck, hanggang ngayon na sakin parin, kasi lahat ng Hotwheels ko nagkalawang na, eh yung Tonka truck ko plastic so yun yung nagstand out yun nalang nag reretain ng childhood ko.

Sean: Out of all the cars sa collection mo, yun nalang natira?

Respondent 3: Yes, yun nalang.

Sean: Was there any particular reason kung bakit ka na attach sa Tonka truck aside from the fact na plastic siya at siya nalang natitira?

Respondent 3: I used to play a lot of imagination. Kunware I used to imagine na 4x4 offroad kasi yung truck may string and when I pull it, it acts like a winch. Tas sa lahat ng cars ko siya lang may ganun na ability so I used to play with it a lot.

Sean: May I ask again this question to (Respondent 1's name), tama ba yung stuffed shark yung attached mo no, any particular reason kung bakit dun na attach ka?

Respondent 1: Besides na it was a gift from my relatives, I think back then medyo parang I wanted to be like my brother and his favorite animal was sharks so when I got the shark plushie I was really happy about it. So I usually I prefer sleeping it with me whenever I'm at home because

back then I'm not usually with my brother unlike today because mostly we live in two separate households. But for the most part yeah.

Sean: Sige sige thank you, how about you (Respondent 4's name), was there a particular toy in your collection that you were attached to?

Respondent 4: I would have to say not really, I only remember them but I'm not attached to them but mostly plushies because as a kid I slept next to them parang ganun, yun lang.

Sean: So none of your toys really stood out to you?

Respondent 4: They stood out in memory but I never really got too attached that I had to constantly bring it outside. I guess in the childhood phase yun yon pero during my college years, there this racoon plushie that I always brought to school.

Sean: Ok sige, is there a particular reason bakit wala kang sa childhood toys mo walang nag stand out masyado or wala kang walang naattach sa, you didn't get attached to any of your toys nung childhood? May I ask why not.

Respondent 4: Because I only had them set up around my head, I use them as pillows rin kasi I had, I remember all of them I had a red crocodile, a zoobic safari tiger, a very fluffy purple dog, a very fat penguin. Yun, yun lang.

Sean: Hmmm sige, thank you for that, how about you (Respondent 5's name) was there a particular toy during your childhood na naattach ka?

Respondent 5: I guess there was this one, it was a stuffed toy. I always used him like you know your bed if it was next to a wall there is this gap right like separating the bed from the actual wall there's always this gap. I would put that toy, it was a crocodile, in there because as a kid I was like oh there might be snakes, here crocodile guard this something like that.

Sean: Alright thank you for answering all that so let's proceed to the next question: Thinking about those toys na sinabi niyo kanina yung mga toys na naattach kayo, may I ask if these toys helped you during difficult times? So did it help you cope with negative emotions during childhood? Do these toys give you comfort, give you solace, are they your safe space nung bata ka?

Respondent 1: Its a mix of not really to it did help me calm down from time to time and mostly forget about a lot of stuff. Specifically for certain traumas.

Sean: These toys helped you cope with these certain traumas?

Respondent 1: Yes.

Sean: So do you feel comfort when you're with these toys habang may mga nangyayaring masama like stressful situations, do you feel safe, nakakakalma, nakakasecure?

Respondent 1: Yep, they made me feel a bit more relaxed.

Sean: Do you still have these toys today? Yung shark na stuffed toy.

Respondent 1: Ah yes, It's still at my mom's place, I wish I could bring it at my actual place I'm staying at but my bed is preoccupied with some other stuffed toys kasi, maliit kasi higaan ko eh so mahirap.

Sean: How about you (Respondent 2's name), you've mentioned you were attached to this Tomica lancer correct?

Respondent 2: Yep.

Sean: So thinking about this Lancer did it help you throughout your childhood with negative emotions like stress, trauma did it help you keep calm and safe?

Respondent 2: Not really, pag naiinis ako or nababadtrip ako dinadaanan ko nalang sa tulog.

Sean: So you don't play with it or have it with you when you're experiencing negative emotions?

Respondent 2: Nope usually tulog lang.

Sean: Do you still have the toy with you today?

Respondent 2: Not anymore, iniwan namin before sa previous place.

Sean: How about you (Respondent 3's name) did your Tonka truck help you cope with negative emotions such as stress or trauma? Does it give you security?

Respondent 3: Not really, they're just, it's just, wala lang nakadisplay lang. When my emotions are running high nagtatampo lang ako or natutulog lang.

Sean: Pero when you're playing with the toy, do you feel secure? Do you feel calm? Especially kung nagalit ka beforehand does it help you calm down faster than usual?

Respondent 3: I guess so? Whenever I play with the truck naeenjoy ko lang nagiging masaya naman.

Sean: How about you (Respondent 4's name)? Has this racoon stuffed toy helped you cope with negative emotions such as stress or trauma? Does it help you feel secure in times of stress?

Respondent 4: In terms of sa racoon yeah, because I lived alone in Makati for a few years it helped me cope with the gloomy vibe of the condo or the very small space I had. Pero generally nung bata ko the stuffed toys that I had before. I used them to protect myself from flying roaches. Ganun naging coping ko, so I guess I could say they helped.

Sean: How about you (Respondent 5's name)? Has your crocodile stuffed toy helped you cope with stress, made you feel safe and secure?

Respondent 5: I guess safe yeah. He was always there at the foot of my bed alongside two other pillows I sleep with every night. That was consistent for like 3 years or 4.

Sean: Do you still have the crocodile with you today?

Respondent 5: No, I outgrew it.

Sean: I'll ask another follow up question. Do any of you believe that these toys have been important to your growth during your childhood or during your adolescence if applicable, has these toys been integral in your development as a person?

Respondent 1: Not as much mostly, they've been there but most of the time. Mostly whenever I sleep that is, it's more of a stress pillow for what I'm thinking.

Sean: How about you (Respondent 2's name)?

Respondent 2: I don't think so, whenever I usually play with those, usually magisa lang ako so there's no really development there.

Sean: How about you (Respondent 3's name)?

Respondent 3: Having to think about that Tonka truck, it developed my interest for the offroad.

Sean: So yung interest mo sa offroad was because of the Tonka truck?

Respondent 3: Yeah, dahil dun ako nagkainterest.

Sean: How about you (Respondent 4's name)? Has any of these toys from your childhood influenced you as y ou grew up?

Respondent 4: I guess I would say yes, because I would never able to give any of them away kasi naging habit ko. Even though I don't remember most of them anymore I'm still attached to them, I don't have the heart to let them go, I guess those affected my relationships to people.

Sean: Ok lang ba matanong na bakit naaffect on your relationship to people.

Respondent 4: At home kasi, I was raised in an environment na anything is sentimental, na parang certain memories are held in this object so you could never throw it away, and it was a habit of my family so medyo hoarded. I guess yeah kasi parang sayang naman yung memories sayang naman to, parang ganun. I think it's a waste to just throw it away.

Sean: How about you (Respondent 5's name)? Has your crocodile toy or any toys you had in your childhood influenced you in how you grew up as a person,or interests or hobbies?

Respondent 5: Yeah, a lot of those I just played with them like. Imagine me building dioramas or a one person DnD and you're just narrating to yourself, it made me creative and made me interested in making a diorama.

Sean: Ok thank you for answering these questions lets move on to the next one: With all those toys in mind, if you were to lose one of these toys how would you feel? Sabihin natin you were a child and nawala mo yung toy how would you feel?

Respondent 1: I wouldn't be able to sleep at night and I would be depressed as well and likely would have been desperate to try getting it back or the urge to bring it back something like that.

Sean: How about you (Respondent 2's name)? If you lost that lancer nung bata ka how would you feel?

Respondent 2: I don't know, I guess I wouldn't be too sad about it. Di ako masyado naattach sa lancer. That car isn't just one of my favorites.

Sean. Ok, understood, how about you (Respondent 3's name) if you lost that Tonka truck nung bata ka how would you feel?

Respondent 3: If I lost my Tonka truck I'd be really sad because thats the only toy that stood out sa Hotwheels at sa Matchbox.

Sean: How about you (Respondent 4's name)? Habang bata ka pa and you lost one of these toys how would you feel?

Respondent 4: Knowing me, baka magfreak out ako and it already happened once before to a favorite eraser. When I lost it I frantically looked over the apartment and constantly asking my relatives. Yeah freak out lang talaga if I lost the toy.

Sean: How about you (Respondent 5's name)? If you were to lose the crocodile stuffed toy as a child, how would you feel?

Respondent 5: The crocodile stuffed toy, as a kid if I were to lose it I would constantly wonder "Where am I going to find a third pillow?" cause there were three items on the bed and not really a problem but more on how to fill in the gap.

Sean: May I ask a follow up question on that, the crocodile stuffed toy is a pillow for you, would any other pillow suffice to fill in the crocodile pillow pag nawala siya? So let's sa na nawala talaga yung crocodile pillow, if you got another pillow with the same length, width, and height would you be satisfied with that?

Respondent 5: Yeah, if it was a little short then I would need two pillows.

Sean: Ok thank you for answering, we can proceed to the next question.

So next question: How do you cope today as a young adult?

Respondent 1: Right now I play games and it kinda carried over having a stuffed toy so there's that, I get less stressed when hugging it.

Sean: Ok lets move on to (Respondent 2's name).

Respondent 2: Lo-fi music.

Sean: Sige, next is (Respondent 3's name). How do you cope with stress and negative emotions today?

Respondent 3: I cope with stress today, either watching Youtube videos.

Sean: Ok we can proceed to (Respondent 4's name). How do you cope with stress today as a young adult?

Respondent 4: I play games with. The way I cope with stress today is I play games with friends. Right now I've been playing Valheim and ESO with friends, ayun lang naman, I can't handle being solo right now.

Sean: Ok how about you (Respondent 5's name)?

Respondent 5: I talk to myself like I would rant to myself in a quiet room by myself.

Sean: Ok thank you for that we can proceed to the next question.

Why do you think some people have trouble coping with stress?

Respondent 1: I think some people tend to not know what to do or have any other ways to cope with it and it ends up bottling up in them.

Sean: Ok, how about you (Respondent 2's name)?

Respondent 2: Sometimes there are a lot going on to the point na you have barely have any time to take a rest, kahit sobrang stressful. Sometimes there are people who still don't know how to cope with their stress or how to deal with it.

Sean: Ok how about you (Respondent 3's name)?

Respondent 3: Usually, parang naooverwhelm like masyadong overwhelming pa yung stress na yung mga usual stress relievers di na kaya icope. Like even though naglalaro sila ng video games nasa isip pa nila yung work.

Sean: Ok thank you, how about you (Respondent 4's name)?

Respondent 4: I guess it depends on what they're doing or dealing with. They need something more stronger than their stress relievers like copium ganun. It depends on what they're going through at that moment.

Sean: (Respondent 5's name), your thoughts?

Respondent 5: I guess a lack of organization on their thoughts, I don't know I'm basing on what I've been seeing.

Sean: Ok we're down to our last two questions, so we'll go back to the topic of toys.

If you were to have these toys as an adult. Yung mga sinabi niyo before, yung shark, yung stuffed toy, the crocodile, the truck. If you were to have these toys again as an adult, would you still feel the same way you did before now? Would you still feel happy to have them, would you still feel secure to have them?

Respondent 1: Definitely, I would feel, I would feel more glad that I have them if anything. Like I would try to take care of it more compared to my other toys because its either they get broken or lost for the most part.

Sean: Why would you still take care of them still even though they're old toys or toys you've already had?

Respondent 1: Its mostly the sentimental value.I grew way too attached to certain toys, even to this day I wouldn't want to lose them it's like losing a loved one. It's a bit different pero something similar to that feeling. Like it wouldn't feel the same, like I could replace them but it would feel weird.

Sean: Ok ok, thank you for that. How about you (Respondent 2's name) if you were to have your collection of cars again or whichever you favorite car was from your childhood if you were to have them again now as an adult how would you feel? Would you still feel with them the same way you did before, would you not like as much as you did with them now or would you take care of them better?

Respondent 2: I don't know I wouldn't feel the same way to when I was a child kasi I have video games now, especially Forza.

Sean: So you say you wouldn't feel the same way, is that negatively or.

Respondent 2: Not really negatively pero more like ano, once I see some old toy cars I will be like "Oh hey, I had that when I was a child" tas wala na, di ko na masyado papansinin.

Sean: I see, how about you (Respondent 3's name)? If you had your toys from your childhood now as an adult would you feel the same was as you did as a child or would you feel differently?

Respondent 3: I would feel differently, If I were to have them now I would rather have them in a display case and take care of them, clean them, clear the dust away and place them on a shelf so that when I look at it, it reminds me that I once had a childhood.

Sean: So do you think this change of emotions is it a negative change or a positive change?

Respondent 3: I think its mostly a positive change, meaning that I grew up.

Sean: Thank you, thank you for that. How about you (Respondent 4's name), if you were to have those toys again from your childhood again now that you're an adult would you feel the same way towards them or not?

Respondent 4: Yeah I don't think I would feel the same way towards them kasi I've already experienced other things to get attached to so yun lang that basically it.

Sean: So you're saying you won't feel as attached to them as you did before?

Respondent 4: They mostly give me a nostalgic factor.

Sean: Ok, I understand. How about you (Respondent 5's name)? If you were to have that crocodile toy again as an adult would you feel the same way or would you feel differently?

Respondent 5: Crocodile? I eventually outgrew it, I don't need it anymore to sleep. As for the other toys I guess not. But having a toy would be nice like your toys grew up with you but toys from the past not really.

Sean: Ok, so if you had those toys from your past again now that you're older, is it correct that you wouldn't give them any mind?

Respondent 5: Yeah, cause I've played with them, gave them stories now that they're done I'll put it to rest.

Sean: Ok sige thank you. Ok let's go with the last question. Having played our game Tiny Terrors, for context kasi our game is about a teddy bear who is trying to protect their child owner who is sleeping in the bed from evil monsters using various towers crafted from toys. With that in mind, do you believe our game was able to convey the importance of toys in providing security for children, was it able to teach it well enough, or kulang pa ba yung game is there things that we could improve upon?

Respondent 1: Honestly, I like the concept pero may kulang talaga sa game niyo, yung pag convey niyo sa child I guess, yung mga dun sa mga toys. Kasi most of them are repetitive na toys but then again it is a pre-alpha build so I could understand that. Yung good thing dun updated naman yung mga toys, pero I guess you could improve on the play of the bear like protecting their owner meron talagang ano. Aside from gameplay issue, maganda talaga yung concept pero yung gameplay talaga medyo di ako makahook in as much na parang naisip ko na parang why I'm

a teddy bear protecting my owner from the evil toys pero parang di ganun ka intimidating yung toys I guess you could say that. Na parang may kulang pa.

Sean: Ok, sige, thank you for that. How about you (Respondent 2's name), with the current state of our game, was it able to convey the importance of toys in providing emotional security for children?

Respondent 2: I guess, kasi yung character niyo teddy bear which is one of the classic stuffed toys na kids before or I don't know ngayon basta kids na they would use it as their coping mechanisms. I guess it's for some people, not for everyone.

Sean: Ok, thank you. How about you (Respondent 3's name)? With the current state of our game were we able to convey through our game the importance of toys in providing emotional security for children?

Respondent 3: I guess sa game niyo naconvey niyo naman na teddy bears are usually the most common parang safeguard ng mga bata. Cause they are huggable, soft, and ayun parang friend parang friend na rin na di nagsasalita. I guess yun.

Sean: Ok, thank you for that. How about you (Respondent 4's name)? May we hear your thoughts about the current state of the game and how effective it was in conveying the importance of toys in providing emotional security for children?

Respondent 4: Yeah, I would have to agree with (Respondent 3's name) on this. Where a teddy bear is a really good representation of the protector of the child. Ummm, because usually it's what children cling to. Yung mga plushies na binibigay. They're kids, when something not nice is happening it gives them a sense of security, they have a friend to be with, it's comfortable to hug when they're trying to put themselves to sleep, parang ganun. It generally gives a sense of comfort kaya good job on using a teddy bear as a portrayal for that.

Sean: Thank you, how about you (Respondent 5's name)?

Respondent 5: Gameplay-wise I would probably have 99.5 comments out there but that's for another time. The concept speaks to me cause you know as I said a while ago there was a crocodile that always accompanied me during my sleep so yes it speaks to me but yeah that's it.

Sean: Ok, thank you for that. With that, our focus group discussion have come to a close. Thank you for your times, I will be sending out, ano tawag dun, feedback surveys within the day or tomorrow if that's ok with you. Please don't leave the server yet kasi itatag ko kayo. Again thank you for your time and for your patience, have a nice day.

Annex V

Transcription of the Focused Group Discussion of Group II

Sean: May I ask to describe your childhood or Was it a happy childhood.

Respondent 11: I didn’t have the best memories out of it, I guess?

Sean: We can proceed to Respondent 7, how was your childhood? Was it a happy childhood?

Respondent 7: Relatively yes pero its mixed eh there's a negative things that also happened so I would say its a mixed.

Sean: Okay, thank you. Next is Respondent 8. May I ask how's your childhood?

Respondent 8: Despite living with a split family I was happy with coping with it and wala naman masyadong negative side kasi, more on a positive side lang on my childhood.

Sean: Okay, Thank you. How about you Respondent 9?

Respondent 9: I have a normal upbringing naman though, I do experience transfer from one place to another, we do not stay put sa isang lugar lang.

Sean: Okay, May I ask a follow up question? With these circumstances in mind would you say your childhood was a Happy one, was it a sad one, do you have mixed feelings about it?

Respondent 9: Overall it's a very happy childhood naman since I have everyone with me and I do receive from them.

Sean: Okay, sige, thank you. How about you Respondent 10?

Respondent 10: I think my childhood was pretty okay, I don't remember much about my childhood because I didn't delve much sa family stuff, I was mostly focus sa school, friends, mga cartoons. So yeah I think my childhood was pretty fine in general.

Sean: Okay, could you describe it as a happy one or not really was it mixed?

Respondent 10: It was kind of mixed, kasi parang I remember I was used to seeing some conflict sa family before but I tried to drown it out with other things kaya mixed feelings siya, It wasn’t happy, It wasn’t terrible.

Sean: Okay, thank you for answering, how about you Respondent 11?

Respondent 11: uhm my childhood was terrible because we had severe family issues back then but i guess i had my happy moments, It wasn’t a happy one but i had my happy moment so yeah.

Sean: Okay, Thank you for answering the question, let's proceed with the next question. With whom or what did you spend a considerable time with during your childhood? So, during the course of your childhood would you spend your time with your Family? Your friends? Would you spend it by yourself? Or do you spend it with your hobbies like toys, books, cartoons like that or any other activities like that.

Respondent 11: I would say I didn't spend much time with my family and I didn't have much friends growing up as a kid so mostly I watch cartoons or play with toys. Not much interaction with family members.

Sean: Okay, Thank you. How about you Francis may I ask who you spent the most time with during your childhood?

Respondent 7: Because during my childhood it was pretty mixed, most of it was spending time with my grandparents because they're the ones who raise me due to conflict about my parents. It was sort of mixed kasi I spend time with my grandparents, I spend time watching cartoons and reading comics. Pero I would say that most of the time it was just me just reading comic books and watching cartoons and play with my toys kasi I didn't have much friends growing up.

Sean: Okay, sige. How about you Respondent 8?

Respondent 8: Living inside a compound with my family, they're the only ones a considerable amount of time during my childhood mostly mga cousins.

Sean: Hmm I see, Okay , Thank you. How about you Respondent 9?

Respondent 9: During childhood i spent most of my time with my sister when she was born and then with my mom kasi si papa he's already working sometimes out of the country sometimes malayo and other half of my time was spent was with friends outside. Kasi since before I'm already very outgoing and madaldal with people so I spent my days outside the house talaga with different kids not my age so ayun I spend my time with them, talking to them and tried to play with them.

Sean: Okay, Thank you for that. How about you Respondent 10?

Respondent 10: Mixed din siya but mostly I prefer spending time on my own as a kid. I have times when I would go outside and play with the neighborhood kids but I prefer staying at home playing with my toys and watching cartoons.

Sean: Okay, Thank you. What about you Respondent 11?

Respondent 11: It's a little bit of everything like my parents since I'm living with them. My friends since i have friends outside the house then by myself if hindi ako pwedeng lumabas like may curfew ako and then i keep myself occupied with toys that my parents bought me, So it's a bit of everything.

Sean: Okay, May I ask a follow up question? Throughout all of these things that you've stated na you spent a little bit everything with these choices right? So may I ask what do you believe you spent the more considerable time with? Sino yung lamang sa lahat ng sinabi mo, like mas lamang ba yung time mo alone or with friends?

Respondent 11: Hirap ah haha, siguro ano lang fun factor I'm gonna go with fun factor so siguro by myself since parang may na enjoy ko yung time ko while playing alone using family computer and stuff so yeah.

Sean: Okay, Sige, Thank you. So let's proceed with the next question. So for this question this is limited kasi to toys pero I've noticed to your answers recently na may mga books, cartoons tv shows. So I will try to alter these questions a little bit para mag cater sa inyo. For the next question How many toys or comic books/books do you usually play with or read as a child?

Respondent 11: Does this mean like kung may specific na kami like toy or something na laging ginagamit?

Sean: No, In general like do you have a collection of toys that you usually play with, anything, anything that you've played with or anything that you've read like comic books mga ganon.

Respondent 11: Until now actually since yun nga I didn't have a lot of friends growing up. Until now i still have like I enjoy, the child in me still loves to have stuff toys so until now ayun natutuwa parin ako sa mga ganun, so I had stuff toys growing up. Tapos I love reading books.

Sean: So you've mentioned stuff toys, May I ask a follow up question. Can you describe your stuff toy collection? Is it large, Is it small?

Respondent 11: It's sizeable naman it's not like a crazy collection but when I was a kid i had to let go some and kept those that has sentiment.

Sean: Okay, Pero as a child it was a lot it was a big collection? Tama po ba?

Respondent 11: I guess haha

Sean: Okay, Sige. How about you Respondent 7? Would you say that your collection of toys or comic books was it a lot? Over 15? 5 or few? 5 to 10?

Respondent 7: Uhm, I would say that over all my collection ng comic books ko pati toys ko over 15. Kasi majority of the things that I had my dads old stuff like yung mga GI joes niya and comic books particularly Marvel lahat it all got passed down to me as a kid so usually i would spent time reading and I only had one stuff there which was yung Goose Goose kasi favorite ko yun dati.

Sean: Okay i see, Please excuse me for a moment may tao lang. Thank you for your answer, How about you Respondent 8?

Respondent 8: I would say I had over 15 actually more since they really spoiled me with toys since ako yung bunso tapos most likely dahil they don't really want me to go outside that much, outside as in going somewhere far just within sa bahay what they do to keep me occupied is to give me yung mga toys.

Sean: Okay, Thank you. How about you Respondent 9? Out of the toys you've collected or you've had during your childhood would you say its a big collection? Small collection? Or anything in between?

Respondent 9: I would say na ano I have a big collection of Barbie movies kasi everytime na papa comes home may dala siyang pinaka latest na barbie or disney princess na DVD nabibili. So I have a collection lahat ng Disney princess na DVD tapos yung DVD ng barbie Fairie topia to Mariposa I do have that and then I also have yung collection ng Actual barbies to match yung CD's so I actually have a big collection of barbies before na I still have ngayon na nakatago lang.

Sean: Okay, okay Thank you for that. How about you Respondent 10? How would you describe your toy collection as a child?

Respondent 10: yung my toy collection wasn't really that big compared to other kids like my cousins, friends pati sa little brother ko. Kasi panganay ako ako yung first born I think my family my parents they prioritize more on yung academics and more on parang honing small hobbies like drawing and they gave me like books so wala ako masyadong toys I have a few less than 5 na

stuff toys na katabi ko matulog so yun lang yung laruan ko before and makikihiram lang ako ng laruan sa mga pinsan ko yun lang.

Sean: Okay, okay yun lang, Thank you. How about you Respondent 11? How would you describe your toy collection as a child?

Respondent 11: I think I had over 15 toys my parents really like showering me with toy gifts so I had a lot tapos range siya with no gender so Barbie and Action figurines, Airplanes, Doll house like theres no in between, so yeah there's a lot.

Sean: Okay, Thank you. With that in mind with all of those toys in mind right now toys, comic books, DVD whichever, was there a particular toy a comic book or dvd that you've grown attached to during your childhood.

Respondent 7: uhm one particular item na I obsessed on was yung comic book that I got a daredevil comic book. All i could remember is that I was reading it alot even though paulit ulit. There was one issue lang pero kasi I think it was yung origins ng story niya. I think I grew attached to it kasi I got fascinated sa art sa mga ads and thats also inspired me to draw and stuff.

Sean: Okay, Thank you. How about you Respondent 8, is there anything in your collection that you've grown attached to during your childhood?

Respondent 8: For me as a child kasi sobrang, May fear ako non na something or someone would get me dahil narin na psychologically tinatakot ako ng parents ko na lumabas so pumasok sa isip ko yon. So, meron sila binili sakin na morpher it's a power rangers morpher since fan na fan ako non ng power rangers as a child and I would always wear it just to keep me safe kahit lumabas kami sa mall, kahit pumunta somewhere or kahit lumabas ako diyan sa gate kahit matulog pa nga minsan. Tinatangal ko lang siya whenever I go to the rest room or pag naliligo pero once na matapos yon I would just put it right back in.

Sean: I see, Okay, Thank you for that. How about you Respondent 9? Is there anything in your collection specifically that you've got attached to or anything specific?

Respondent 9: I do have one doll yung rag doll na uso dati it was given to me nung 2 years old ako, it was named MJ tapos it's been with me for since 2 years old hanggang bago ako mag high school si MJ yung one of my favorites na ni let go ko lang nung kelangan na siyang i let go.

Sean: I see, you've gone attached to it throughout your childhood so yun yung favorite mo out of everything you've ever had in your collection.

Respondent 9: Yes, I've had it for 10 years.

Sean: Okay, Thank you. How about you Respondent 10. Is there anything in particular you've grown attach to in your collection?

Respondent 10: Yeah, I think yung isang toy na talagang favorite ko as a kid na attach ako sakanya was stuff toy ni winnie da pooh but there was something special about it kasi para siyang wind up kasi siya sa parang sa gilid niya and when you wind it up it plays a lullaby music so yun yung lagi kong katabi tuwing matutulog ako. Even if aalis kami dadalin ko siya kasi d ako makatulog pag d ko siya katabi, so ayun.

Sean: hmm i see, Okay, Thank you. How about you Respondent 11? Is there anything in your collection that you've grown attached to?

Respondent 11: Definitely the family computer, not even because it had like its technology or it had a lot of games but its just that when i had that family computer kids and even grown ups from other houses kept coming to our house just to play it. So from then parang nag karon camaraderie like there's a party going on sa house and I think that's what made me attached to the thing it's because it's bringing people in our house.

Sean: Respondent 11, how about you was there any toy or collection that you've grown attached to as a child?

Respondent 11: I have this stuff toy na Dog I still remember it very clearly na when my dad bought it kakauwi lang niya and kasi seaman yung dad ko and then every time na uuwi siya and like I would cry every time na aalis siya tas sabi niya buy one toy tapos yun yung lagi mong katabi tapos ayun every since then kahit sinasabi ng mom ko na itapon or anything sinasabi ko no I've

grown an attachment to that kasi ayun may memory for my dad buhay pa siya ah, pero ayun lang.

Sean: Okay sige, Thank you. So again I want you guys to think about those thing that you've said yung mga toys or objects na shinare niyo. I want to ask lang if these specific or particular objects help you cope with negative emotions? Did they make you feel secure? Did they make you feel safe? Nakatulong ba 'to during times of stress? During times of negative emotions? And do you still have it today, right now?

Respondent 11: Yes, It's still with me and as a kid parang siya yung friend ko or bestfriend ko, lagi ko siyang dala dala kasi I was bullied as a kid so even in grade 1 I was asking my mom if pwede ko ba siyang dalin kasi I didn't have friends so ayun parang until now kaya lagi ko alaga like pinapalaban ko siya and everything.

Sean: Okay, May I ask for a follow up question. Do you believe that this stuff toy na nasayo ngayon does it help in a coping negative emotions nakatulong ba during times of stress or during times of trauma or anything like that or fear, any negative emotion pag kasama mo ba yung toy does it help you feel secure? Does it help you feel calm? Mga ganon.

Respondent 11: Oo naman, because It's attached to something like a good memory of mine so it reminds me of a good place kaya lagi ko siyang hawak.

Sean: I see, Okay, Thank you for that. How about you Respondent 7? Does your daredevil origin comic help you coped with negative emotions as a child?

Respondent 7: For me ano not really the only thing that actually helped coped with my negative emotions was my playstation 1 kasi I would always play it, I remember it playing it and There was a second player and I would use my feet to control the second player. I think that helped me cope up with the loneliness kasi i grew up without any friends so It was the only thing that actually keep me companied because sometimes wala akong kalaro so ayun I think instead of the daredevil yung PS1 ko kept me company me then.

Sean: Do you still have this PS1 right now today?

Respondent 7: Yes, I still have it it's on my shelf.

Sean: Okay, So you're saying na this PS1 is another thing that you've grown attached to aside from daredevil comic right?

Respondent 7: Yes, Actually.

Sean: How about you Respondent 8? Yung toy pala na sinabi mo kanina did it help you cope negative emotions and stress during you childhood?

Respondent 8: Ofcourse, I always wear it wherever i go and whenever na suot ko siya feeling ko ang tapang tapang ko, hello? Morpher siya iniisip ko magiging power ranger ako kaya kong mang bugbog nalang ng taong mang aano man sakin or sino man gagawa ng masama sakin. Or kung sino man gagawa ng masama sakin so yung feeling na napa tapang ko with that toy actually naka tulong yun sakin to cope with trauma na something or someone na lapitan ako tapos biglang kukunin ako.

Sean: Do you still have this toy to you today?

Respondent 8: Wala na kasi growing up with it yung parents ko nag sabi na kelangan ko raw bawasan yung pag susuot ko ng ganun dahil nga as I grew older na kasi ako non eh. Actually if i remeber it actually went mga 3 years ganon na lagi ko siyang ginagawa. So they eventually talked me out of it na I don't really need that to make me feel that I'm safe.

Sean: Okay, Thank you for that. How about you Respondent 9? Does the ragdoll help you cope with negative emotions or trauma or stress during your childhood?

Respondent 9: I think yes, kasi MJ has been with me since when I was very young so every time na mag lilipat kami ng bahay mag tratransfer kami si MJ lang yung bitbit ko. But then nung grade 6 I have to let her go so yun attachment ko kay MJ hindi naman siya yung literal na nawala it got transferred to another object na hanggang ngayon ay nasakin parin and yung and it does bring be big comfort whenever I need it.

Sean: May I ask for a follow up question? Does the ragdoll MJ still with you now?

Respondent 9: No, I let her go nung grade 6 ako. Actually binigay siya namin kasi kelangan na niyang mag go.

Sean: Another question is you stated na yung attachment with MJ yung ragdoll was transferred to another object. May I ask kung okay lang which object this is?

Respondent 9: Spongebob kong unan.

Sean: Do you still have it today?

Respondent 9: Yes, actually nung na let go si MJ nung grade 6 napalitan siya nung spongebob so from grade 6 hanggang ngayon 4th year college na sakin yung unan na spongebob and hindi na siya buo pero nasa akin parin.

Sean: Okay, So this spongebob pillow or stuff toy does it still give you the same comfort as the ragdoll MJ did to you?

Respondent 9: Yes, It does actually.

Sean: Okay, Thank you. How about you Respondent 10? Did your toy of choice give you any comfort? Did it help you cope with negative emotions and stress? Did it make you feel secure as a child? And if you still have it today?

Respondent 10: Yeah, I said Yes yung winnie the pooh stuff toy na I had way back when I was a kid ano siya para siyang bestfriend or safety blanket ko siya before since I take it everywhere and ayun nga hindi ako makatulog pa wala siya specially kapag when we were younger sobrang takot ako sa mga horror movies and mahilig pa naman yung familiy ko sa horror movies. And kapag hindi talaga ako makatulog parang yung winnie the pooh stuff toy ko parang like a little guardian na atleast nayayakap ko siya to protect me in any sort of demons lurking sa kwarto if meron man. Wala na siya ngayon kasi I think when we moved houses nasama na siya sa ibang kelangan i dispose or I think na donate na rin siya sa mga farther relatives ng family.

Sean: Okay, Thank you. How about you Respondent 11? Yung computer mo did it help you cope with negative emotions or stress or did it make you feel secure, safe nung bata ka?

Respondent 11: I wouldn't say that it make me feel safe and secure but it did combat my loneliness but in terms of comfort not really kasi sapilitan din siya. Ako I didn't have that ano, for me ang attachment ko lang is more on the entertainment you know, If I'm bored, yes and If I want to feel less lonely I'll play it but it's not like some comfort blanket for me, so yeah. And also because Nasira kasi siya agad, kasi a lot of people are playing it not just me so madali siyang nasira like after month sira na siya so yeah It's not that deep with that toy.

Sean: Okay, Sige do you have anything else to add? Or wala naman?

Respondent 11: Wala naman.

Sean: Okay, Sige thank you for those answers. So thinking about those toys again or objects we can move on to the next question. Okay for those who still have those objects right now how would you feel to if you were to lose those objects now. And as for those who lost those objects already before how did you feel nung nawala niyo yung mga gamit na yon?

Respondent 11: Sad, heheh kasi simula pa siya nung childhood ko so it take a big part of me na mawawala like, pero some people didn't went to the sentiment that was bought into that toy so syempre it take a big part of me tapos mawawala so ayon.

Sean: Okay, Sige. How about you Respondent 7?

Respondent 7: Well of course sad kasi it was one of the only items that actually reminds of my childhood, the fun memories I had when playing with it and even if some people will just see it like or why can't you just repair it etc. I mean kasi I don't want to play it again kasi aside from actually helping me cope I think it also could remind me of some traumas I went through so I think na on a shelf it's better kasi it just gives me the good memories lang.

Sean: I see, Okay. How about you Respondent 8, concerning yung morphin toy, how did you feel nung convinced ka ng parents mo to get rid of it growing up nung bata ka?

Respondent 8: Actually it was hard at first, could've give that a couple of days more or actually or weeks din before I had to remove it or let it go. Kasi nga i realize na nga na Im growing tapos It wouldn't really help that much since it was a toy. Psychologically nasa isipan ko lang yon so it was hard but ayun nga I learned how to detach from it syempre with the help of my parents.

Sean: Okay, May I ask you a follow up question. So you said na your parents tried to convince you to get rid of the toy. So how did you feel initially nung sinabi nila na "hey, matanda kana get rid of this toy" did you feel hurt na they're asking you to get rid of it specially knowing felt very safe with the toy, how did you feel na they're trying to convince you to get rid of it.

Respondent 8: Syempre nalungkot ako kasi a kid could dream diba and ang dream ko nun is maging power ranger some kids want to be police man, some kids want to be firefighters ako talaga gusto ko maging power rangers and for what diba, to save humanity and all that. Pero realizing na I had to realize na hindi naman posible yon and they had to explain to me na it's just a show it's what they call smoke and mirrors behind the camera, ayun actually yung pagiging gusto ko maging power ranger that really helped me choose the career that I want which is in the VFX department ganon. So in a way it helped me grow as a person.

Sean: Okay, Okay, Thank you for that. How about you Respondent 9? So as you said yung ragdoll MJ nawala and nilipat or attachment mo to a spongebob pillow correct? So lets latched on to that spongebob pillow and sabihin naten how would you feel kapag nawala yung spongebob pillow na yon?

Respondent 9: Actually, uhm ilang beses na siya tina try itapon ni mama and it came out na pag uwi ko sa bahay nawala na yung sponge bob doll ko so hindi talaga ako makatulog non for ilang araw, and I really have to dig it out of the trash can so I can keep it to myself so ayon. It's very uncomfortable pag nawala yung spongebob ko.

Sean: If you allow me to indulge in a follow up question, So you stated na maraming beses na sinubukan ng mom mo na to get rid of the spongebob pillow so how did you feel when she initially broke the question to get rid of it, the first time around to ask you to get rid of the spongebob pillow how did you feel?

Respondent 9: First off all, annoyed kasi syempre akin yon it's my pillow tapos i tatapon niya na pero ilang beses na niya kasi sinasabi yon akala ko d niya talaga gagawin so hindi ko siya pinapansin. One time when she did sumama talaga loob ko non kasi hindi ako makatulog pag wala yung doll ko so nung nalaman ko na nasa trash bag na siya I really dig it out the trash bag para makuha siya ng buo kasi wala na siyang cover or anything it's just pure cotton, cotton nalang na natira na hindi na buo hiwalay hiwalay pa so I have to trash it out the dump talaga so ayun masama talaga yung loob ko nung tinapon niya.

Sean: Okay Sige, Thank you for that. How about you Respondent 10? Yung winnie the pooh tama po ba yung stuff toy? How did you feel nung nawala siya initially?

Respondent 10: Actually nung nawala siya as a kid, naalala ko na nung pinamigay siya parang wala na lang sakin kasi it's been such a long time pero nung una kasi siyang nawala parang na misplace ata or na sama storage room tapos hindi na namin mahanap, Parang as a kid parang hindi ako makatulog noon na wala akong katabi nakakapanibago and I was really sad, disappointed pano siya mawawala like hawak hawak ko lang siya and I can't believe na bigla nalang siya mawawala sa akin. So ayun I was really scared to go to sleep wala yung winnie the pooh ko wala akong katabi, pero I think nasanay naman na din ako and eventually I was able to sleep on my own ng walang katabi. Pero I think now currenty bumalik yung habit na kelangan ko ng mga stuffies na katabi matulog so ayun I have my own collection now.

Sean: Let's proceed with Respondent 11, first time it happened how did it feel first time losing it the computer?

Respondent 11: I was pissed because I never break my toys, actually lahat ng toys ko laging intact but you know since a lot of people were playing it and it wasn't even me who broke it. So yeah, I got pissed but i guess dahil nga yung sentiment ko with that toy isn't really about me and that toy, it's me and bringing other people, like I was able to get over it quickly tska yun nga sila naman naka sira so like it's okay it's an accident, so yeah.

Sean: Sige, Thank you for that. So with that we can proceed to the next questions, so how was these toys yung mga sinabi niyong toys sobrang mahalaga sa inyo like the stuff toys ni Respondent 10 or the Power Ranger badge ni Respondent 8. How was these toys influence you or helped in your development as a person? Has these toys influenced you and your personality

and your choices as you grew up has these toys helped you in your development as a person as you grew up to become a young adult today.

Respondent 11: I didn't really get much of affection like hugs and stuff from my family so yun yung lagi kong hinu hug so i guess when I got tense like parang yung lang chances na i do get to enjoy hugs and ayun mas nagging affectionate ako to the people I meet na naging close ko talaga so ayun I think that's the most na masasabi ko na how It influenced growing up.

Sean: Okay, Sige. Thank you for that. How about you Respondent 7? How was these comic books or toys or yung PS1 mo how did it influence as a person as you grew up to be a young adult today?

Respondent 7: I guess yung comic book have a major impact sakin na in terms of like, over the years na I read them I always learn na to be considerate for others I guess kasi dati when I was a kid I wasn't a big fan of reading them actually, tinitingnan ko lang yung pictures pero when I decide it to read it I learn na parang messages of the comic book like to be considerate, being kind and of course always not giving up so i guess it really influenced me to be a considerate person.Kasi dati I was really selfish and I wasn't a really good kid dati like yes, tahimik ako pero I wasn't good with sharing and being kind to others. I guess it really impacted the way I am right now na I'm very considerate, yun lang you know.

Sean: Okay, Thank you for that. How about you Respondent 8? How did the Power Ranger toy influenced you as you grew up as you've stated that it helped you choose your career path in which is an interest in VFX correct? So is there anything else that it helped you learn as you grew as a person now that you're a young adult?

Respondent 8: As i stated it helped me choose the career that I wanted other than that in a way it boosted my confidence in going outside kasi I'm not really a person na pala labas sa and laging nasa bahay lang hindi ako lumalabas beyond those gates alone. Other than that it really helped me grow and realize na I don't really need such a thing to gain confidence it applies sa lahat ng nararanasan ko ngayon like I don't need to be like that guy just to make something out of myself, hindi ko kailangan gayahin or i-aim na maging ganon, Yun yung parang naging message nung power ranger morpher na experience ko.

Sean: Okay, sige. Thank you for that. How about you Respondent 9? Let's get back to ragdoll MJ since yung spongebob is still with you now, so I want to know yung ragdoll MJ has had a significant impact ba in your development as you grew older as well as your choices and personality as it had any influence in your life growing up into young adulthood

Respondent 9: Actually it has kasi when MJ has to go she was given sa orphanage she given to this young girl na si MJ talaga yung una niyang kinuha, doon I think opened my heart and my interest with the orphanages and non-government organization reaching out and stuff. So when I had to let MJ go I think it was a good decision kasi ako na yung nag decide na ibibigay ko si MJ when we had this field trip sa isang orphanage nung nalaman ko sa orphanage i took a look at

MJ and I said i need to let her go someone else needs her more than I do. So dun na open yon and right now as I'm growing old I think dun nag simula yon kung bakit nasa iba't ibang organization din ako that has something to do with charity and non-profit organization and stuff, I think that was the very start of it.

Sean: May I ask for a follow up question? So has the spongebob pillow have the same impact to you in your development as MJ did as you grew up?

Respondent 9: I think not, I think what spongebob pillow gave me instead is attachment issues. It started with a pillow then nagkaroon ako ng mug tapos nagkaroon ako ng isa pang pillow so i really can't let go of this pillow or other connection na parang very important to me. As you've known I really have this attachment issues with things so I think it wasn't really a positive impact when it comes to spongebob kasi siya yung nag salo ng affection ko and nung attachment ko kay MJ. until now hindi ko siya ma let go and nadadagan lang siya ng iba't ibang variations ng spongebob, so ayon.

Sean: Okay, Thank you for that. How about you Respondent 10? Has the stuff toys that you've had influenced your development as you grow older?

Respondent 10: Yes, I think yung mga stuff toys that i had before they kind of gave me a lot more courage na kasi as a kid I wasn't given that much mind since all my family ever gave me was a lot of expectations since panganay ganyan, so I think having toys stuff toys gave me some courage to be myself and try to rely on my hobbies, my self these stuffy toys for comfort. Tapos

hanggang ngayon I think mas naging independent ako on not to rely much on other people and parang mas natuto narin ako to stand up for myself, prioritize myself ganon.

Sean: Okay, Thank you for that. How about you Respondent 11?

Respondent 11: I guess in a way it turned me into a more forgiving person kasi syempre pag bata ka when somebody breaks your toy it's not a good experience specially when you didn't do it. But yun nga I guess it was pretty early around that time but I learned how to be chill and not feel and any remorse towards people who make really small mistake specially accident siya, specially when they don't really intend to or mean it. From that perspective I think I learn to be more forgiving and I guess right now I really like being in the presence of others although I enjoy solitude I don't also enjoy it that much. So that toy giving me an audience or like people to hang around with, I guess that thing grew on me.

Sean: Okay, I see, Thank you. With that we can proceed to the next question so for those of you who have lost those toys and for those na nasa inyo parin. And sabihin natin hypothetically nawala niyo so if you were to have these toys that you are specially attached to as a child, sabihin naten you'd have these toys as an adult again, would you feel the same towards them as a child or would you feel differently?

Respondent 11: I would feel the same way. It would feel again like it was part of my childhood and the sentiment of my dad. If i had it if i would given a new one ayun it would still bring me the same comfort and sentiment that it has ayun.

Sean: Okay, Thank you. How about you Respondent 7? I remember that you've stated that the playstation yung nasa shelf ngayon it gave you bad memories as well as the good ones. So I would like to ask lang if you have a playstation. Let's say it has been repaired. Would you feel the same way you did before the first time you had it as a child if ever you've received it or if it has been repaired now that you're a young adult?

Respondent 7: I guess I wouldn't have my old emotions as I had as I was a kid na like I guess because one thing that I really love is revisiting old things, i guess if my PS1 got repaired and I played it again I guess I would feel very nostalgic pero sad feeling din playing it.

Sean: Okay, Thank you for that. How about you Respondent 8? Sabihin natin yung power ranger toy mo that you're parents try so hard to have you let go it suddenly you have it already again, right now as a young adult would you still feel na this toy will give you same confidence back then, would you still feel the same way as you did towards it as a child or would you feel differently towards it now that you're young adult having this toy in hand.

Respondent 8: Honestly, not like as a child not in the way na ginamit ko siya as a child, actually nag hahanap nga ako ng ganon eh if had a chance to wear it again I would siguro apply my skills in VFX to actually see myself more to on screen. So it wouldn't really give me that feeling I had when I was a child it would most likely boost my confidence and also yung skill ko in my passion so if I had a chance I would.

Sean: May I ask for a follow up question. Would you say na your feelings towards the power ranger toy if ever you've had it now would it be a positive change or a negative change? May I also ask these question towards Respondent 7 as you've said na these playstation has a negative feelings attached or negative memories attached so if you've had the PS1 repaired and you've also said sad feelings towards it now that you had it again would it be positive change or a negative change? Compare when you first had it when as a kid?

Respondent 8: I mean ofcourse it would really be a positive change for me dahil syempre maaalala ko what I used to use it way back then. Sa ngayon it's just for nostalgia just for fun just to showcase what can i DO now.

Respondent 7: I guess my emotions would change positively kasi that part where I had bad memories I resolve it na and I made peace with it and I just want to recover nalang. I would have really positive memories, really nostalgic memories revisiting it again.

Sean: Okay, sige Thank you for that. How about you Respondent 9? If you were to receive the Ragdoll again would you feel the same way towards it?

Respondent 9: I think I would appreciate MJ when she's back but not as much as I did when I was young since I already do have my spongebob pillow so I think it would be nice to see her around sa bahay as a collection or as a part of remembrance of a childhood but I don't think I'll be attached to it as I was before.

Sean: Okay, Sige. How about you Respondent 10? If you were to receive stuff toys again after losing it now that you're an adult would you still feel the same way towards it? As you did as a child?

Respondent 10: I feel like yeah I'd still like to have my most precious winnie the pooh stuff toy again pero same as Respondent 9 hindi narin ako ganon ka attached sa kanya. Yeah I'd like to have it around I think gagawin ko rin siyang katabi kapag matutulog ako pero not as attached to it like I was a kid na kahit saan kailangan dala siya or hindi ako makakatulog pag wala sa tabi ko, I think I'd enjoy the presence of the toy just being there but it's not as intense na I don't know what to do when wala na yung toy sa tabi ko he'll just be another addition to my plushies that i sleep with.

Sean: Okay, Sige. How about you Respondent 11? May I hear your thoughts on how would you feel if ever you had that old pc back that you used to play back in your hand.

Respondent 11: I think that would be nice but at the same time I won't be as elated about it because they're newer consoles, newer gadgets available so What's the sentiment i felt back then I can't take it again right now because my state back then was a lot different for what I am right now. Not much sentiment.

Sean: Sige, Thank you for all those answers. Will move on to the next question. So as young adults now how do you cope with stress today? Kung paano kayo mag handle ng stress at how to balance it or whatever. So how do you cope stress as young adults today?

Respondent 11: I make sure na weekends I do something like always have something planned kahit simple lang na binge watch season of stranger things this weekend so I have something to look forward to it's like I have a reward for myself for the work that i put in throughout the weekdays. I always take into account even the smallest thing just to make sure na I have appreciation for myself for what I do para hindi ko rin na di disregard yung feelings ko and I message my friends I go out, and I spend time with them just to not feel too isolated.

Sean: I see, okay. How about you Respondent 7?

Respondent 7: Usually when I have to cope with stress there are usually two sides that I do. It's Either self reflect, spend time with yourself because for me sometimes when it's too stressful na I block social media and all of those things just to focus on myself lang. The other is yung outgoing like going to the gym or just taking a walk, buy a coffee or eating what I want usually I set a day or a plan para sakin.

Sean: Okay, Thank you. How about you Respondent 8? How do you cope with stress now you're a young adult?

Respondent 8: Same goes for me naman this as the others I try to set my time to relax para hindi ma over work and also hindi ma burn out kasi lalo't na fresh graduate ka. As the times goes on as the days passes mararamdaman mo din kaagad yung stress don lalo na pag super heavy na ginagawa mo sa work. Just to relax minsan nag lalaro lang ako with friends kahit online lang ba kasi it eases me mentally and physically narin and also talagang pag super inis and galit sa clients I tend to just release it to work out.

Sean: Okay, Thank you. How about you Respondent 9? How do you cope with stress nowadays?

Respondent 9: Mainly I stress eat so if I'm tired with work or task nag hahanap nako ng kakainin, other than that I lay in bed browse through my social media tapos katabi ko yung pillow ko other than that wala na kasi yun lang naman yung way ko of coping up with pent up anger or frustration or stress is to eat or lay down sa bed.

Sean: I see, okay Thank you. How about you Respondent 10? How do you cope with stress nowadays?

Respondent 10: Nowadays, iiyak. Breakdowns every now and then lalo na if super intense na nung stress or talagang nakak overwhelm na somehow I think It's best to release it kung iiyak ka iiyak mo nalang imbis na you keep all into yourself mas nakaka damage yun sa sarili, other than that somehow I still kind of just rest lay down din nandiyan parin naman yung mga plushies ko I just cover my self up with a blanket cuddle with the stuff toys that I have. Minsan nuod ng netflix

pero just drown myself sa social media which is hindi rin siya nakakatulong kasi social media is so toxic narin nowadays and if sobrang hindi ko na kaya i really just sleep it off, yun lang.

Sean: Okay, sige, Thank you for that. How about you Respondent 11? How do you cope stress nowadays?

Respondent 11: I rant a lot then if nilabas ko na lahat then that's the time na where I will start chilling like eat, browse and read a lot. Almost same lang with them.

Sean: Okay, so with that we can proceed to the next question. So our next question will be why do you think some people have trouble coping with stress?

Respondent 11: I think it's because a lot of people don't have an outlet, sometimes there are also people that I know that have this parang yung work na yung nagiging life nila sadly and they don't have a life outside of work which is totally understandable. It became harder for them to find an outlet and release all the stress.

Sean: Okay, Thank you. How about you Respondent 7? Why do you think some people have trouble coping with stress compared to others?

Respondent 7: Same answer like yung kay bea People don't really have an outlet for it. I can relate to this kasi before the way I dealt with stress wasn't really healthy so it took me some time to actually find something would help me. Like stress eating, toxic and disruptive stuff I guess

that's one of the many reasons why people can't really find an outlet is because they get distracted to these toxic stuff and they don't really notice it until it impacts yung relationships nila na these things that you think that are helping you relieves stress is can actually do more damage pero you just don't know it.

Sean: Okay, Thank you.

Respondent 8: Same as the others said wala silang form of releasing it ba, or hindi nila alam kung pano, wala silang outlet so may tendency kasi na mag pent up yan so if wala kang form of outlet it would really affect on self mostly mentally tapos dun na din pumapasok physically kapag hindi na nila kinakaya.

Sean: How about you Respondent 9?

Respondent 9: I Personally believe na it's also a difference kasi sa temperament of one person, some people are really na impatient or na develop sa childhood na can't process certain emotion or na hinder yung pag process nila ng mental clarity nila , I think that's why some people can't handle stress as much as other people do because may difference sa personality, may difference sa temperament ng isang person and we just have difference ways naturally of dealing with stress. Some are really more resilient than others in facing stress pero yung iba they just can't cope well enough because of certain experiences or certain upbringing na experience nila when they're young.

Sean: Okay, Thank you for that. How about you Respondent 10? Why others cannot cope at stress as well.

Respondent 10: I think aside from wala silang outlet and kagaya nung sinabi ni Respondent 9 na depende rin sa personality, I think yung environment din na there in it affects them alot. Let say na even if someone had the willpower to fight off stress or they have the means pero yung environment naman nila is super toxic to the point na they'll also breakdown. It really does break a person apart so ayun, The people a person is with tska yung lugar kung saan siya nag rerecide whether is super toxic or they feel so alone it affects how they cope with their stress.

Sean: Okay, I understand. Thank you for that. How about you Respondent 11?

Respondent 11: Yeah, I think factor rin na some people coping mechanism probably don't work anymore and it happen to me and I know how hard it is to find another way of coping like for example you eat, you work out to cope with stress but what if one day it just don't work anymore so you have to jump to another and that's the another stressful part of it finding another coping mechanism. So I think that's also a huge factor why some people have trouble coping with stress. And I think generally naman it all comes down with how knowledgeable people are in terms of coping if they can actually name the emotions they feel how they process things I think doon nag fafall lahat eh if they can assess their emotions and if they're very messy assessing it then they're really going to have trouble coping with stress.

Sean: I see, Okay, Thank you for all of your input. So we'll move on to the last question so as you all know you are here today because you've played a build of our thesis game Tiny Terrors, to give context again Tiny Terrors is a thesis game where you play as a teddy bear protecting the owner from evil toys with the use of tower crafted from various toys such as an airplane or bubble blower na shark or lego bricks so with that the current topic of our thesis right now is teaching the importance of toys in the emotional security of children. So I would like to ask lang do you believe that our game was able to convey the importance of toys and providing security for children? Was it effective in any way in conveying our target topic and teaching the importance such a medium?

Respondent 11: Honestly when playing the game and fully explained the context madali ko naman siyang nakita like with the teddy bear with the kid in the bed and yeah the whole concept of the game was really understandable, Honestly it was enjoyable at the same time I do appreciate the message of what the game was.

Sean: May I ask for a follow up question, So as you've said you stated na mas clear yung message after I gave context so initially ba when you played it for the first time was the message not clear? Hindi ba na convey na maayos? Is there something we can do that could probably help conveying the message better or more clearly?

Respondent 11: I guess instead of making the villains in the game like toys din I guess change it into something out of the realm of toys. Just so it was clear sana , oh yung toy talagang protect niya yung kid from like I don't know, kasi toys din yung kalaban eh kaya hindi ko agad siyang na

gets na oh so the toys are the main thing here na mag proprotect and also the villain kaya medyo na ako dun.

Sean: Okay, Sige. How about you Respondent 7? Do you believe that our game was able to convey the message we wanted to bring out? Was it effective for the first time playing it was you able to grab the message or was me providing the context now, now only were you able to realize na yun yung pinaparating namin?

Respondent 7: Na gets ko at first yung pag laro ko, na gets ko na “Oh I’m a teddy bear” and where I’m going to defend yung kid na to, na gets ko yung message it was straight forward kaso what they had said about yung kalaban which is toys I think I agree sa statement na it would be better if it was out of the realm of the toys pero overall the message was very clear to me.

Sean: Okay, Sige Thank you. How about you Respondent 8? May I know your thoughts on how effective our game was in conveying the message we wanted to portray?

Respondent 8: At first medyo na labuan lang ako kasi opening the game diba parang it launch me into a room and it was dark and if I didn’t fidget with the control pa and hindi ko binuksan yung flash light hindi ko makikita na teddy bear pala yung character ko non. So na gets ko naman yung message nung inexplain mo yung ano niya message niya. But if I launch the game at first hand hindi siya naging clear pa sakin noon akala ko pa nga siya horror game, siguro if maikkwento kung bakit ba ginagawa ito nung teddy bear ganon, ano yung reason niya bakit to protect the

child para ma pakita lang ba kung ano yung purpose ng teddy bear pero message wise pag inexplain it's clear naman.

Sean: Okay, Thank you for that. How about you Respondent 9?

Respondent 9: I have a comment so first of starting sa title na Tiny Terrors it gives a parang a glimpse na it's a bit of a horror game tapos when you enter the menu parang siyang little nightmares so parang synonym lang ng little nightmares which goes din sa title niyo Tiny Terrors and then pag pasok mo you were a teddy bear na may flashlight tapos madilim yung room so with that hearing it first I thought horror game siya and if I didn't know more of it I think, kung hindi clear yung instructions which is very straight forward naman yung mga instructions na nandoon sa walls sa UI which is very good straight forward siya but if it wasn't straight forward I would think na ako yung teddy bear tapos I huhunt ko yung bata na natutulog instead of protecting it, next would be yung I think it would be better if yung kalaban is also either a boogeyman under the bed or it would be nightmares instead of toys din since your group wanted to portray yung toys to protect yung child if it's going to be a child playing it and then nakita niya na si toys din yung kalaban I think it would in child psychology it would inflict fear sa mga bata na oh some of my toys are bad and then some of my toys are protecting me which I think contradict to your goal kasi gusto niyo na parang i portray mo with the toys would help the kid feel safer and protected. So ayun yung comments ko and I think it would be better if it's a boogeyman or nightmares attacking.

Sean: Okay, I understood. Thank you for that. How about you Respondent 10? May I ask for your input?

Respondent 10: About sa UI I think very straightforward naman din siya and it goods nga na pagka open mo nung game meron yung message or pinaka point nung ano kailangan mo gawin that you have to protect your kid. I agree din na it would be better if yung mga toys/kalaban is another thing dapat hindi siya yung toys kasi parang the whole point of the game is for the toys to protect yung bata so ayon. Another thing din is I think it would be nice kung before the launch of the actual game like pag ka press mo ng start like katulad ng ibang mga laro there would be like a short backstory or kahit mga images lang na would say na what's going on na we have like an army of toys and that we're here to protect the child from nightmares or monsters or creatures of the dark mga ganon para lang may idea yung nag lalaro na ito yung nangyayare and mas clear yung pinaka goal nung game compare dun sa pag play/start mo agad nandun kana, I actually thought kasi na ni launch yung game it was also a horror game na may mga jumpscares or probably kailangan ko mag escape something pero ayun.

Sean: Hmm, Okay I see. Thank you for that. How about you Respondent 11? May I hear your thoughts on how effective yung game namin in conveying the message we wanted to portray.

Respondent 11: Okay, message wise it's really lost kasi, like I said it really looks like a horror game first on and wait lang in-open ko pala yung game it actually reminded me of an existing game. I don't know if you know this but it's titled among the sleep do you know? It's like that kasi diba may ano rin siya it's a little kid and may teddy bear siyang kasama so from that aspect

na gets ko agad kung ano yung dapat na vibe nung game which is I actually like that direction but ayun nga lang story, so yung sa among the sleep kasi meron silang intro like, hindi nga siya parang trailer type eh parang pwede na mag walk yung player but as the player walks around masasabi na yung story, may story na nangyayare sa background so I feel like that kind of teacher you can definitely put that in the game and that's going to be good as f*ck kasi it's really lacking in terms of story eh like pagdating palang we have to play and we have to protect this child and yun number one is what's the players motivation? Why should the player protect the child and these scary things why does this make them scary so yun yung mga dapat na foundation na dapat na ma feel agad when making this so definitely you guys need to work on a story, yun lang talaga pinaka recommendation ko rin the story needs to be fleshed out muna and tska niyo na baguhin yung horror things yung nightmares na gusto niyong ilagay yung sa among the sleep parang ano nga lang yun eh parang mga shadowy people yun eh diba parang may shadow lurking in the background but I think you can do another thing that's definitely different from that and kung philippines setting kayo I don't know maybe you can come up with other horror things in a philippine context right.

Sean: Hmm, I see okay. Thank you for that input. I'll be sure to keep that in mind and relay that to my group mates.