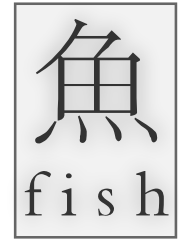


FISH

Artist Statement

Yi Wang

<http://fishartgame.com>



《鱼》的诞生，来源于我在长时间工作当中的对生活的疲倦状态。曾近一段时间，繁重的任务让我在生活中身心俱疲，于是幻想着自己能成为水中的鱼，简单的游走，简单的过活。没有太大的雄心壮志，只有每时每刻的小愿望。这样的想法，慢慢的演变成制作一款这样的游戏的冲动。

“FISH” is initiatively originated from my weary feeling. There was a time when the heavy working loads make me feel both mentally and physically exhausted and then I began to imagine myself as FISH which can swim in water, freely without big ambition, but small wishes. The idea gradually turns into the motivation of this game.

反观在当代的游戏设计当中，以目标为导向的游戏机制，占据绝大部分的游戏。游戏当中会出现金钱，破坏，杀戮，战争，掠夺，占有，等等各式各样的行为。绝大部分的行为，都是为了达到某个目的去进行的，而这样的目的，往往是现实生活中人们各式各样的欲望的一种反应。这样的游戏在设计之初，就是希望通过满足人类在现实生活无法轻易满足的欲望，以达到暂时的娱乐目的。而这样的游戏设计方式，在我们目前的社会当中，却被堂而皇之的当成了设计的准则。开发商们期望让更多的人投入到这样的游戏中去创造更多的经济价值。如果游戏设计的最初目的不是为了游戏本身，而是为了金钱，或是为了暂时满足一些难以达到的欲望，那么这样的游戏设计只能说是麻痹神经的工具罢了。有感于这样的现状，在进行《鱼》的设计的时候，我们希望能让整个游戏的体验脱离以功利为目的的设计方法，而是希望玩家在《鱼》这样的游戏当中，能体验到一种“随心所欲而不逾矩”的感觉。游戏当中没有各种各样的数值，有的只是随着玩家一点点前进探索的心灵之旅，通过视觉，听觉，等感知带来的精神上的愉悦。游戏机制在《鱼》中被弱化，并没有很机关算尽的机制，可是在《鱼》的世界中，你却能发现，每个物体，都或多或少的有它和玩家互动的方法，而不同的物体也会或多或少的间接的通过玩家会发生关系。这样一种“微机制”使得玩家能够随心所欲的体验整个游戏世界，而不是被束缚在游戏中某个数值上，疲于奔命。

In contemporary game design, a lot of games are oriented by various purposes and behaviors, such as money, damage, killing, war, plunder, occupation etc., however, most behaviors are for a purposes, which reflects people's various desires in real life. These games are intended to meet the social and personal desires and provide temporary entertainment when initially created. However this design method becomes the principle of a lot of games. Developers and publishers are hoping to create more economic values through attracting more and more people. If the initial purpose of a game is not just for entertainment, but money or the

satisfaction which are difficult to be obtained in real life, then the game is merely a nerve paralysis tool. With such understanding, we hope “FISH” will be kept away from material gain, providing a feeling of “Do whatever one wants, but with rules”. Players can get spiritual entertainment through visual sense, auditory sense etc., rather than the superficial satisfaction out of numbers. Therefore the concept of game mechanism is weakened in “FISH” and you can find a large number of methods for the interaction between players and game world. Different objects will have connection with players to distinct extents. This “micro-mechanism” will enable players to enjoy the game at their own willing, instead of being constrained by some values and rules in the game as well as becoming exhausted.

庄子在逍遥游中，这样讲到：“逍遥于天地之间而心意自得”。在庄子看来，最极致的游，莫过于无拘无束的游在天地之间，做到天人合一，物我两忘。在当时的社会，庄子就看到人们为了种种身外之物，争名逐利甚至互相厮杀，“人为物役”的社会现实，让生命禁锢于扭曲的价值观里。而在现在很多的游戏里，人们追求金币，追求装备，在虚拟的世界中重复着现实社会中对欲望的追求，游戏仅仅是被当成一种满足欲望的精神工具——一种让欲望更容易满足的精神鸦片。大大背离了游戏二字本身的内涵与初衷。因此，我希望在《鱼》中，人们能够忘掉或者去除一切目的性的事物，真正融入到游戏所创建的环境中，处于游戏中，而不是处于欲望中。

In “Unfettered Excursion” written by Zhuangzi, there goes a quote “wandering in the world with free mind”. In the opinion of Zhuangzi, the best excursion is the unfettered one in the world nature and people are in harmony. At that time, Zhuangzi had the awareness that the social reality that people were pursuing benefits, killing each other are actually driven by materials and life is restricted in various distorted values. Similarly in some games, players are pursuing coins, equipment, carrying their desires into games in the pursuit for the satisfaction in real life. Games are taken as a spiritual tool to meet desires-- a kind of spiritual opium for desires, which is far away from the content and original intention of games. Therefore, the motivation behind FISH is to help people can get rid of purposeful behaviors, integrate themselves into the unfettered excursion of games and prompt them to live in joys instead of desires.

游戏的本质应是交互的艺术，除了生硬的映射现实中的欲望外，游戏应该会有更丰富的更艺术化的交互方法。在传统的游戏设计理念中，更倾向于将游戏系统理解为一个认知的过程。通过主动的强调玩家对于游戏中各个方面的认知，让玩家不断的学习并在游戏中推进。而事实上，在交互的过程中，体验也是非常重要的一种交互形式。认知与体验，一个主动一个被动。在《鱼》中，我们希望创造一种体验式的游戏，带来一种无目的，无方式的逍遥游，让玩家体验到一种非逻辑非概念非认知的心灵体验过程。虽然目前我们所完成的离最终的目标还很远，但是大家对我们的

鼓励让我们非常温暖，再此我希望谢谢每一个对我们感兴趣的人，虽然我们不能保证游戏的完成时间，但是无论怎样我们都会去完成这款作品。

The nature of games should be interactive arts. Games are definitely capable of more artistic interactions rather than merely reflecting people's real desire. Game systems are used to engage players in a recognition process. It puts the emphasis on that players will get full understanding of various parts of the game and then they will move forward in continuous studies and researches. However, on the other hand experience is also an important way for interaction. In "FISH", we hope to create a kind of game experience with no-purpose and no-methods excursion and what players can experience is an inner heart journey without logic, concept and recognition. What we have done is still far from the final goal; however, the encouragement we got makes us feel warm. I sincerely thank every one who come and see our works. Even though we still have a lot of hard work to do, we still wish what we have done so far bring you some positive feedback and your encouragement will motivate us to go further and further.