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ENGL 3500

HW#10: Reflect Rewind

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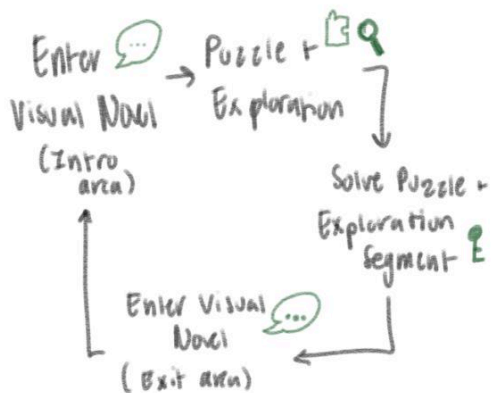
A game can cast its player into a fictional world, one that bears minimal resemblance to the real one, by creating an immersive story. Graphics, gameplay, and sound are important to world-building, but to create a truly immersive experience that draws in the player, a game must integrate the player into a well-fleshed out story that is intriguing and unpredictable. The game I create hopes to create a world for the player by having an engaging story that sets up enough background information to the story for the player to not be lost in any pre-existing narratives, while not exposing too much of the plot to keep the player on edge. Additionally, the events that the player traverses through will have a mystery aspect to it, in which the player must uncover the secrets hidden throughout the story. Along with a strong narrative, games need pleasurable graphics, gameplay, and sound design to create an immersive experience for the player; I wish to focus heavily on the narrative and gameplay aspects in order to create a world inside of my game. By having complex characters that compels the player to root for or despise, the player feels as though they are among the characters. By integrating choices that change the story, the player will feel like they play a pivotal role in the story and world as a whole. And, with gameplay that requires the player to navigate around this new world, the player will feel as though they are physically engrossed in it.

The basic experience of the game will follow a game loop, attached below. Essentially, the game loop follows Jagoda's idea of video game sensorium, the unique way in which video games engage players' senses, thoughts, and emotions through interactive play. My game loop follows these main parts: enter introductory visual novel, begin puzzle, solve puzzle, enter conclusion visual novel segment. The visual novel segments embrace Jagoda's ideas of affective immersion and embodied play as the dialogue between characters and choice selecting stirs feelings of tension, excitement, and anticipation in the player. Additionally, the novel portions utilize an embodied play, pushing the player to actively make choices that change the course of the story. Embodied play can also be seen in the puzzle sections of the game; the player must actively participate in the game and mini narratives in the puzzle portion to find clues to solve the level's puzzle or escape the room the player character is placed in, creating an immersive environment. The puzzle segments also embody Jagoda's hope that video game sensorium employs a cognitive and systematic thinking system, where players engage with complex systems (puzzles) and, by doing so, recognize patterns and make decisions to shape the world. Jagoda also explores the idea of a non-linear narrative, which can be seen in *Braid*. *Braid* casts the player in the middle of the narrative and rewinds to the beginning of the story, which creates a unique world and storyline that keeps players guessing as they attempt to connect the dots. Jagoda labels this as a temporal experience, where players are introduced to many different aspects of the story at different timestamps, allowing the player to piece together the story. As this mechanic is extremely interesting, I hoped to include it in my game as well. Although the main character won't be able to manipulate time himself, he'll be stuck in a "samsara" effect until the good ending is reached. This is reflected in the timeline mechanic that I hope to include after the story has been written in more detail.

# → GAME LOOP →

Aricallo

## OVERALL



## Visual Novel

- 1) Player is introduced to new area + issue
- 2) Player makes dialogue choices
  - Player choice does not matter
  - Player choice matters + changes timeline
    - Player goes towards BAD end
    - Player goes towards GOOD end
- 3) Conclusion VN segment

## Puzzle/Explore

- 1) Player is placed in new puzzle
  - examine items
  - talk to NPCs
  - collect items
  - find objective (items + NPC give clues to objective)
  - find solution to puzzle (item trade or escape)
- 2) Solve puzzle