

1. Title - group name, team, organization (optional), link to this github
 - a. Our game is named Richie Vostok. It was created by Group 2 which includes Ben Putaski, Bryson Frank, Caleb Zarko, and Tingyan Lu (David). In it you play as a character trapped on an abandoned ship in the middle of space, However the oxygen is rapidly running out and the engine has been destroyed. It's up to you to fix everything before you go delirious and eventually die from oxygen deprivation.
2. Experience Goal - describing the player experience goal
 - a. We wanted there to be a sense of desperation and urgency as the player tries to fix the ship before they run out of oxygen. In addition as you explore the ship we wanted there to be a sense of intrigue as to what happened on there and where all the other crew members have gone. The tone shifts more comedic as the player character starts to get dumber due to lack of oxygen, but a general sense of urgency should remain for the player themselves. As these various elements are going on, we hope to simultaneously create a puzzle solving experience in which the player has to juggle the character's increasing delusions with exploring the area and finding the necessary items to fix the ship and survive. Our story was originally a lot less comedic, in which we had the character begin to start hallucinating and rather than leading into comedy it was more of a sense of dread.
3. Narrative Stance and Rationale - how the story structure/architecture shapes its meaning
 - a. Originally the story is from the perspective of a reliable first person narrator that shifts into an unreliable first person notation as the oxygen decreases further and further. The reliable to unreliable shift is how we implemented the comedic and urgency with the text going from very factual to an almost kooky factual. We then used notation to hopefully enable the intrigue we were aiming for, so we can make the user feel more like the detective in our story.

- b. Overall, the story is low in the spatial dimension because there is only ever one person. However, the story has a decent level in the temporal dimension because things start changing as the hallucinations get worse and worse. In addition, it is low in the mental dimension but fairly high in both the formal and pragmatic dimensions because the user has to absolutely do some things to get the story to progress. All of these hopefully add up to give an interesting environment for the user and hint at what may have happened before they awoke.
- 4. Story Structure (graphs) - describing the tools Inks provides were used in your game
 - a. The below story map shows the general layout of the story and how the player can move throughout the ship. You start in the Medbay in the middle bottom of the map, and from there, you can go to any section of the ship. This works as a sort of loop and grow style of architecture for our story. The user will go to a spot in the map multiple times with more options as they add more things to their library. The player is encouraged to go to certain areas first through dialogue and environmental clues, but the area is completely free to roam. The main goal is to collect all necessary items to repair the engines and reach a good ending. However you can hit a bad ending anywhere on the ship should you run out of oxygen or use the wrong item.


```

== action(-> ret) ==
{cur_loc:
  - hallway:
    {accessible:
      - (medbay, navigation):
        <- med_nav_hallway_actions(ret)
      - (navigation, oxygen):
        <- nav_oxy_hallway_actions(ret)
      - (navigation, bridge):
        <- nav_bri_hallway_actions(ret)
      - (navigation, engine):
        <- nav_eng_hallway_actions(ret)
      - (engine, armory):
        <- eng_arm_hallway_actions(ret)
      - (engine, quarters):
        <- eng_qua_hallway_actions(ret)
    }
  - medbay:
    <- medbay_actions(ret)
  - navigation:
    <- navigation_actions(ret)
  - oxygen:
    <- oxygen_actions(ret)
  - bridge:
    <- bridge_actions(ret)
  - engine:
    <- engine_actions(ret)
  - armory:
    <- armory_actions(ret)
  - quarters:
    <- quarter_actions(ret)
}
+ [Investigate elsewhere.] -> move(ret)
+ [Check inventory.] -> check(ret)
ret

```

- c. Of course, the most important aspect of Ink that allowed this project to come together is their if-statement system. While generally, I this is likely intended for a more proper State tracking variable, it is quite literally an if statement and can be used to change the result of the game dependent on the value of a variable, such as ***hallucination***.
7. Discourse Example/Demonstration
 - a. The below examples show two variations of the same scene, one in which the player is sane and one in which they've started to go delirious. In the first example for instance, when the player has 64 turns left, you can see how one of the things the player notes is dried blood that is found on the corner of one of the desks indicating potential conflict. However, when only 2 turns of action are left and the player is at the max level of ***hallucination***, the blood turns into jam and the observations become

much more juvenile.

- b. These examples also serve as a showcase of how the player must collect items around the ship to repair the engine and oxygen rooms. In this case the player is collecting a wrench, and can investigate what may have happened on the ship before awakening.

There appear to be some objects forgotten here and there in the various chests, but one of them stands out as it contains various tools in it. A note on the front of this particular container reads as such...

"I'm keeping my tools here now, because CHARLIE keeps borrowing and losing them! As I'm not here to clean up after CHARLIE all the time, I've elected to store them somewhere he can't get them. Sincerely, the only engineer on board, David."

Peeking in I've seen that there is some wrenches, some hammers, and curiously a few saw?

[Picked Up ~ Wrench]

The sleeping quarters are a big communal space. Beds line the walls with small desks and personalized chest abreast to each one. The various containers, however, seem to have been emptied in great haste. Many small trinkets and litterings of dropped clothes scatter the floor. In their rush, the crew appear to have incidentally left many of their chests open. Perhaps something remains in them. Some food lays scattered upon some of the desktops but it has long since gone cold. It would seem to have been abandoned for at least a couple days.

In the back of the room is a modicum of old dried blood on the corner of one of the desks.

"You have 64 hours of oxygen left."

Inspect the Blood.

Investigate elsewhere.

Check inventory.

There appear to be some objects forgotten here and there in the various chests, but one of them stands out as it contains various tools in it. A note on the front of this particular container reads as such...

"I'm keeping my tools here now, because CHARLIE keeps borrowing and losing them! As I'm not here to clean up after CHARLIE all the time, I've elected to store them somewhere he can't get them. Sincerely, the only engineer on board, David."

Peaking in I've seen that there is some wrenches, some hammers, and curiously a few saw?

[Picked Up ~ Wrench]

Bunk beds as far as the walls go! This must have been where they had cool late night hangouts. EW, and there are desks too. That must mean they had homework, and they had containers that might have held all their homework. People must have been in a hurry because a lot of things have been dropped on the floor. There are a couple cool shirts, socks, and they even left behind some old pizza. Maybe I should look around to see if there is any leftover warm pizza.

Oh, it looks like someone spilled some red jam on the corner of that table over there. I wonder what happened. I'm not sure if the jam was spilled on purpose or by accident. I hope the people eventually get their cool clothes back. It is a shame about the red jam though.

"You have 2 hours of oxygen left."

Inspect the Blood.

Investigate elsewhere.

Check inventory.

8. Something Cool

- a. Despite having a similar function, the **hallucination** variable is a State Machine in name only, it doesn't store states, it's a mathematically solved number based on the current level of **oxygen** compared to the **MAX_OXYGEN**. Every time the current level of **oxygen** drops by a quarter of the **MAX_OXYGEN**, the player will move to the next hallucination level.

9. Resources used

- a. <https://github.com/inkle/ink/blob/master/Documentation/WritingWithInk.md#multiline-blocks>
- b. [Kyle is Famous by Ducky \(itch.io\)](#)