CMPM 148

Deity team

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https://github.com/Daebreak-II/CMPM-146-Final

Deity

Experience Goal

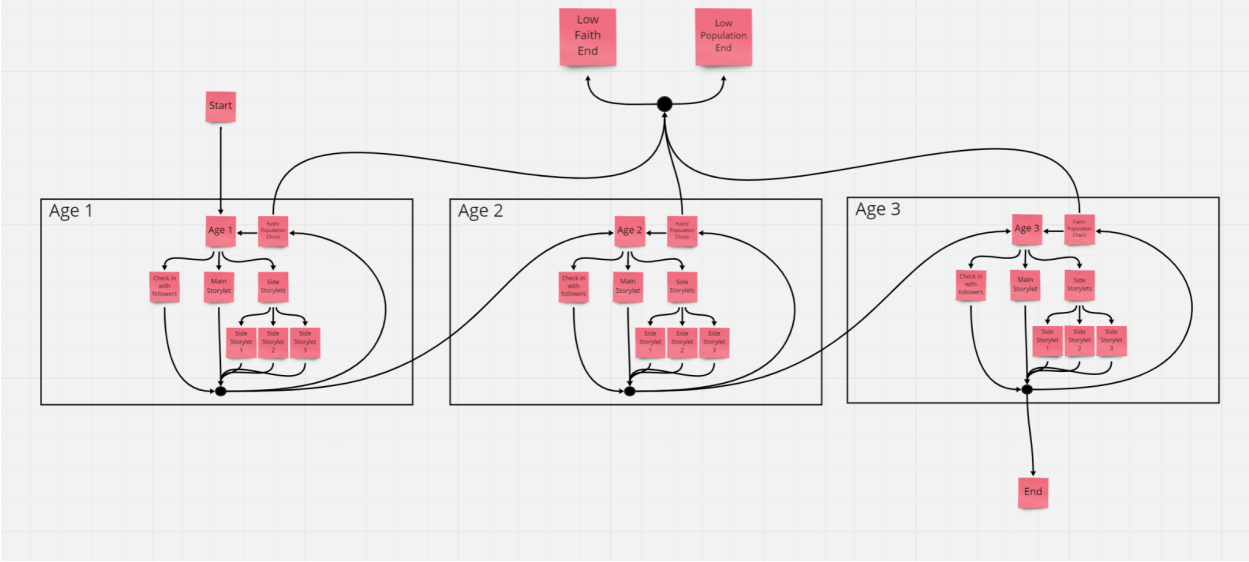
For our experience goal, we wanted to put the player in the shoes of a God. We wanted our player to feel the tenuous connection that might exist between them and their followers, especially when that connection fails. We had the player play from a first person point of view as the god, with their actions directly impacting what occurs in the world. We also wanted to create a project that we could all work on simultaneously, so we chose a structure that allowed for everyone to be able to create their own sub-stories and events while still under the umbrella of the core narrative. Originally we started with a loop and grow structure but eventually transitioned to more of a branch and bottleneck as well as gauntlet mixture.

Narrative Stance & Rationale

The main tension in the story is the relationship between the player and the people, especially the tenuousness of it. The ultimate message of the game is that since humans forget, so will they too forget you, and the inevitability of it. Deity uses a subject first person narrative approach, where the focal point is on the god which is also the player. The narrator is explicit, but reliable to represent that the player and the narrator are connected. We specifically chose for the god not to be omniscient in order to better align with the player's point of view. Both the player and the god are eternal beings peering into the world with an imperfect understanding of how it works, and not knowing what the best solutions are to every problem. If that was the case, then it would lessen a lot of the stakes and tension that is in the story.

Story Structure

The basic overall structure of our story is very similar to a branch and bottleneck story structure, combined with a gauntlet structure. We start at the intro, then move into an “age” which provides the player with three immediate choices: checking the status of their followers, the main storylet for that age, or a side storylet for that age. After choosing one, the program loops back to the top of the age, and checks for the exit condition of faith getting too low or population getting too low. If either are too low, it exits to one of the early endings of the game, else it continues to loop while removing previous selections. After 2 side storylets and the main storylet have been used, it then advances onto the next age. This age pattern repeats three times, and if the player has managed to avoid the early endings of the game, it exits into the “true” ending of the game. Narrative-wise this structure describes how the player watches and interacts with their followers over the course of the three separate ages, or is forgotten early due to a lack of faith or followers.



Key Ink Variables & State Tracking

In creating our Ink story, we made use of a few lists and variables. The faith and population lists act as a state machine, each one having its own respective variable, currentFaith and currentPopulation. These act as conditions to end the story early, if either variable reaches zero. There is also a time list and currentTime variable, though this could have

ended up being a single variable storing a numeric value rather than the list that it was, considering that it was being used to keep track of the current progress. Also somewhat important to note is the use of lists as flags, or lack thereof. Considering that there were not too many storylets that ended up being related, it was much simpler to check whether a certain storylet was completed to change the context of certain storylets.

There were also some variables that were cut from the final iteration of the story. Similarly to the faith and population lists, we planned to have a food list, but it ended up being simplified, such that any changes related to food would just correlate to population instead.

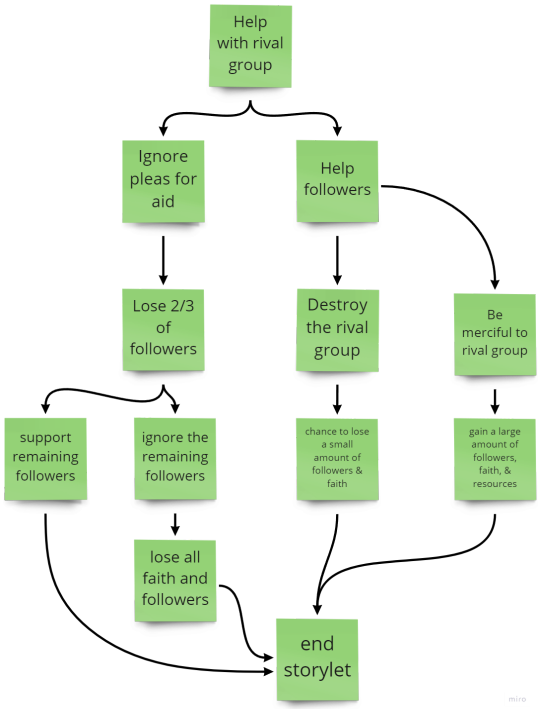
Ink Affordances

Within the project, we created a story structure that separates each technological "age" . Each of these ages are then divided into a certain number of events, with a main story option being necessary to move on to the next age. In text, this allowed for each person to divide up the work into small storylets, with each person being able to choose which theme to work with depending on age, and whether it should be a "main storylet" designed to progress in technology or a "side storylet," one that does not have an effect on the main story other than population and faith. To keep things organized, there is a knot which tunnels to each age in order, followed by a unique ending. Within each age, there are threads to the main story option, the side storylets, and a means to check the status of the people. These threads tunnel to the storylet body, similarly to how it was shown in class.

Discourse Example/Demonstration

A prime example of our stories discourse is within our storylets. In one scenario a group of raiders descends on the village. You as the player can the handel the situation in multiple ways, be it either ignore the cries for help or help your followers. If you choose to ignore your followers you immediately lose half your population. After that you have another choice to help those that remain or ignore them again. Choosing to ignore them makes the player lose all their followers and ends the game. Choosing the former simply ends the raid and the storylet. In

contrast, if the player chooses to start the storylet by helping the village it leads them to choice between being merciful or vengeful. Choosing to be merciful is the best outcome of the storylet which rewards the player with a larger population. While the latter forces the player to follow but not as significant as the ignored branch of the storylet.



Something Cool

Throughout development our team continuously researched the technological advancements of mankind. For example, we knew from the start that our civilization would strat with fire, then evolve to agriculture, advanced metallurgy, and so on. However what we did not know was that the invention of the wheel predated the invention of agriculture by hundreds of years. The same can be said for advancements in metallurgy we had a general idea but we want to be as accurate as possible.

Resources Used

- https://github.com/inkle/ink/blob/master/Documentation/WritingWithInk.md
- For "agriculture age" inspiration:
    - https://en.wikipedia.org/wiki/Neolithic_Revolution

- For "metal age" inspiration:
    - https://en.wikipedia.org/wiki/Smelting
    - https://en.wikipedia.org/wiki/Alloy#Bronze_and_brass
    - https://en.wikipedia.org/wiki/Metalworking