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Prototype 1: Artist Statement

Quandary is a game about difficult choices, as per its title. In a post-apocalyptic setting, the player is put in the role of team leader of survivors, who are attempting to reach safe haven. There is one major problem, however; there is no food. With each day unfed, the survivors become weaker, and besides facing starvation, there is only one other option that has been presented: to choose an unfortunate few that will die so the others can eat. The question then becomes, who lives, and who dies?

Besides the preface of survival, Quandary Is intended also a game of management and relationships. The goal is to make the choices the player’s make difficult and impactful. With each character dealing with diminishing health, sanity and trust, the player has limited resources to help. One of the core mechanics of the game is that each non-player character has a (from very close to distant) relationship to each other. These relationships are one of the factors that will weigh in when choosing who to help, who to spare, and who to kill.

As a project, there are multiple goals I am seeking to accomplish within this game. The main challenge is to be able to express a narrative in the form of character relationships within a game. Another challenge is to create an atmosphere though color, sound and dialogue. These are aspects of creating a game that I deem important for games. Computationally, the main goal is to work at making code more efficient.