A Wonderful Week

Group: 5
Member:
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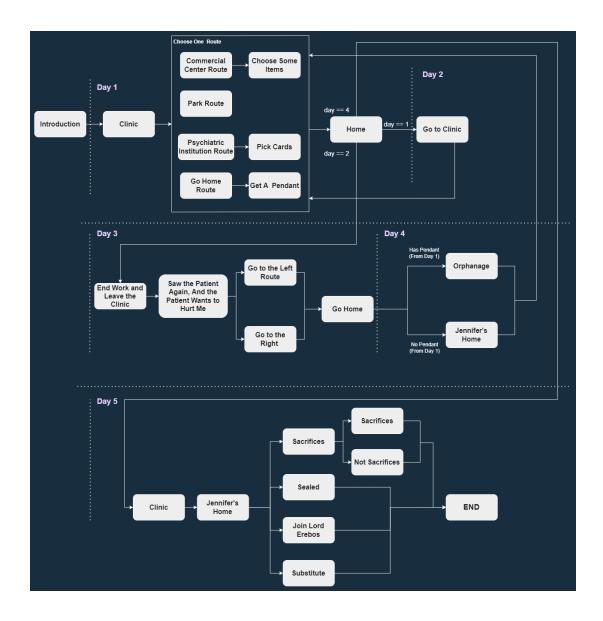- Programmer: Siyi Zhang, Darong Li

Github Link: https://github.com/DiaDiaaa/CMPM-148-Final-Project.git

Experience Goal: For this game, the player plays the role of a psychologist who starts a usual beautiful day meeting the patients until a special guest comes in and all the hazardous starts. The story follows the simple dramatic story structure and emotional intensity such as players' vulnerability at the beginning of the story, gradually increasing the intensity of emotions such as fear and frustration toward the end as the threat by the other characters. And from this story, we want to make the player feel the tension, horror, and fear as the story proceeds. We want the player to think, to read the different decisions we put in our game, many options have their meaning, and we want the players to have multiples playthrough and to see how the story is in different endings. And toward the end, there will be a huge twist in the story as everything lead to the peak of emotional intensity and throw everything into madness.

Narrative Stance and Rationale: Our story implies a second-person narrative where the player is the focal character and the narrator is the inner voice of the character that the player plays and sort of guides the player's thinking of what and why hazardous happened, then given choices to resolve. The clues and the beats of the story are informed by conversations with others such as the other main character Jennifer and the old lady. The choices that the players in the game can reflect the player's status such as kindness and sanity which affect the path that the player goes onto and what ending leads the player into.

Story Structure (graphs): The main storylet design we are using is Branch and Bottleneck. There are five days in the story that the players are going to experience. We are trying to provide the whole story for all players to have a better experience. Thus, there is no ending in between. Players are going to go through all five days. However, on each date, there is not only one location for the players to choose to go to which gives the players some possible routes to choose from. Those different routes are going to merge back to the main storyline at the beginning and the ending of each day except the last day. The endings are going to be provided to the players at the end of the fifth day. There are four endings that the players can get based on the different routes the players went to in the previous days and some other different small choices the players made before.

Key Ink Variables / State Tracking
Some states check variables: **Sanity, Kindness, Evilness**
Keep track of the date: **current_day**
Keep track of getting items conditions: **Pendant**
Keep track of the numbers of items that players selected in the events: **commerical_count, commercial_max, card_count**
Keep track of locations has already been: **visited_psy**

A list keeps track of items still in the commercial center: **LIST shop_item = scalpel, sheep, justice, painting, tentacle, tooth, writing, toy, disc**

The state values will change based on the choices players make during the game play. Each choice is going to affect the ending and the status during the midgames. We have totally of five

days in the storylet. There are some days that have some similar locations which players can go to, but have little different choices based on the current day and whether the players visited the place before. Thus, we set up a variable to keep track of how many days have already been through in the story. To keep track of item collection variables, there are some places where the player can get items based on the places they go to. Some places are leading the player to a new route and others are going to affect the state's values. Additionally, we want players to pick items from a list of items. By keeping track of a list of items that the players select, we used the List variable in order to check off the items players have selected. The players can choose items of their will. However, we limited the number of items that the player can choose from the list. By keeping track of the number of items players selected from the list, we have variables to check during the selections. For each item selected, the variable will be incremented. When the variable is equal to the maximum number of items the players are allowed to get, we will let the players enter the next scene.

Ink affordances: Text/Code

As mentioned above, we are using some variables for tracking how many items are selected from the list. Thus, when we display choices for the players, the item count variable is considered as one of the conditions for checking if we are going to provide the choice to the players. The most items which the players can pick from the list are the same. However, the number of the items that the players can pick is going to be changed based on which day the players enter the commercial. Thus, we set up the number as a variable in the sentence which makes it possible to be changed based on the story settings.

```
▼ == commercial_list
  Commercial count:
  {commercial_count}

  * {shop_item !? scalpel && commercial_count < commercial_max} Blood Scalpel -> blood_scalpel
  * {shop_item !? sheep && commercial_count < commercial_max} Adorable Little Sheep -> adorable_little_sheep
  * {shop_item !? justice && commercial_count < commercial_max} A calligraphy that says 'Justice' -> a_calligraphy
  * {shop_item !? painting && commercial_count < commercial_max} Distorted Paintings -> distorted_paintings
  * {shop_item !? tentacle && commercial_count < commercial_max} Small Tentacle -> small_tentacle
  * {shop_item !? tooth && commercial_count < commercial_max} An unknown animal's tooth -> animal_tooth
  * {shop_item !? writing && commercial_count < commercial_max} A scroll containing nonsensical writing ->
      nonsensical_writing
  * {shop_item !? toy && commercial_count < commercial_max} Superman Toy -> superman_toy
  * {shop_item !? disc && commercial_count < commercial_max} 1998 Game Disc -> game_disc

  + {commercial_count == commercial_max} [Old man: "You appear to have decided to carry {commercial_max} items with you."]
      -> close_commercial_list
```

Additionally, we also used functions in our code. Based on different status values, there is going to be different content provided to the players. Thus, we choose to use some functions to check the variable's range to output different routes for the players to experience.

```
' === function sanity_check(s) ===
{
    - Sanity <= -10:
        Sanity : {Sanity} # CLASS: statusCheck
        You've completely lost control of yourself; your left and right faces are distorted and utterly incorrect, your
            left face's eyes are insane, and your tongue is protruding out of your mouth. Your right face, on the other
            hand, is terribly depressed. The right eye appears to have recently sobbed, and the corner of the lips is fully
            down, obviously miserable.

    - Sanity > -10 && Sanity <= 0:
        Sanity : {Sanity} # CLASS: statusCheck
        Something is amiss with you today; your eyes are visibly red, but you are thrilled, and the grin at the corner of
            your mouth is somewhat evil.

    - Sanity > 0 && Sanity <= 10:
        Sanity : {Sanity} # CLASS: statusCheck
        You appear fatigued today, with black bags under your eyes; you may need to take a break.

    - Sanity > 10 && Sanity <= 20:
        Sanity : {Sanity} # CLASS: statusCheck
        You appeared more energetic today, and despite your beard, you are still fairly refreshing.

    - Sanity > 20:
        Sanity : {Sanity} # CLASS: statusCheck
        You are quite confident today, you can handle anything, and you are very spiritual.
}
```

Discourse Example/Demonstration

We have involved two key ideas in our games: a Commercial list and the idea of TAROT. As we have mentioned at the top, there are three key data: sanity, kindness, and evil. Each time the player goes to the shop, they can open the commercial list and pick any items they are interested in, but all items contain some status change. For example, when you select the 1998 Game disc, the player's sanity will increase five, or when the player chooses the blood scalpal, the evil point will increase two. For the TAROT part, each time the player goes to the Psychiatric institution, the player can have a chance to open three TAROT cards; each card contains some information that will happen or has already occurred during their gameplay. We decided not to give the exact clue instead of telling them some vague hints to help the players to think.

Commercial Center You return to the commercial center and enter the "Home of Soul" store.

Old man: Welcome, dear visitor. Are you going to my store today? Please select two products from my store today.

CLASS: oldMan

Blood Scalpel

Adorable Little Sheep

A calligraphy that says 'Justice'

Distorted Paintings

Small Tentacle

An unknown animal's tooth

A scroll containing nonsensical writing

Superman Toy

1998 Game Disc

"Playing games with mental patients that is not too much is also a good treatment for them."

Jeff: "Yes, Ma'am. What`s the rule?"

CLASS: Jeff

The old lady chuckled.

The old lady: "I will give you three cards, Jeff. And these three cards represent some revelation, and I'm going to give you some little revelations from the cards."

CLASS: oldLady

Jeff: "Okay, Ma'am"

CLASS: Jeff

The old lady: "And of course, every card you open has a price, so are you ready, young man? "

CLASS: oldLady

Yes, I'm good to go now.

CLASS: Jeff

There are three cards in front of you.

The Star，XVII:

The old lady: "This is a star in a positive position, which represents the hope hidden in the depths. Although it is not big, it may change your destiny. However, this star has dimmed, maybe, under you In a reincarnation, you should choose a way home"

CLASS: oldLady

The Moon，XVIII

The Sun，XIX

Not choose

Something Cool

　　We have a lot of conservations in the narrative context. To separate the context and the conversions clearly, we decided to add some more CSS format for our HTML version story which is one of the tools Ink has already provided to us to use. For example, in the words that Jeff says, we use blue to represent, and also Jennifer, we use the color green. For the easter egg part, which is the ending, Hastur's words use the color yellow to manifest his identity. Additionally, there are some colors that cannot match the name which is written in the front of the dialogue. In those parts, we want to use different colors as a hidden message to give to the players as a foreshadowing to let the players have more interest to finish the game.

Code in Ink:

```
 * Jennifer: Run! I'm not going to last long! # CLASS: Jennifer

- * Jennifer: It's you again, why are you obstructing me, you bastard, get off here! # CLASS: bojue

- * Jennifer: Run!!! # CLASS: Jennifer

- As you look at the woman in front of you seems to be in great pain! And you have no other choices. However, this is your only
    chance to run. What will you do?

 * [Run away] -> day3_run_away
 * [Stay with her, try to awaken a woman's main personality] -> day3_stay


 == day3_stay
     ~ Sanity -= 1
     ~ Kindness += 2

 - You chose to stay and approached the woman carefully and softly. You had a firm grasp on her shoulders.

  * Jeff: I'm not leaving, Ms. Jennifer; think of the most valuable person or object in your life! Don't allow 'he' take over you or
      your thinking! # CLASS: Jeff

  - Jennifer: Shut up! Dr.Jeff! You don' know anything! After I take control of this body, I will definitely not kill you easily this
      time. I will torment you slowly. until you feel death is the real detachment! # CLASS: bojue

  - Jennifer:  My son! Justin, I miss him. He is in the orphanage, I haven't seen him this week, I miss him so much! Dr.Jeff, Justin
      is my most precious one. I can't let you, I can't let you take control of my body, not even a little bit, I want to see my
      Justin. # CLASS: Jennifer

  * Jeff: Jennifer! You can do it! Justin, he misses you too. Now hurry up and think about the best things between you and your son,
      and that is the only way to temporarily seal 'he'. # CLASS: Jeff
```

What looks like in HTML:

Jennifer: Run! I'm not going to last long!

Jennifer: It's you again, why are you obstructing me, you bastard, get off here!

Jennifer: Run!!!

As you look at the woman in front of you seems to be in great pain! And you have no other choices. However, this is your only chance to run. What will you do?

You chose to stay and approached the woman carefully and softly. You had a firm grasp on her shoulders.

Jeff: I'm not leaving, Ms. Jennifer; think of the most valuable person or object in your life! Don't allow 'he' take over you or your thinking!

Jennifer: Shut up! Dr.Jeff! You don' know anything! After I take control of this body, I will definitely not kill you easily this time. I will torment you slowly. until you feel death is the real detachment!

Jennifer: My son! Justin, I miss him. He is in the orphanage, I haven't seen him this week, I miss him so much! Dr.Jeff, Justin is my most precious one. I can't let you, I can't let you take control of my body, not even a little bit, I want to see my Justin.

Jeff: Jennifer! You can do it! Justin, he misses you too. Now hurry up and think about the best things between you and your son, and that is the only way to temporarily seal 'he'.

Other than the UI for the HTML version to make the players' reading easier, we have also added some elements of Cthulhu. In one of the endings, the editor has added a sentence that uses Cthulth words created; in many different areas, we have added some secrets. For example, in the commercial list, a piece of tentacle and nonsensical_writing represents the Cthulhu worlds. In the ending parts, we also involve Hastur, the Old Ones, trying to break the fourth wall and being interactive with the player who is playing the game, giving the player a sense of tension or fear.

- Resources used
https://www.youtube.com/watch?v=5BAbXore_Nc
https://www.cthulhuclub.com/RlyehianTranslator/index.html