IASC 1P04

Game Proposal Document

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Working title of game: Perspective Shift

**Overview (300-400 words)**

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| Perspective shift is a Twine Game where a player is cast as a spy working to steal an unknown device. The play-space is a secret enemy building. The player’s goal is to successfully get to the tenth underground floor of this building to retrieve this item. There are two main ideas here. The first is the classic tortoise and the hare analogy, where speed (in this case a teleporter, the player’s main equipment) can look better than the riskier even pace.  The player early on gets a teleportation device which can instantly teleport them, more on that in mechanics. This creates a choice to either quickly teleport for the safe option or be risky but access more information by taking your time. The second theme is that looking behind the curtain often shows you what you do not want to see. The ending reveals that this company is doing horrible things to supply the public with basic items. Taking this peek behind the curtain makes an interpreted narrative of whether the company is really evil, or if they are just supplying the demand. There is a decision at the end of the game to release this information to the public or allow them to live in bliss ignorance. When the game first starts, the player finds everyday tech in the building. Deeper down it becomes actually helpful, but even deeper, the player sees how they create it. This can be a metaphor for how we can sometimes be ignorant towards problems in our world today by ignoring how they are manufactured. Together, using the mechanics of mainly items in the game, the narratives presented, and the dynamics of them working together, this game tries to convey that taking extra time can be beneficial, and poses a deeper question to the player. |

**Game Elements (100 words each)**

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| **Concept** | **Description** |
| Mechanics | A teleportation device is picked up early in the game. This will allow the player to have the option to teleport instantly to locations within sight. This will give an option in certain areas to make a quicker decision or to take time to evaluate the options. Teleporting will quickly help the player reach an area, but they might miss clues along the way. The teleporter is also under a limited use, so players must choose wisely when to teleport. Timers are also included to make the player make quicker decisions. These mechanics are driven by choosing whether to click on links, which are tied to specific player actions. Other simple mechanics include interacting with objects found along the way (looking, reading) to digest information, keeping said objects in an inventory system, and dying one the timer runs out or a death obstacle is reached. |
| Dynamics | Combining the timer and teleporter creates decision-based paths within the game. These paths can also be based off of what the player has seen/picked up using the inventory system. These opportunities are presented if the player has something in their inventory. All these together create different choice driven paths within the game, all based off of what the player has done previously. A dynamic that is a by product of this is exploration, the more you pick up, the more you get to explore. Players will learn to take more time to unlock more clues as the game goes on. |
| Aesthetics | The base is supposed to be a place filled with secret tech, so ambient/light machinery sounds are heard in the background. This changes according to the level. Since each level of the building is a different working section, they are also color coordinated, for example the fire testing floor is red. These can also convey danger, as the deeper the levels go, the more dangerous the experiments are and the more aggressive the colors are. Each gadget also has it’s own sound effect as well, to distinguish them from each other. Text will be color coded as to the amount of risk an option might yield. |
| Embedded Narrative | The player starts out outside a small building, disguised as a guard. They are told they work for a secret division under the government’s control. The plan is to locate and steal a secret piece of tech at level 10. Everything starts off going according to plan, they infiltrate the building, get into the elevator, and start descending to level 1. The elevator then stops midway, the building has been shut down, they’ve been tipped off. The player climbs out the top and finds a secret room where they acquire a teleportation belt. From there, the player explores the building level by level, each time descending into a more dangerous area. As the player descends, the player learns more about the organization they are stealing from (more on that in interpreted). Once level 10 is reached, there is a final challenge, and the item is acquired. The final floor is the server room, and the ‘device’ is only a usb filled with all the information about the company. When the player retrieves this, they find out that his company has been supplying many of the regular name brands that everyday people use. Things that are convenient and seem regular. |
| Emergent Narrative | The emergent narrative greatly involves the use of the teleportation device. This plays with the speed versus competence theme, as the player might choose to get through a level as fast as possible to avoid risk but might miss information by doing so. This continuous risky decision making can end up killing the player or allowing them to be caught, which will obviously impact the player’s game and story. Not only is this through the teleporter but other gadgets as well. |
| Interpreted Narrative | As the player goes on, they find actual helpful gadgets that have seemed to be created by this company. It is only until they venture into the deeper levels that they learn how these are actually made. The player interprets for themselves whether the company is actually as evil as they seem. Through the revelation at the end in which is that they are a supplier for everyday regular companies that sell regular products, it is conveyed to the player that these things could be happening in the world today. For example animal cruelty to get the food products we regularly consume, or environmental destruction for factories to create out everyday items. |
| Technology | Game uses CSS technology in the twine workspace to change colors of text and background. It uses timers for various different timed objectives, and uses the random function to have random in game events. An inventory system is a big part of the dynamics of this game (tying in narrative and mechanics). Conditional logic is tied to this as certain paths will only show up if the player has collected something, usually in the form of gadgets. |