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Psychological components for *Karaxia*

4. In the ideal state of *Karaxia* I would love to be able to immerse my player with a complex and emotional story line, offer challenging and varied gameplay, and force my players to question their own morality with an intricate choice mechanic. Psychology is an important component in interactive games, and can come to bare in many different ways. The most important, I believe, is the ability to evoke empathy from a player, putting them into the shoes of a different character in a different world. I've been playing games myself for quite some time, and while I believe graphics and gameplay can be an important factor in immersion, I believe the real immersion and emotional impact comes solely from the narrative we are capable of telling.

5. In my finished game most of the achievement and immersion would come solely from delving deeper into the story, and getting to know the unique characters involved.

6. The skills that would be involved would be fairly basic for a platformer, nothing too far from any of the classic titles today (*Limbo*, *Ori and the Blind Forest*, *Thomas was Alone*), although hopefully slightly easier than the average baseline, appealing to a less skilled audience.

7. I would hope the goals become apparent through the narrative, each level will be fairly linear, with branching paths not straying too far. Some levels may be simply: get from point A to point B. While others may involve rescuing characters, fighting waves of aliens, or exploring areas attempting to find certain objects.

8. Constant feedback will be delivered as the player completes challenges, I would like to implement dialogue fairly often, either between the main character and another or simply just the characters thoughts out loud. This will drive the player onward as they get validation when certain checkpoints are reached.