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Interaction Design SP23

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Professor Green

The concept of this Twine Project is a really outlandish one, but one that offers up a lot to the player in terms of having a fun experience with messing around with what Twine is capable of. The story follows former Green Bay Packers Quarterback Brett Favre as he’s transported into an Anime Isekai World (essentially killed and reincarnated), and all the nonsense that accompanies that genre. This project looks to accomplish a sense of humor and entertainment from it’s intended player base, with nods and references to each individual medium (Football and Anime). The purpose of the project is to showcase immersive elements and create a game where the player has some agency (or even pseudo-agency) in their decisions through dialogue, battles and open-ended questions. I hope to accomplish these goals through learning these aspects of Twine and implementing them to the best of my ability in order to create the best experience I can afford to offer to the players who check out this project.

GITHUB (NOTE: FINAL FINAL VERSION has credits!):

<https://github.com/ETAHgithub/FAVREMONOGATARI>