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Story Development SP 2023

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Welcome to the Manifesto of this Bitsy Project, this Project is called “WHO WILL BELIEVE YOU” a reference to the System of a Down song “Sugar”. The project came out from the story of “Hitch-Bot” a hitchhiking robot who was brutally murdered in the streets of Philadelphia, but this had a domino effect where the message of the game is being a stranger in a foreign place (e.g an immigrant) and how scary it can be, especially when you’re lost. I feel the design with the areas, red/on black color scheme, and random languages some characters speak really adds to the confusion you and the stranger in this new/dangerous place feel. It’s genre I would place in a sort-of Comedic Horror Story where it’s self-aware with its goofy nature but it has undertones that allow for a bigger message to shine through. There’s immersive elements with the specific dialogue with the wife that changes depending on how much “crack rock” you collect, giving something the player can do to eventually get a different result with said agency.

<https://www.phillymag.com/news/2015/08/03/philadelphia-killed-hitchbot/>

LINK TO PUBLIC GITHUB FOR PROJECT:

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