**The Real Queen of the Savannah**

A text-based, day in the life, choose your own adventure.

*Concept*

Live the life of a hyena and experience the complex social and physical pressures being a member of the clan. Learn about hyena life style and see if you can survive.

*Genre*

This game is a mix of interactive fiction, text-based adventure, life simulation, and RPG (hopefully visual novel).

*Target Audience*

This game is targeted for those that are teenage and above. This game is very realistic in terms of hyena behavioural patterns. There will be death, sex, and hunting. My motivation for this game is to allow people to have a better understanding of hyenas and combat the misconceptions present about them in society. Females in particular may find this game interesting as hyenas are a matriarchal clan.

The Real Queen of the Savannah, while not technologically advanced, features a strong narrative and interesting subject matter.

*Overview*

The player begins by creating their avatar. This avatar will be a female of a random rank within the pack. The player will then be following the life of their avatar (a female hyena in the savannah). Players will be able to make decisions as to what their avatar may do, these decisions will result in one of two outcomes (Yes or No response). If the player decides to not act like a hyena or acts in such a manner that the avatar would die, the game is lost. My greatest desire is for players to gain a sense of understanding for hyenas and to correct misconceptions.

The game is PC/MAC and coded in Java. The game is open-source and available for free.

*Game Design*

Core Loops

* Player is continually asked for input, then based on player input the narrative progresses. If the player decides outside of a hyena’s behaviour or social queues, the game ends.

Objectives

* To survive a day in the life of a hyena in the savannah.

Narrative Outline

