**Interactive Storytelling**

**Content**

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**General Idea**

The story will revolve around Max or Dory (depending on whichever character the user prefers) and their daily life with poor mental health. Mental health is a result of their life choices and the environment that they live in. They have no family or friends to rely on, so their lives are lonely and filled with very little joy. The user will be able to choose what the character does throughout the week that is playable. Within that time, the user will get insight into what the character truly is feeling, as what is displayed for the world to see is not always the truth.

The story will incorporate various psychological and mind tricks that may leave the user confused. As a result, the user should begin to look more closely at their character and the situations they find themselves in. The choices the user takes will be more calculated and done with genuine consideration in mind for their character.

**Detailed Story**

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**Execution Plan**

Primary focus: Mental health

Literary devices: Symbols, similes/metaphors

Assets: 3D models, animations, sounds, design, photo-and videography

Workplace: Roblox Studio or Web Browser

**Notes**

* Notes

**Deadlines**

* **English**

Tuesday 16: FORM hand-in

Friday 19: Story draft hand-in, evaluated.

Week 5 or 6: Oral evaluation, depending on progress.

* **Production**

Friday week 3: Sketch hand-in

Monday week 4: Illustrations hand-in

Wednesday week 4: Mockup hand-in

* **Programming**

Unknown