James Gamble

ENGL 3500.002

The World of “The Adventure of Jack Narciss”

* Economy
  + The economy for Jack Narciss' world is similar to that of the real world. However, most of the game requires the player to interact with bars and casinos and the likes, so a lot of the economics are centered around buying drinks, playing mini-games (i.e. pool, dancing, etc.), and picking up people to go home with. Another part of the economy is the beauty pageants that the center of the game progresses through. Since Jack is trying to become the most beautiful person in the world, he must partake in these pageants to boost his reputation and status, and after winning them wins a cash prize that he then uses at bars, casinos, etc.
* Government
  + Since the setting takes place around the world, there isn't a central government that the player will interact with. The government of each country Jack visits also doesn't really affect whether or not he completes his goal, but he could possibly interact with their leaders once completing a country/level.
* Neighboring Societies
  + All of what would be considered a neighboring society would be the countries that Jack isn't in at the moment. For example, if Jack is in America competing, then his neighboring societies would be Canada and Mexico, both of which Jack would have to visit. The societies don't interact with each other outside of Jack, Jack is the only one who visits and influences those countries/societies.
* Architecture
  + The architecture would be vast, considering the game takes place all around the world. From Chinese temples, English churches, American towers, etc., Jack will be able to see the vast differences of styles and architecture on his journey. A note though, Jack won't be able to go inside every building in the world, so some of these places might be there for just visual aesthetics.
* Location
  + Like I've said earlier a lot, the game will take place around the world. Starting in America (for now), Jack will compete there and work his way around North America (Canada, Mexico), then he can choose to go to South America (Brazil, Columbia, Argentina, etc.), Europe (United Kingdom, Russia, France, etc.), Asia (China, India, Japan, etc.), Oceania (Australia, Indonesia, New Zealand, etc.), The Middle East (Saudia Arabia, Turkey, Israel, etc.), and Africa (Egypt, South Africa, Morocco, etc.). Each location will have people to woo, places to interact with (bars, casinos, etc.), and pageants to compete in.
* Weather
  + Each location will have different levels of temperatures, as well as different kinds of weather, that will be cycled through so the weather doesn't become stagnant to one location. Most of the weather in Northern Africa and The Middle East will have hot days and clear skies, with maybe the occasional rainfall; on the other side though, the regions that are farthest North and South will have colder temperatures, and may be cloudier and more rain depending on how close they are to water.
* History
  + There isn't a lot of history to include, as it would be the same as the real world's history; however, I can talk about some of Jack's history. Jack was always the popular kid throughout school, wooing every kid possible in high school (and maybe even the teachers too). Once he finished high school, he decided with his Silver Tongue that he would become the world's most beautiful person, just to prove to himself that he is the most beautiful person in the world.
* Pantheon
  + There's no central religion in this world, though each country Jack visits might have people coming from all kinds of religions (Christianity, Judaism, Islam, Hinduism, Buddhism, Jainism, Sikhism, etc.) These religions don't affect Jack or the story in any way, though Jack can try to woo religious people for his ongoing goal.
* Magic/Magical Realism
  + The only “magic” in this world is Jack's Silver Tongue ability. It works in two ways: story-wise and mechanic-wise. Story-wise, when Jack starts talking to a person, that person finds their self entranced by whatever Jack's talking about, and they keep wanting to talk with Jack until they ultimately fall for him. Mechanic-wise, Jack's dialogue choices each progress a bar needed to woo a person, and each choice affects how much that bar goes up; the Silver Tongue can be used to boost a dialogue choice, given it more points to move the bar, as well as add additional dialogue to show how Jack himself consciously uses his Silver Tongue.
* Seeing the player/character in the world
  + The player should see themselves as a narcissistic, but charismatic guy. They can choose to either be outwardly rude, or choose to be more flirtatious and sweet. Jack sees himself as the peak of beauty for all humans, and thinks that he can woo just about anyone he comes across.
* Beneath the surface
  + I don't want the player to know anything other than Jack wants to woo everyone and compete in pageants to assert his beauty dominance from the beginning. Then certain characters will come along that will challenge how Jack sees himself and his powers. These characters can change the ending of the game if the player continues to see them and complete objectives for them. These characters will change Jack's goal from wanting to be seen as the most beautiful person by everyone to just wanting to know what love feels like.