**Title:** Hell-Chicago

**Genre:** Action-Text **Platform:** Twine **Audience:** Young Adults

**One-liner:** A humorous interactive text story focused around delivering Satan his coffee in a mirror world of Chicago based on Hell.

**Story:** You are a driver for GrubHub. On a seemingly ordinary day, you receive a notification from Satan that he would like a coffee and some avocado toast from Starbucks. The goal is to deliver Satan's coffee to his office on the top floor of the Sears Tower in Hell-Chicago. You go to Starbucks and need to remember his order. Traveling to Hell involves passing through the Bean. Which has gone from being "Cloud Gate" to being "Hells Gate." Once in Hell, you need to make your way through an intense traffic jam, the most hellish of all things. Finally, you must ascend the tower, dodging potential coffee spills the entire way.

**Gameplay:** Because Twine is a text-based platform, the game mechanics center around clicking words. Additionally, certain characters will ask you for information that you learn from other text in the game.

**Gameplay innovations:** While using a humorous hellish landscape has been done before, using an urban fantasy genre to do so has not been seen nearly as much. Comparing the setting to other games in its category, the lack of violence subverts some of the player's expectations.

**Example of gameplay:** The police approach your car and ask for your identification. Reluctantly you show them your ID and passport and ask, "Listen, guys, I really need to get to the Sears Tower. Satan himself asked me to deliver him his coffee." At the mention of Satan, the police stammer, "Of course, if it's for Satan." They run back to the cop car and frantically begin typing away at a keyboard. "Uh, just to be sure, you put the right amount of sugar in Satan's coffee, right?" [[1 packet]] [[2 packets]] [[3 packets]]

**Fluff text:** “You exit the stairwell when you hear the soft yipping of puppies. Unfortunately, when you open the door, you realize this is the hellhound training floor. Flaming puppy-hellhounds chase after you, and you are forced to run! You’re not sure how much longer you can keep this coffee from spilling...”

**Story integration:** This game will use text to convey the story. The player makes decisions by clicking certain text features. The game will also use images, color, and audio to immerse the player.