**Color-based interactive text story focused on friendship and drugs**

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| Normal World | Colorblind/Never taken drugs |  |
| Call to adventure |  |  |
| Refusal of the call |  |  |
| Meets the mentor | Drug dealer, a rebel from cta (ally takes the other drug) |  |
| Crossing the threshold | Take a drug and ride the cta |  |
| Allies, enemies, and trials |  |  |
| Approaching danger |  |  |
| **First conflict** | Fight ally |  |
| Obtaining a sword/reward | Gaining another power |  |
| Returning |  |  |
| **Final challenge** | Fight CTA |  |
| Normal life changed |  |  |

**Title:** Color Between the Lines

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

**One-liner:** Color-heavy, interactive text story that is focused on the relationship the players have with friends, and the consequences of drawing apart or sticking together in Chicago filled with mysteries and disdain.

**Story:** Life in the city turns south when you (Nathan) and your friend (William) get swept up in the CTA factions. Taken away from your home, you are forced to turn to I.N.K, the hue changing elixir, and allies to survive the increasingly dangerous city streets. The more you help, the more you see into the CTA’s corruption. Your friend may not always agree with you. Eventually, your friend struggles to recognize who you’ve become and challenges you to fight. You’re free to deal with your friend as you please, either incapacitating them or sparing them. Your decision impacts the options you have with the CTA later when their power grows.

**Gameplay:** Because Twine is a text-based platform, the game mechanics center around clicking words. Interactive points will come in the form of binary choices, one path or another, and as little descriptive pockets that have information that doesn’t change the outcome of the story.

**Gameplay innovations:** Players control their own decisions and their ally’s decisions if they stay allied. This story will have multiple endings. Decisions can impact the color of the text and the line separating the players and the allies.

**Example of gameplay:** The player is standing behind a homeless woman from the blue faction. The player decides to help, even though they are in the green faction. The player’s background begins to turn blue, and the line between the player’s text and the ally’s text gets a little bit darker.

**Fluff text: “**Those damn greens (a faction of people) are a stain on the earth. They think they are SOOOO much better than us reds”

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

**Character Names:**

Main Characters: Nathan & William (Best Friend)

**Backstory:**

Nathan and William grew up together as friends. One day the CTA forced people to take these elixirs called I.N.K. These elixirs gave people powers (TBD) and stronger bodies. People who didn’t take them were shunned out of society (Liable to change later). However, Nathan and William end up taking two different colors. Over time, a conflict began to arise amongst people who had different colors. Factions were born. People who took more and more I.N.K became a group of people named the Blind. People who switch between different colors were known as the Colorless. Anyone can change their color, however there comes a steep price in terms of money. And people who switch often are perceived to be untrustworthy or lack loyalty. Over time there began rumors about a secret group of people that wishes to fight the CTA and return people back to the way things were before the CTA forced everyone to change into a color. (For us to know) These people are behind the Colorless as attempts to bring them back to normal. They are stationed out near Navy Pier. Relatively close to the CTA headquarters. This is because the CTA wouldn’t believe that they would station so closely.

**Arcing Experience:**

William will be more supportive for the Blind. He can be changed if you can be persuasive enough (Hard to do). Your main objective

**Factions Colors:** Red, Green, Blue

**Powers:** Red (higher strength) (lower intellect) , Green (higher durability and health) (lower strength), Blue (higher intellect) (lower durability and health)

New idea: At the beginning of the game, you get a certain amount of lake water in a bottle. Each time you want to mind control someone, it requires you to drink some of the water in the bottle.

New idea: You and your friend both go to get an interview for a job. It goes well, and you get the job. Yay. They request you get a flu shot before you go. It is required for all new employees. Weird, but OK. You get the shot. When you see your friend again, he tells you that he got the job, too! Your experiences are the same, except they didn’t give him a flu shot; they asked him for a blood test. Weird, but OK. The next day, you find out you two are partners, and you have the power to control exactly what your friend does, if you want to. You can mind control him, and just him. As the game goes on, you will be assigned tasks from your company, and it will be up to you to decide what you do and what your friend does.

This storyline allows us to do most of the things we wanted to do with the friend, but eliminates any connections to Divergent. It also helps fix some of the confusion in the review with things like INK. A possible one-liner might be “An interactive text story in which you can mind control another person, but you must deal with the associated morale and ethical issues involved.” The downside of this storyline is the lack of connection to Chicago itself, which could potentially be fixed by involving jobs at Chicago landmarks.

**Title:** Majority Vote

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

**One-liner:** A story with democratic decisions that players can always win with mind control.

**Story:** Man, are you (Nathan) tired after a long day of swimming at the beach with your friends (William and Henry)! Where should you go to eat, you ask each other. You want Portillos, but the guys vote Lou Malnati’s. Darn, you had hoped Henry would vote Portillos too because he loves their hotdogs. “Wait,” he says, “I want Portillos.” He doesn’t know why he changed his mind. He says he almost felt forced, too, like someone was controlling his mouth. At Portillos, William orders fries, but regrets not getting cheesy fries at the pickup window. When the server behind the counter delivers your food, they bring cheesy fries, and walk as if they’re in a trance. Are you guys capable of mind control? You must be, and with great power comes great responsibility. Go wild with your new power, but don’t lose the trust of your closest friends. Watch out, too, because mind control is a coveted ability, and you can bet the CTA are looking for your help to take control of public transport. The way you vote changes the way the story unfolds.

**Gameplay:** Because Twine is a text-based platform, the game mechanics center around clicking words. Interactive points will come in the form of binary choices, one path or another, and as little descriptive pockets that have information that doesn’t change the outcome of the story.

**Gameplay innovations:** This story will have multiple endings. Players control their own decisions and their ally’s decisions. This allows players to sway democratic votes in their friend group. Swaying the vote guarantees what the player wants, but it decreases their sanity stat. Lower sanity changes text format, but overall not most outcomes.

**Example of gameplay:** Players speak with their NPC friends to decide whether to keep the power secret or to use it more publically. In the vote, the player will vote and have the option to change the vote of their friend. Doing so will guarantee their path but decrease their sanity, which may cause them to hallucinate or for text to misbehave.

**Fluff text:** A beggar stumbles into your L car. Nobody drops anything in his cup, but you saw the woman across from you bury a 5 in her purse. [[You remain silent as he passes.]] [[You watch as she drops in the 5 at your will.]] [[You drop in your own 5.]]

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

Not urban fantasy enough, so I have a different path we could take.

Friends force you to partake in a satanic ritual which grants you mind-control powers. This also opens up a portal to Hell on the CTA. While you and your friends are riding, you travel into Hell-Chicago where there are demons and brimstone and lots of fantasy elements that could add to an urban setting. The goal is to ride the CTA down through the circles of Hell (possibly by going through the Loop 9 times?), meeting demons, minotaurs, gargoyles, and all sorts of monsters, while staying alive. In the end, you escape, losing your ability, but returning with fantastic new knowledge of what it’s like to be friends while literally going through Hell.

<https://en.wikipedia.org/wiki/Urban_fantasy>

^I think she wants a story like this