

Kinsley Dean

Assignment 2-Non-Linear Game

2/4/25

Stella's Adventure-Non-Linear Game Process

When creating this game, I got inspiration from one of my family's pugs names Stella. She is a very interesting character, and you never know what she is going to do or how she is going to act in certain situations. In this way, I believed that she would be a great character for my game that everyone could love. She also in real life is not good at getting along with other dogs, except our other family dogs, and made that the main subject to the story. I wanted people to experience the chaos of Stella's decision making with me in a new, safe, and fake environment. The goal of the game is to get a good ending for Stella. I wanted there to be plenty of different choices to make for the player so they didn't easily get bored. Some have immediate consequence that led you back to the beginning, and others connected to other choices that could have been chosen earlier. This gives the player multiple avenues of choices, without having to start over every time. I chose to do this because I have played non-linear adventure games before. When they are programmed to make you start over every single time, then you also have the burden of trying to remember every single move you made to get to that point. It becomes more of a memory game than an adventure game at that point. Not every decision led to a good ending, and I tried to make every ending different with small fun twists for the player to enjoy. These fun twists gave the player an inside view that is Stella's life.

One of the biggest challenges in creating the game was learning how to correctly use the Twine website. It took me a little while to figure out how to make my test look the way it does, without adding more and more text boxes. It also took me a while to figure out how to link different text boxes to each other so that it created a smooth transition from each choice, ending, and restart. It helped a bit with the little knowledge I have in coding, but still took me a good amount of time to get the ball rolling. After figuring it out, the next challenge was just trying to make a comprehensive and fun story for the players. I had to figure out how to connect different story choices, and create different endings for each track the player chose. In the end, I created 18 different choices, and 8 different ending. I hope you enjoy Stella's Adventure!