## 

## **Game Identity / Mantra:**

The story is about a student’s life on a day where he gets the freedom to choose different events that can happen on a particular day.

**Design Pillars:**

Collection, interaction,

Play length: Approximately 15-20 mins

## **Genre/Story/Mechanics Summary:**

## You are playing as a student of a school. You are given a schedule which you have full freedom to follow or not. You get to choose different events that you want to participate in and there could be consequences based on your choices.

## **Features:**

Freedom of choices is one of the most important features of the game. The interaction happening in different destinations either between player and objects or player with players.

## **Interface:**

Made in bitsy, so simple user interface. Move to new rooms based on the navigation tools present in the screen to progress the story. Collection may depend on the schedule and the destination. Interactive screens have a black colored background with texts in white and also arrows transferring the player to different screens based on his/her choice.

## **Art Style:**

Since we have the bitsy software, we have limited color pallets. Colors aren’t decided yet but it may depend on the destinations and time of the day.

## **Brainstorm Page:**

## https://www.figma.com/file/89ZmxSUFxla2A5W3yoYJaz/Narrative-Game---Group-F?node-id=0%3A1

## **Music/Sound:**

No music as of now.

## **Development Roadmap / Launch Criteria:**

**Platform:** Bitsy **Audience:** Age 12+

| **Milestone 1:**  **Milestone 2:**  **Milestone 3:** | **Milestone 4:**  ---------------------------  **Launch Day:** |
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