

# Game Design Document “There is no point”

## Main Concept

A game inspired by the games “There is no game” and “The Stanley Parable”, with a big focus on a narrator, interacting with the player. The twist comes from the Narrator talking less about the contents of the game and more about current political and social events. The Gameplay is divided into boring and mundane minigames (only 1 minigame for this project as it's a demo scope). This game is supposed to put the player in a similar mindset as the narrator, as with more negative news, the narrator falls deeper into nihilism, thinking there is no reason to go on, there is no point. During the whole game, there are no points, and I will try to make that noticeable. After some time, during a minigame, a dot appears, and you can place the dot in the middle of the screen, telling the narrator: “There is your point.”.

## Minigame

For the minigame, in this smaller version I chose a small cashier simulation, where you have to scan the items, and then calculate the change. This should be easy enough to implement in time, and mundane enough for the players to concentrate on the narrator, while also having a couple of chances for the narrator to interject. There will be a small collection of different items with different prices, that can be scanned and counted together by the system. The customer then pays a random amount above that price and the player has to calculate the difference, and put it in. Doing it wrongly or correctly doesn't matter to continue the story but it will trigger different dialogue options. I will probably go for 5 purchases and then get into the ending sequence, as that way it should stay within the scope that i need to complete the game in.

## General Dialogue

When the game starts:” Hey, so you started working as a retail worker? Wow, i am sure that is very fulfilling. Well I hope you get to pay your bills with this. Don't forget to scan the items, and calculate the return money. Oh and don't drop anything on the floor, the last guy already made a mess. I will just listen to the radio, your part is so boring anyway, I don't have to watch.”

\*radio music plays\*

\*Radio turns to news\*

\*Narrator changes channel\*

“Oh god, I really don't want to listen to the nonsense happening right now. Ever since they elected that moron it's just been bad news after another, I'm so sick of it. What's the point in listening to it, when you can't change anything.”

## Conditional Dialogue

I will keep this minimal, so I will only add an interjection dialogue if the player drops an item off the counter, to show the game intends to have interactive dialogue. Then to keep the flow consistent, I will add 5 sentences that can be inserted, before the dialogue continues, where it was left off.

## Ending

In this game there are only 2 Endings, but in a full version there would be a lot more different endings and chances to “find” a point, some more literal, and more metaphorical. At the moment after all 5 customers have their items scanned and the Narrator has concluded their dialogue, a point appears, which you can either put into a small, let it fall, or scan it. If you put it in the square, it is considered to be found and shown to the Narrator and a screen pops up saying “You found the point!” Otherwise, the game just restarts without a message. This way, it keeps the interpretation of the ending as open as possible. Different interpretations of this ending would be explored further in a fully realized game.