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*Lazy Sunday*: Executive Summary

**Title:** *Lazy Sunday*

**Genre:** Text-based game

**Version:** 1.0

**The Big Idea:** *Lazy Sunday* takes place in modern day America. Specifically Austin, Texas, where things are a little bit weird. Time wise, the story is at the beginning of Spring Break in Austin, with SXSW starting off. Camille, the main protagonist, wants to enjoy her Sunday, avoid the traffic of SXSW, and just recharge her batteries. She knows her week ahead will be filled with drunken Uber rides and drunken cravings for Applebee’s. Before her day off, Camille worked all morning and afternoon on the Kick-Off Saturday for SXSW, did a few rides for Uber to get some extra cash, and ended the day with a show at Emo’s East. She returned home late Saturday night to immediately crash on her bed.

Camille Wilson is a single, 22 year-old college student majoring in Geography – Resource and Environmental Studies. She is a waitress at Applebee’s and is also an Uber driver. She’s kind of short, has copper colored hair, and fair skin. She loves drinking, researching environmental hazards (being named after a hurricane), sleeping, is a foodie so thus loves eating at restaurants all over Austin, and has a special love for Asian food and money. Camille lives in Austin, but goes to school at Texas State University in San Marcos. She’s a waitress at Applebee’s and lives on the East Side: a gentrifying part of town that is still somewhat dangerous, but has an ever-growing young population that is dominating the area. Since she’s a student in San Marcos, lives and works in Austin, and is a waitress and an Uber driver, she is constantly tired and just wants to enjoy her one day off, also known as her Lazy Sunday. Yet, no matter what she does, everything seems to lead her away from her home, and on a new adventure leading towards her probable death.

**Category:** *Lazy Sunday* is an interactive text-based fiction game that follows the not-so-lazy Sunday of Camille Wilson.

**Platforms:** Twine (Web-based game)

**License:** Lazy Sunday is an original intellectual property and could be expanded into similar games, i.e. Mundane Monday, Terrible Tuesday, Working Wednesday, Thirsty Thursday, Fabulous Friday, and Satirical Saturday.

**Play Mechanic:** During the game, the player makes simple decisions about what Camille should do throughout her day. Each event leads to new and different, but sometimes larger events. This mechanic is based off the butterfly effect, which states that even the smallest of events could cause larger and more dramatic events to occur. The main goal of the game is for Camille to have an ideal Sunday, an ideal day off. Each decision will be limited to two choices to reduce complexity and make it easier for the player to make a decision. However, there will be many choices to make, so there will still make a large number of possible outcomes in the game. As an added detail, in the corner of the screen there will be a small clock to indicate to the player how much time is left in Camille’s Sunday.

**Technology:** This game was designed with Twine 2.0 in mind with added functionality implemented in Twine’s native JavaScript feature.

**Target Audience:** The target audience is college students and college-age people looking for a short, entertaining game.

**Key Features:**

* This game is based on the butterfly effect, where every decision has a consequence, no matter how mundane the decision may seem.
* This game will include many different paths and many different endings.
* No matter the ending, the game will be funny and enjoyable for the player.
* In most of the endings, Camille will die, but in some paths she gets to go home and go to sleep.
* The story features the beautiful but strange culture of Austin, Texas.
* Lots of college students can relate to Camille, or at least be thankful they are not in her shoes and that their Sundays do not end up with them dead.
* Games will have a very simple interface that even non-gamers can understand and enjoy.

**Marketing Summary:** *Lazy Sunday* is a short, but entertaining game designed for gamers and non-gamers alike, targeted towards anyone who is looking for a fun way to kill time. The game follows Camille Wilson on her quest to finally have a lazy Sunday. But it seems that no matter what choices she makes, she keeps getting further from her goal. Sometimes mundane choices can have unintended consequences such as choosing granola for breakfast will lead to Camille meeting her true love, but choosing cereal for breakfast gets her attacked by a dog.