You and I

My game will feature two main characters. You, who will be played by you, and the narrator, who goes by the name of I. The narrator, like most narrators, exists outside of the canon of the world you play in, but he will decide what happens. While the narrator is trying to form a cohesive story you can, at every opportunity, make a decision that will go completely against his intentions or expectations. He could get angry, confused, desperate or perhaps even pleasantly surprised. Of course you can also choose to follow along in his story and achieve an ending that way.

The purpose of the game is to be pla yed repeatedly to get different endings. The game will be humoristic with some occasional elements of psychology.

DISCLAIMER:
The product I am going to hand in will be a demo, as I do not have ample time for the project size I'd wish for this to be. I'll try to make regular updates to the game, so if you want more, it'll be found on my github.