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ENGL310
Artistic Statement
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My scope started out quite large. I had planned to make a longer game with more twists and turns. However this was my first time using Twine, Renpy, and a bunch of other software that I used to make this project.

The focus of this project was to make a game that focused on some important individuals from 1920s Paris from different backgrounds. They interact with the player and give the feeling that you're actually in 1920s Paris. The characters involved are: Ernest Hemingway, Djuna Barnes, and Abel Gance. As well as your friend Kyle.

I started by writing my script in Twine. Checked it out there to find problems. Implemented it in Renpy. After my draft I have added backgrounds, characters (using a character creator), sound, and reactions. You can even enter your name for immersion. This took over 12 hours of real work hours to complete (no breaks) and was weeks in the making.