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CART 451 2232-AA

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CART 451 FINAL PROJECT PROTOTYPE

TENTATIVE TITLE: EYE

High level project description: a summary of what was in your project proposal

My final project, tentatively named *EYE*, is a text adventure game made using Twine. The game is about navigating a mysterious tower while encountering monsters. Appeasing said monsters requires the player to give up a piece of information about themselves. The theme of the work is identity and the dilemma of giving it up in order to move on with life. Most of the Info the player gives in-game is stored in a single variable. Said data from the variable is never used for anything malicious and is just used to get *else-if* conditionals working.

Description of which stage you are at in the project: what has been completed and what is still to be completed

COMPLETED

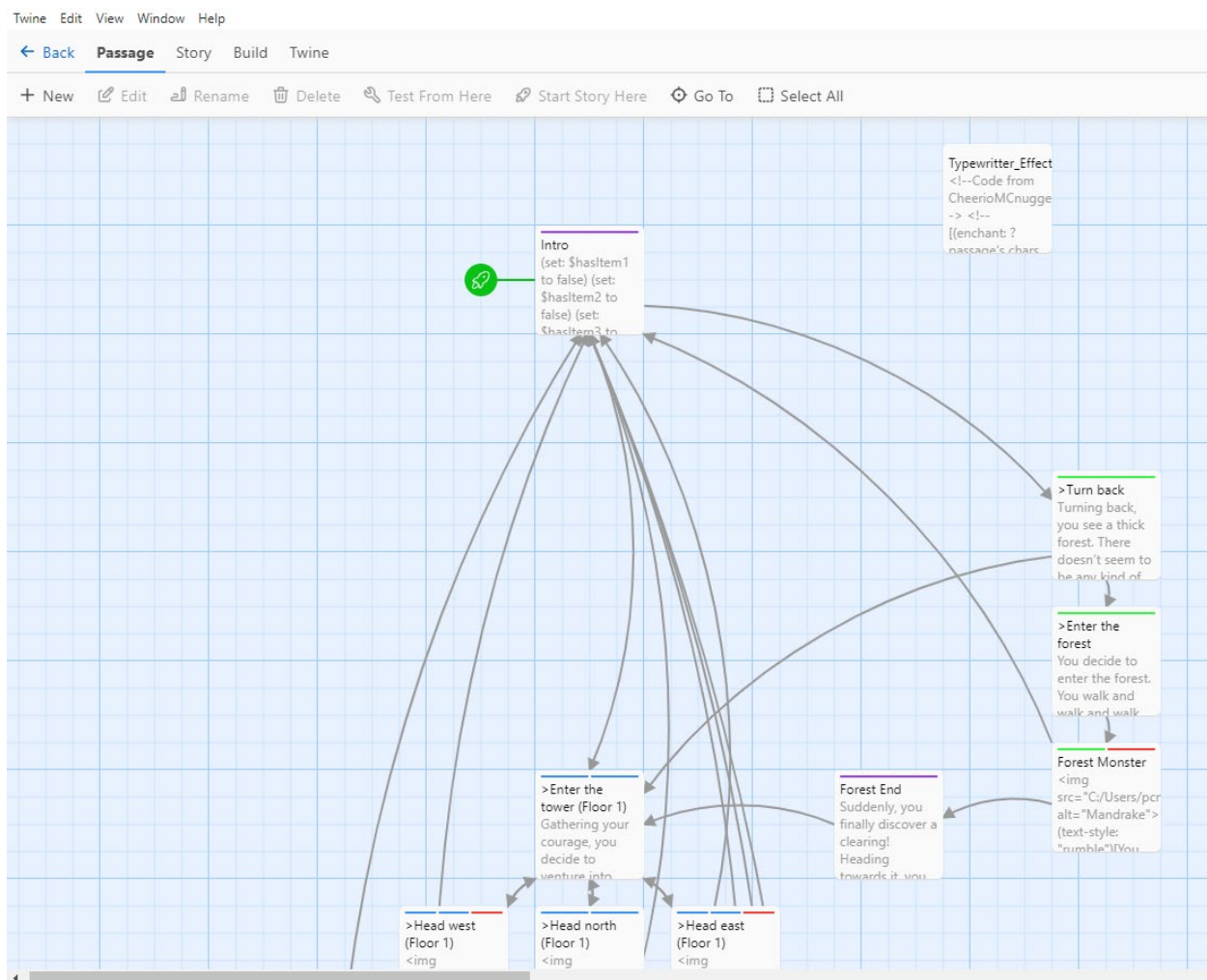
- Backgrounds and enemy designs.
- Overall game structure: All 3 floors of the tower are implemented, as well as the forest area and ending.
- Enemy encounters and the questions they ask have been implemented.

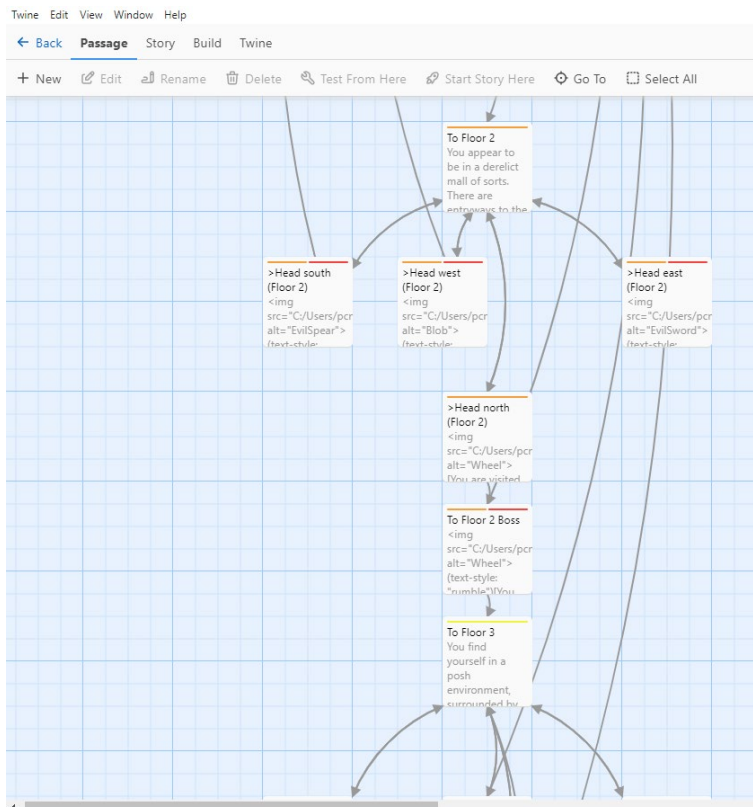
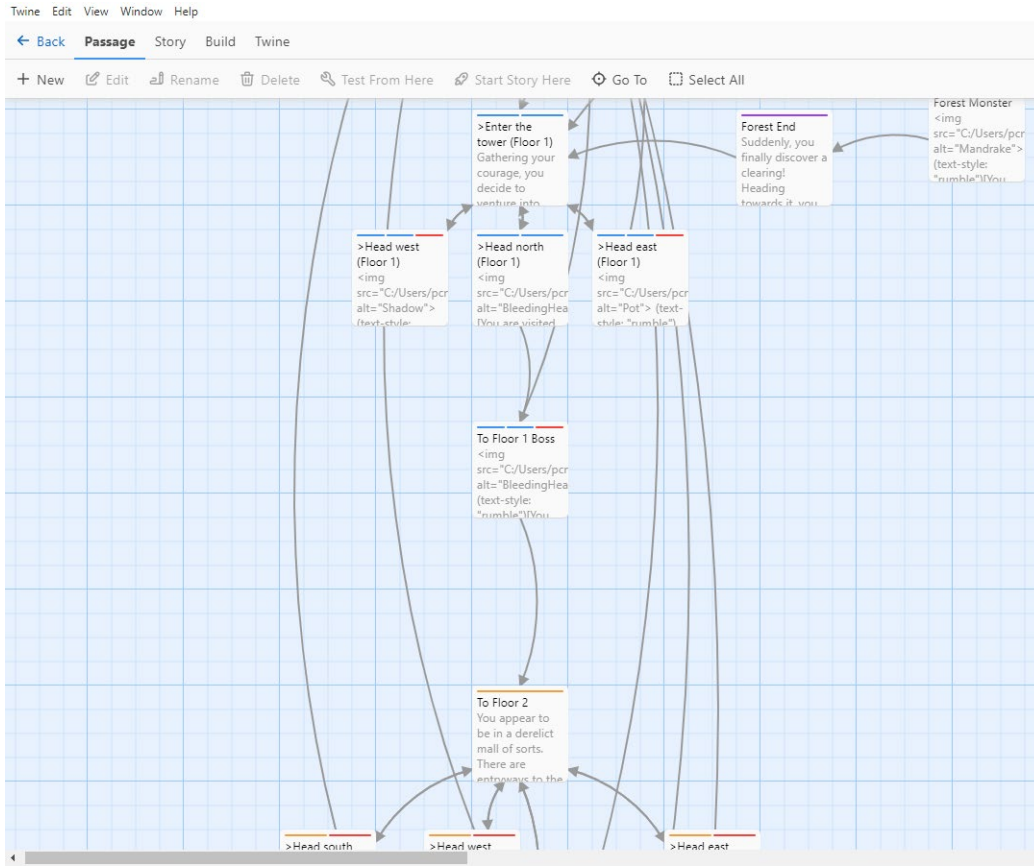
TO DOs

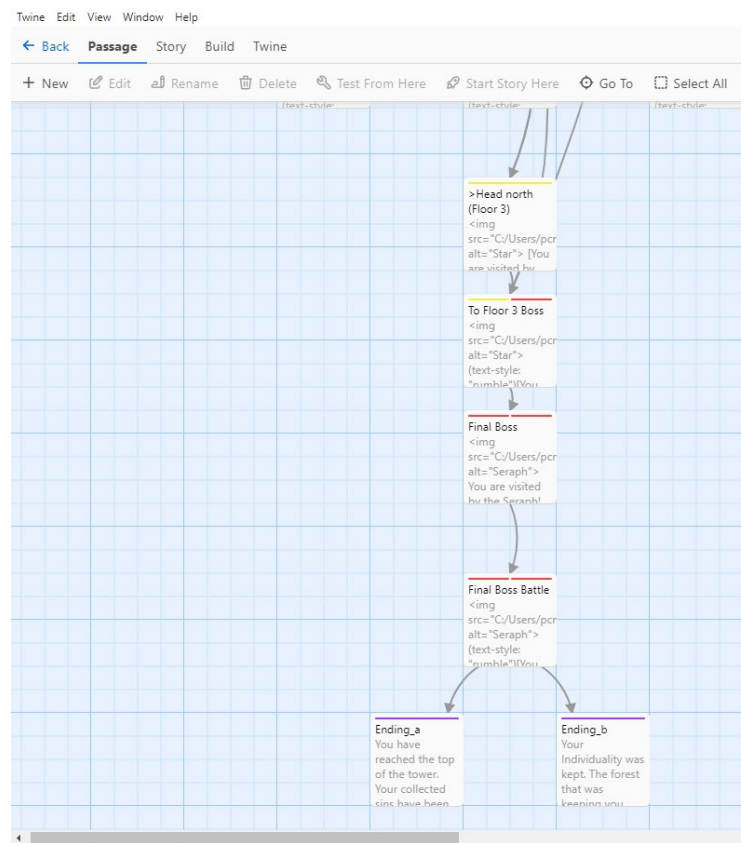
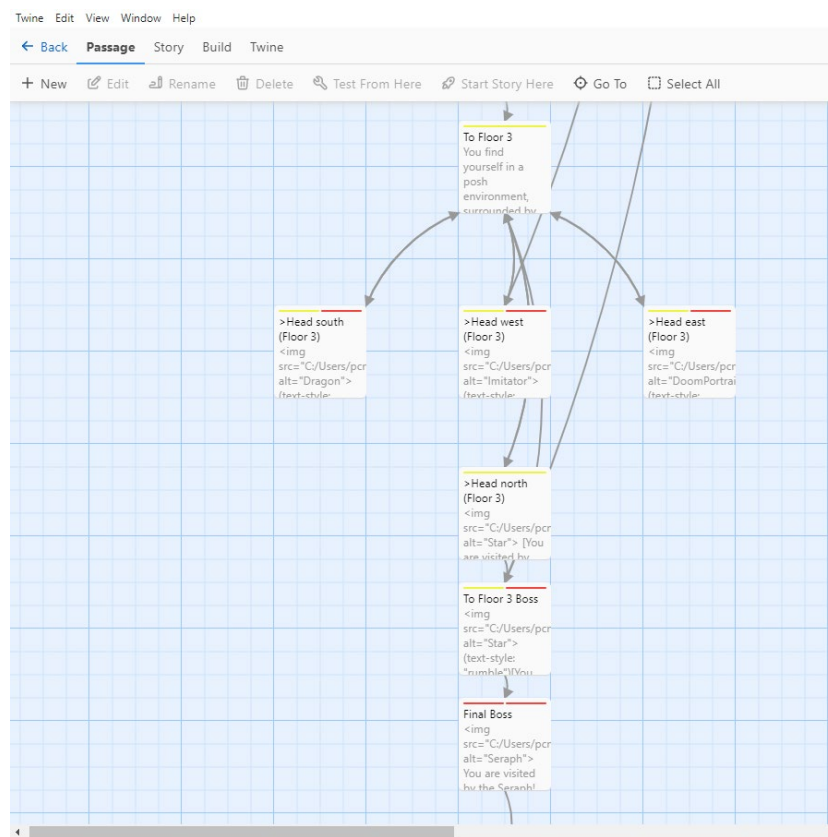
- Game script (i.e., monster queries and overall story) needs to be polished.
- Music needs to be implemented.
- Proper playtesting is needed to discover various bugs.

Detailed images/diagrams of the overall system (i.e. how data flows between the various components)

Game Flowchart







For each component/feature, provide written descriptions on the usage/purpose and how it integrates into the project

The usage of the Twine engine was chosen due to its ease in creating multiple branching paths. It also allows for dynamic interactions with characters via the use of text parsers and multiple-choice questions. Progression is done via text choices at the bottom of the webpage (usually denoted by a ">" before the sentence). When dealing with enemies, a text box will pop up after 3 seconds; the contents of the box will either ask the player to type out an answer or select a yes/no response. At the end of most encounters, a prompt will ask the player if they want to submit their answers; failure to do so often results in death. The reason for this system is to implement an easy *else-if* condition where one of two things can happen and to reinforce the theme of having to give up one's individuality in order to move forward.

The backgrounds are pixelated monochrome photos from my personal collection. The visuals were done using Photoshop and Monopro and were made to give the work a dark, abstract atmosphere. The monsters have a pixel art aesthetic due to the medium being relatively easy to work with. A common visual theme with the enemies is that they all emphasize the eye; the reason for this was to evoke the fact that the player was constantly being observed and judged for the info they give out.

Detailed explanations for which features/components are working and which need to be modified/adapted/scraped or reworked.

The game structure is working fine: The player has access to the tower's 3 floors, the optional forest area and the ending. Player progression is a little awkward due to needing a "confirmation" dialog – a prompt that asks players if they want to submit their answers – for some of the encounters, even when such a thing isn't really necessary (the dialog is only used due to needing an *else-if* branch). As such, a script rewrite is needed for ironing out a few of the monster queries and polishing the overall story.

Music has not yet been implemented in the game. Ideally, the selected tracks should be tense and moody. Exploration music should consist of ambient, droning tunes in order to emphasize the danger lurking around the corner. Monster encounters should incorporate tense beats to highlight close calls, in addition to the uncertainty regarding giving away personal info to an unknown source. For “boss” encounters, the music should be a bit more energetic to emphasize the intensity of the situation. Finally, the ending music should be a calm melody to tell the player that the horror is over.

While the backgrounds and monster sprites are finished, they might have to be reworked if there ever is a visual conflict. An example of this is having an enemy blend in with the background; a fix for this would be to either increase the brightness of the background or modify the enemy sprite.