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CS 1010 – Intro to Interactive Entertainment
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Module 6 – TIO: Design Discussion – Character Development

1. Are the game's characters primarily art-based or story-based? – The player will create a protagonist, as such, the main character will be primarily art-based with a minimal predefined backstory.
2. What style is your art-based character drawn in: cartoon, comic-book superhero, realistic, gothic? Will your character be exaggerated in some way: cute, tough, or otherwise? – I want the art to be hand-drawn and gothic-inspired to reflect a dark, gloomy, and mysterious atmosphere of the game.
3. Do your art-based characters depend upon visual stereotypes for instant identification, or are they more subtle than that? If they are more subtle, how does their appearance support their role in the game? – I want the game to avoid overt stereotypes and instead embody subtle visual traits that would hint at their roles. I try to ascribe to the story telling adage of show don't tell. As an example, some NPCs may wear robes and carry holy relics, which would show that the character is a member of a religious group and would be versed in healing and various clerical abilities.
4. Can the player tell by looking at a character how that character is likely to act? Are there reasons in the story or gameplay for wanting a character's behavior to be predictable from her appearance, or is there a reason to make the character ambiguous? – I like the idea to keep ambiguity in character design to keep players on edge. Some NPCs may initially appear friendly or neutral, but may have underlying motives revealed through interactions with the player that could cause the NPC to become hostile.
5. If the game offers an avatar, does the avatar come with a sidekick? What does the sidekick offer the player—information, advice, physical assistance? How will the sidekick complement the avatar? How will the player be able to visually distinguish between the two of them at a glance? – The protagonist has a shadow entity that could be defined as a sidekick. This shadow entity would be able to aid in puzzle-solving, travel, and combat. They could travel through certain walls to reach distant objects, use the element of stealth, and are visually distinguished by a shadow overlay.
6. With a story-based character, how will you convey the character's personality and attitudes to the player—through narration, dialogue, gameplay, backstory, or other means? – I don't intend to use much exposition to show the protagonist's personality, which will be conveyed through player-driven actions, dialog choices, and in-game behavior. I want the game to have open-ended scenarios that allow the player to define the character's attitude.
7. What about the avatar will intrigue and interest the player? – Hopefully players will find intrigue in the freedom to shape the protagonist's personality and create a deeper connection by defining their character's journey.

8. What about the avatar will encourage the player to like him? – I suppose a player would become attached to their created character through the hard work that's gone into level ups, unlockables and gear customization chosen by the player.
9. How will the avatar change and grow throughout the game? Physically, emotionally, intellectually? Or will she remain essentially static? – The avatar will remain essentially static.
10. Do the characters correspond to any of Campbell's mythic archetypes? Or do they have less archetypal, more complex roles to play, and if so, what are they? – There are no set archetypes for the protagonist.
11. What sorts of sounds will each character in your game make? What sorts of music are appropriate for them? How will your choices of sounds and music support the way you want the player to feel about each character? – I don't want any direct voice acting for dialog options, but I do want a voice selection available in the character creation. These voices will primarily be composed of grunts, yells, and screams for combat/injury use.
12. How do the character's grammar, vocabulary, tone of voice, and speech patterns contribute to the player's understanding of the character? – Since there is no defined backstory or personality, there will not be many (if any) dialog choices that will give a tone of voice or recognizable speech pattern.