

In Pursuit of a Ring

Created by Ian Rhoads

Github: <https://github.com/Revlin-Farr/Final-In-Pursuit-of-a-Ring>

Experience Goal

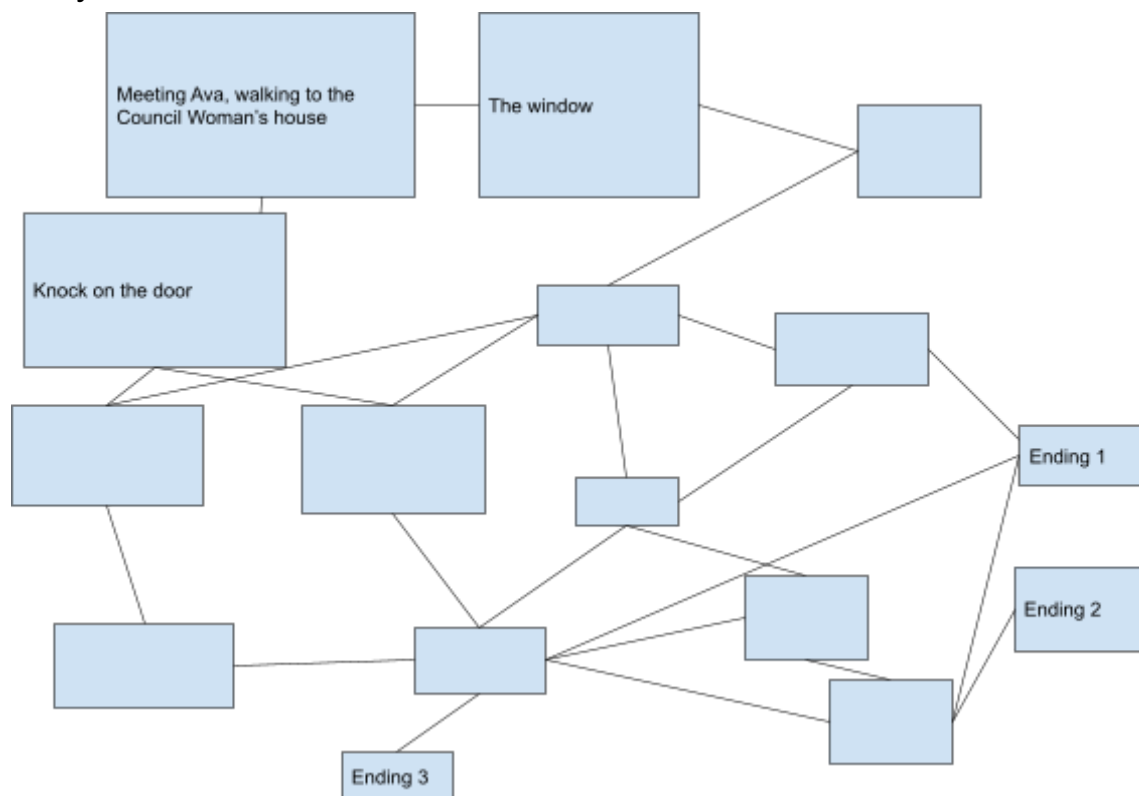
In this game I wanted to create a sense of anxiety based on the ways in which your actions and choices could affect the story and the ending you receive. Certain choices increase alertness of npcs and others reduce the amount of time you have before you either get arrested or have to cut your losses and leave. I tried to write in the feelings that I was trying to convey, making sure to express how uncomfortable and out of their depth the player character is.

Narrative Stance and Rationale

The game is told through a second person perspective, the narrator is not an explicit character, instead providing descriptions of the players actions and bringing their thoughts into focus.

These thoughts are different depending on the route taken and the choices that are made and provide insights into the player character's personality. Such as whether the player character is calm and rational or brash and reckless, it is all chanable with the choices provided and

Story structure:



My game uses a lot of branching paths to denote different approaches to the game's situations. Many of these options and choices affect the way in which the character is perceived and their

personality is made known to the player. The bottlenecks allow the game to flow better, requiring less direct authoring and allowing for the player to see the impact of their actions, whether the player avoids those milling about the house or if they cower in fear of losing their lives to him. This allows for the player to question and better understand the personality of the player character and how their actions have affected their perceptions.

Key Ink Variables / State Tracking

For my game I used three lists of variables to track the states of the player through their playthrough. The first list called “alert” tracks the players actions and the ways in which the occupants of the home react to it, with certain actions like breaking windows or knocking someone out raising awareness. This awareness changes the ways in which the player interacts with the npcs, and how close they are to one of the endings.

The second list is called “time” which tracks how much time the player has remaining in the home, with different options that reduce it. If the player goes down too many dead ends, they end up with one of the endings and if they also fully alert the home they also end up with an ending.

Finally the third list is called “location” which simply tracks whether the player knows where the ring’s location is. This helps reduce wasted time by removing options to search floors and rooms that don’t contain the ring and achieve the third and best ending.

Ink Affordances

While I focused mostly on using the state tracking to track player actions and used it to determine the player’s available choices and endings, I also used it to create more dynamic paragraphs and allow for the player’s actions to have more of an impact upon the game and the world that they are interacting with. It might not be the most deep use of the inky engine, but it does allow for the use of bottlenecks that would otherwise be very dissonant depending on their previous choices. This was helpful to allow the reuse of different parts of the game and help the authoring load to become more manageable.

Discourse Example

Here is an example of a choice in the game:

You can see it the moment you turn the corner, it’s exactly the place that someone of her stature would live. The brownstones of this area always held a feeling of power, perhaps it’s the money that resides within, or maybe it’s simply the pretension of those capable of affording such accommodations. But this house is different, as if it knows its occupant, and looms over the street wielding her power.

You’ve already committed to the job, though you may have second thoughts. You gave Ava your word and that’s all that keeps your reputation alive in the Capitol’s underworld. So here you stand, as prepared you can be for something that may bring your life to a

close in one way or another.

Now, how to go about this?

Knock on the door

The window

This interaction provides a key branch in the game, allowing the player to decide between a reckless and more measured approach to the game. This decision helps express the player character's personality that is determined by the player's action similarly to this decision. This along with the anxiety written into the paragraphs and described as the player being out of their depth help bring the experience goals of this game to fruition.

Something Cool

There's not much of note about the code in this game, but the writing I find interesting and enjoyed. I mostly just took a setting that I like, that being steampunk cities, and made a story around it. I tried to flesh it out as much as I could manage in the game, with a few pieces of information on the house you're breaking into and its occupants, whilst not going overboard with needless exposition.

I enjoyed trying to write in a slightly more anachronistic style, trying to sound similar to what you would expect from that kind of world, whilst keeping it readable.

Resources Used

Inky Documentation