Link: https://users.csc.calpoly.edu/~lurowe/

Preamble on some reqs: "The story must contain multiple enemies or adversaries and at least one friendly entity". The entire game is premised on there being one enemy, yourself. In this game almost everything is an enemy to you, so I count them all as adversaries… having more adversaries doesn't make sense, however I did make a self, NPC, in the bathroom which acts as both friend and foe. This game is based on solitude. I hope this explanation suffices as to why there are not many NPCS. In the game. Objects/ actions in this game are the friend and foe. Additionally your sanity is integral to the game, so think of that as being one of the many objects in this game as you can not leave the room without satisfying its requirements.

Description: This game is basically one giant puzzle. Throughout the experience you are taxed with everyday activities that negatively and positively impact your mental health. You are taxed with doing things to make yourself feel good enough to get out of your room. The room is kind of like a danger zone and the longer you stay in it the worse off you are.

Technical Achievements: To start I thought it was a technical achievement to have the enemy system be yourself. As a requirement to the game I thought it would be interesting for you to fight yourself. Throughout the experience you have a chance to get more scores (bad) and doing certain "triggers" make you also accumulate scores quickly. It's not always apparent what is good or bad and so a couple of playthroughs is most likely required. There is an in-depth every turn system that has many dialogues and random chances.

There is an NPC in the bathroom which is yourself. You can talk to yourself and it becomes both a foe and an ally if you navigate correctly. Making a dialogue system was hard and I count that as a technical achievement.

There is also a wardrobe in which you can equip different items, another achievement in my eyes.

There is a complicated phone room which has many tasks (many of them bad) that are interesting to implement. There are multiple custom actions you can take, and I highlight those in a cleverly written script so that the player doesn't go verb hunting.

Basically everything in the game that is mentioned can be done, like listening or checking the time, drinking, wearing, etc.

Throughout the game there are numerous flags that make every one use thing or action have a unique first experience and subsequent "I shouldn't do that again" type text that again is unique to each action (sometimes it's even harmful).

Technically as well throughout the game the points are weighted in a way that the player does not always win, I think this makes the game both real and fair to play. I playtested this many times to balance it out nicely.

The final achievement would have to be the core gameplay loop and atmosphere of the game. It took me a while to figure out everything and how the game would be played, I want to say that I made a very unique experience.

Playtest Overview: Issues understanding the water bottle. The narrative with understanding the scoring system. Can't listen to the high pitch noise. Not having a categorical sanity system. Navigating the apps. Not a lot to do. And easily speedrunning the game by spamming positive activities.

Playtest Response: I looked at and took almost all of the feedback as I was given. I made the water bottle more descriptive about how to drink the liquid and made it make more sense. I reworded the scoring system so that players would more easily understand it. I also added in a trigger for when you get a particularly high score and are in the danger zone of insanity. I added in listening to the high pitch noise. I made it so that you could better understand using the other app like snapchat and that you have to examine it. In general, I also added more gameplay opportunities. Everything listed here was mentioned by my classmates. Thanks.