NM3222 Assignment 2 Proposal

Title: The Time Traveller Who Killed Hitler

Premise:

You pick up your pistol and check the magazine once again. Fully loaded. You reload the magazine, cock the gun and turn the safety off. You place the weapon down and turn your attention to your pocket watch. It would pass for an ordinary pocket watch, but for those who know how to use it, it was a key to the universe. You holster your firearm and keep the watch in your chest pocket. You zip up your backpack and take a deep breath. Finally, you are ready. Time to kill Hitler.

The player will get to go to different key points in time where Hitler could have been stopped and will be able to interact with Hitler or any nearby persons at different points in his life. To prevent the disruption of the timeline, the player may only travel forwards in time after initial time travel back. These points are as follows (subject to pruning depending on how much content I can come up with and how much time I have to implement):

1. Birth of baby Hitler
2. Hitler rejected from Arts School
3. World War I – when a Humanitarian decision prevented Hitler's execution
4. Invasion of Poland
5. End of World War II

Requirements:

1. The story must incorporate at least three (3) sets of **dialogue choices**, which will impact the reader's understanding of the main character. Each set of choices should involve at least two (2) **levels** of choices. The dialogue need not be branching.

Examples are provided below on how I intend to meet requirement 1. The question will be set in the context of the time zone that the player travels to, however, the questions will follow a set arrangement of topics which reveal more about the player's character. I will address the (2) levels of choices together with requirement 3.

Birth of Baby Hitler:

You point the gun at the sleeping child cradled in his mother's arms.

"Stop! What are you doing?" The doctor whispered.

"Nipping a problem in the bud." – Utilitarian answer.

"Executing the will of the people." – Political answer.

"Vengeance for my people." – Vendetta answer.

Hitler rejected from Arts School:

"Have you come to kill me?" The man spoke suddenly, catching you off guard.

"You are not the first to try." He says sadly.

You no longer see a need to conceal your gun. Removing it from your pocket you take a seat beside him.

If the player chose to travel to this time zone first, rather than the birth of Hitler, the player will be asked about their motivation for killing Hitler (i.e. Utilitarian/Political/Vendetta). Otherwise, the next question topic will be asked:

"Do you think it right? Punishment before the crime?"

"Yes/No" – irrelevant response

"What gives you the right? / Then why do this?" – reply depends on irrelevant response.

"I am God's Wrath." – Religion answer.

"I am the punisher of the unpunished." – Righteousness answer.

2. Choose an appropriate **representation** for the dialogue choices.

I've decided to use simple speech responses as the assignment question example suggested. It feels simple yet effective when playing from any perspective, should I decide to change from 2nd person to 3rd or 1st person perspective.

3. The choices available in each subsequent set of dialogue choices should **depend** in some way on the choices made in at least one of the previous sets of dialogue choices.

Building on requirement 1, the set of dialogue choices depends on the previous dialogue choice.

Utilitarian/Vendetta Answer from "Birth of Baby Hitler": (Political answer will have a different question frame altogether)

"That's just a baby!" The doctor shrieked, careful not to wake mother and child, "Born today no less! What problem could he have caused? / Who could possibly want vengeance on him?"

"The greatest division in the world. / The Jewish people." – For The People answer.

"The death and suffering of millions. / Me." – It's Personal answer.

4. The reader should experience a feeling of **emotional agency** when reading the story.

The emotional agency I am attempting to invoke is sympathy for the player character as well as Hitler. The goal is to see through the eyes of the Time Traveller who is:

a. A utilitarian thinking they are doing things for the greater good.
b. A political candidate voted in to kill Hitler.
c. Jewish.

As well as understand how my own fictional version of Hitler became the villain that we know and hate. (I'm not saying he's a good person, but he's a person, that makes him fallible, and that creates a lot of room for reinterpretation.)