Text Adventure
SRS 1.4, scope

This game utilizes original branching fiction to create rich, interactive stories, integrating original artwork and music for a unique gaming experience inspired the mechanics of Oregon Trail. This project aims to deliver a unique narrative-driven experience by combining interactive gameplay mechanics with a flexible, story-focused script system to take the player on a time travel adventure.

Developed in Gamemaker, the game uses TWEE file inputs to dynamically handle its script system, enabling a high degree of customization and adaptability. This approach allows for intricate branching narratives, providing players with choices that meaningfully impact the unfolding story. By using this open structured scripting mechanism, the game ensures an emotionally engaging player experience.

To enhance the storytelling, the game incorporates original artwork and a custom-composed soundtrack that adapts to the narrative. The art style is carefully crafted to align with the themes and tone of the story, while the music dynamically enhances emotional moments and key interactions. Together, these elements create a cohesive and memorable atmosphere for players.

The base of the project is designed to be versatile, supporting a variety of narrative genres and playstyles. Whether the story is one of mystery, romance, or adventure, the game's systems and assets work seamlessly together to deliver a polished experience. By emphasizing creativity and interactivity, this game aligns with the goal of bringing fresh, story-rich games to a diverse audience.

In all aspects, this project will use technology to serve the will of the artists, instead of sectioning the artists into small boxes of capability. Creativity is the most important part. Code in service to art, not in charge of it.

As a work of art (lowercase a. We do not take ourselves too seriously) and collaboration, this serves the goals of CPS298 incredibly well. Not only are we diving in to learning new technologies and growing as artists, we are learning how to categorize our responsibilities without siloing ourselves off from each other. Risk taking, both personal and interpersonal, are the name of the game.

Gamemaker manual: https://manual.gamemaker.io/monthly/en/#t=Content.htm

The Twine 'Cookbook': https://twinery.org/cookbook/terms/terms_twee.html