

Game 675

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10/0/203

# Out on Cloud9: Design Document

## Game Pitch

Oregon trail-style interactive text-based game, but the PC is trying to get home from a drunken night out.

## Medium

A Twine game with moving NPCs and different end states

## Story

The game starts with the PC receiving a text from a potential romantic hookup: bae will be at the PC's home in 30 minutes. The PC must navigate through a crowded bar to regroup with their friends, collect their lost belongings, sober up (or not), and make it back home. Along the way, the choices the PC makes influences the ultimate outcome of the group's night out.

Through interacting with the space and the characters, the PC will discover the story of this group of friends. The unfolding story should pose relational, emotional, or even moral quandaries to the player that should complicate the PC's original goal of making it home to their fervent paramour.

## Characters

- **PC:** written gender neutral
- [Working Title] **Bae:** really horny (serves to add urgency to the PC's choices), also gender neutral
- **3 friends:**
  - **Caleigh:**
    - It's her birthday. You gave her your card to go get shots.
    - Macguffin: Has your wallet.
    - Quirk: **Screams Whitney Huston**
    - Conflict: Not getting enough attention on her birthday, because Xander can't be her partner/hype man

- Want: All her friends together celebrating her
- **Xander:**
  - Quirk: **Is always flirting**
  - Conflict: Crisis of identity; parents are getting a divorce
  - Want: someone to talk to; either Becca or PC
- **Becca:**
  - D.D.
  - Macguffin: Has your keys
  - Quirk: **Is not having a good time**
  - Conflict: Wants to go home, but not if the PC's going to hook up at home.
  - Want: Has a crush on the PC

## Game Mechanics

- Turn Timer: each move to a different card will tick down a timer. Certain intervals will trigger events within the story such as: bae texting a thirst trap, the DJ changes the song, etc.
  - 20 turn timer
  - At 10 turns bae texts the thirst trap
- Drunkenness: the player will start with a certain level of drunkenness and can make choices to raise or lower their drunkenness.
  - Higher drunkenness will
    - blur background images,
    - muffle background sound effects,
    - hide certain insightful “stage direction” type descriptions from cards
    - Likely distort the intended meaning of texts the PC tries to send
    - [etc]
  - Lower drunkenness will
    - Sharpen background images and sound effects
    - Reveal certain insightful descriptors about character’s inner feelings
- Toggleable Booleans for each character that determine their ending paragraph based on the player's action. The booleans will only toggle if you raise the character's attitude by X amount
  - Attitude: Each character has an attitude scale that locks/unlocks future choices

Character	Good ending bool triggers
Caleigh	<ul style="list-style-type: none"> <li>- Every 5 rounds Caleigh wants to do a thing and you need to do 3 out the 6 things she suggests</li> <li>- If you get Xander to do one of them counts as 2-3 successes</li> </ul>
Xander	<ul style="list-style-type: none"> <li>- Need to be sober enough</li> </ul>

	<ul style="list-style-type: none"> <li>- Cock block him, confront him for acting like a fuckboy</li> <li>- If get Becca to talk, counts as automatic success</li> </ul>
Becca	<ul style="list-style-type: none"> <li>- Affirm her feelings for you</li> <li>- Will start opening up if you're drunker</li> </ul>

- Key items: all the PC needs to get home are their keys and their wallet (credit card?). Once both items are in their inventory, they can leave the bar at any time.
  - At the start of the game, the game will tell you that you last saw Caleigh with your card at the bar. You go to the bar but she's not there. You have the option to keep looking for her, or talk to Xander who is there.
  - At the start of the game, PC remembers giving keys to Xander who claimed he'd DD, but he started drinking and gave them to Becca, which is another reason she's pissed.
- Events to trigger NPC happiness should be tied to location passages. This way, finding NPCs within the space of the bar becomes a prerequisite to completing their events.

## Themes

- Personal relationships are sticky: being a good friend requires some amount of selflessness or sacrifice
- Your motivations might be directly at odds with someone else's

### Mood

- Tension of navigating through a crowded space to find friends

## Architecture

- Bar
- Bathroom
- Dance Floor
- Lounge
- Front door
- Back alley?

\*\*Every five turns NPCs move to different locations?

- ~5-10 turns in we start seeing combinations of the friends

## Timing

Time/Turns	Becca	Xander	Caleigh
12:30 (1-5)	Lounge	Bar	Dance Floor
12:45 (6-10)	Bathroom	Lounge	Lounge
1:00 (11-15)	Bar	Dance Floor	Bar
1:15 (16-20)	Bar	Dance Floor	Bar
1:30 (21-25)	Alley	Bar	Bathroom
1:45 (26-30)	Alley	Front Door	Bar

## To Do

### \*Reminders

- Always tag any conversations as “convo” (ie anything that isn’t a room)
  - Passages with convo tag will not advance the turn timer
  - \*\*Currently, this does not include NPC “landing pages” (Reasons pro/con?)
- Every conversation passage with a choice to exit the conversation should end with some form of (link: "Back")[(go-to: (str: \$lastPassageName))]

### FOR 10/9

- **Locations and turn timers don't always match. If you're on the 5th turn in a room and click "Caleigh is here" it takes you to her Lounge passage. I think it's something funky in the header and how we are using both \$turntimer and \$currentturn variables? I tried to fix it by -2 instead of 1 from current turn and that us got back to the correct turn which helped but I couldn't completely fix - Fixed.** Turn timer only advances in rooms, and leaving rooms sets stores turntimer in currentturn variable, then leaving convos sets turntimer to currentturn
- **DELETE OR MAKE BECCA/CALEIGH CONVO -They're at opposite ends of the bar so you can only talk to them individually**
- Tweak Caleigh bathroom? Still a Bring her a shot option? - A little weird, but what the heck. **Added a conditional, you can only offer a shot if you have one.**
- Implement or remove TEXT BAE BACK option randomly appearing on the dance floor
- A way to remove Xander from the rotation if he's talking to Becca? **-Did it to both**
- Find a way to make Becca approachable even when she's being awkward?? Bruno thought she was just giving attitude and didn't care, which, like, fair. **-Did what I could.**
- **Fixed** Bug on the Front Door. We need a second ] after
  - (if: \$hasKeys is true and \$hasCard is true and \$withBecca is false)[You have your credit card and your keys. There is nothing keeping you from BAE. (link:"Go home to BAE")][(set: \$baeHookup to true)(go-to:"Endings")]

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- Programming
  - Exclude characters from locations when they are in group convos
  - Endings
    - Ending triggered if you got to the front **Completed**
    - Ending triggered if turns run out. **Completed**
    - End card with 4 chunks that will display depending on NPCHappy variables **Completed**
- Xander
  - Finish Xander's end confession **Completed**
  - Write Xander drunk confession **Scrapped**
  - Hint that Xander is a good listener
    - Character description **Completed**
    - End of Xander dialogue **Completed**
    - End of Becca dialogue rejection **Completed**
  - Group convos
    - Xander Becca **Completed**
    - Xander Caleigh **Completed**
    - default message
    - "You see your friends talking, they look happy"
- Becca:
  - Default dismissive answer **Completed**
  - Dialogue when she admits feelings to for you **Completed**
- Caleigh
  - Flesh out basic interactions **Completed**
  - Give her default "state" message **Completed**
    - Happy
    - Unhappy
- Polish/editing
  - Fonts?
  - Colors?
  - Backgrounds?
  - Music??? (probs not)

10/2/2023

- Add drink variable **Completed**
- Rudimentary event friend event systems **Completed**
  - Trigger Caleigh: have 3 out of 6 events with her **Completed**
    - Shots
    - Go dancing
    - Take a selfie
  - Trigger Xander **Passages set up - interactions 80% completed**
    - Prevent him from drinking once

- Cock block him once
- Once those two have been successfully completed, confront him
  - Based on dialogue choices, PC can succeed or fail last event
- Trigger Becca **Passages set up - interactions not implemented**
  - PC needs to have had at least one drink
  - PC needs to have conversation with Becca
  - PC decides to go home with Becca, or find Xander to get them talking
- Write group scenes
  - Siding with NPC in scene counts as two successes
  - X+C in the lounge - Adam
    - Ultimate choice, do you fulfill a C objective or a X objective
    - -Xander go have fun, Caleigh you're being obnoxious (-1 X, -1 C)
    - Xander go have fun, I'll take a shot with Caleigh (-1 X, +1 C)
    - -Xander don't be a dick, it's Caleigh's birthday go have a shot with her. (+1 Xander, -1 Caleigh)
    - Xander don't be a dick, let's all go take shots. (+1X, +1C)
  - B+C at bar - Jacob
    - Ultimate choice, do you fulfill a B or C objective
  - B+X (PC caused)
    - "You see Becca and Xander talking. Becca seems consoled"
- Polish
  - Change font
  - Background images?
  - Sound effects?
  - Options?
  - Headers footers??

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- Implement turn mechanic X
- Place NPCs based on turn sequence
- Implement wallet and keys interaction
- Implement group conversations:
  - X+C in the lounge
  - C+B at the bar
- Happy state + sad state default responses for NPCs when interacted with

9/22/2023

## Design

- Flesh out Becca's puzzle (triggering her bool) - Adam
- Figure out the key and wallet puzzle - Jacob X

## Development

- Build the space in Twine - Jacob X

- Figure out turn mechanic: tick down when go to new location - Adam
- Song title, artist name, source (Free Music Archive) and license type (CC BY-NC-ND)
- POSTER**

The poster features a black background with abstract pink and purple wavy shapes in the corners. In the center, the title "OUT ON" is written in large, bold, pink outlined letters. Below it, "Cloud9" is written in a large, stylized, purple cursive font. Underneath that, the subtitle "A text based adventure" is written in a smaller, purple cursive font. To the left of the title is a pink outline of a beer mug with yellow liquid and white foam. To the right is a blue outline of two glasses toasting. At the bottom, there is a photograph of a crowded concert or party scene with blue and red stage lights.

Playable in any web browser.  
Suitable for ages 18+

*Out on Cloud9* is a text based, interactive fiction made in Twine. You and your friends are out partying when a text from BAE interrupts. Can you manage your friends' night and still make it home to BAE on time?

By Jacob Laden-Guindon and Adam Lemos

## FACEBOOK AD



**OUT ON**  
*Cloud9*  
A text based adventure



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## INSTAGRAM POST



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