**Another You**

**Our Game (If We Had Had Time to Perfect It)**

*Another You*, as detailed in the Game Design Document, is a game that takes real-world information (the player's coordinates, activity level), and uses that to portray the world of a parallel universe- of another version of you. Though we were able to mock up a representation of the game, we were unable to code the entire thing by the due date. Since it was mentioned in one of Prof. Jaine's e-mails that beyond the code, the other elements of design, Story, Aesthetics, and Mechanics would be considered. In this document we will detail what we had hoped to achieve for these aspects of design as well as what we would do to if we were to develop the game further.

**Story**

The game follows the story of the titular Another You- a character who is a parallel, mirrored version of the player. The player, through unexplained cross-dimensional magical powers, can affect the Alternate Dimension Player's (alt. player) thoughts and environment to help the alt. player survive, and thrive, in their dangerous parallel-world. At first, the alt. player is blissfully unaware of the Player's assistance, happy to explore his or her own world. But, as the player continually affects the alt. player's life, he becomes aware, and existential questions begin plaguing the alt. player. “If there's another me, powerful enough to my world, then what am I? What is this world? Is it fake, and am I fake?” The alt. player grows cognizant of the superficiality and surreal qualities of the world around him. Then he becomes resentful. He begins to desperately search for a way out of the parallel dimension and into our own with the intent to take over the Player's life. The game switches from helping the alt. player survive to trying to hinder and destroy the alt. player, by making bad decisions and affecting the environment negatively- the opposite of what was done before. Eventually the alt. player is defeated. The player is left with a bitter taste in his mouth.

**Aesthetics**

Aesthetics were to be serve by the game's text's side in provide a surreal, uncomfortable feel to the game. The art would be Tim Burton-esque (similar to the title, *Don't Starve*), and the GUI would begin the game saccharine in feel, but end the game twisted, with frames losing their concrete shape, stat bars melting and dripping their numbers down over the screen.

**Mechanics**

*Another You*'s basic mechanics were where we wanted them to be, actually. The game, to be played on a user's cellphone, was meant to be simple: read the text, see where your alternate self is and how she's doing, then make a quick decision. These decision-points, the events, were gathered every hour. Where your alternate self went as determined by where you went (if you went North since the last hour of data collection, then the alt. player went North in her game world as well). This would solidify the nature of the alt. player being your mirror image. One improvement would be to incorporate the player's activity level as well; doing a high-intensity activity would result in a high-intensity event for the alt. player. Items and equipment would also ideally be implemented: this would make the final struggle against the alt. player more challenging and personal, knowing you equipped them to be this strong.

Although the game is not as complete as we would have liked, we hope you can see our design, and appreciate where we were going with the final product.