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GIMM250
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Ellertson

Rhetorical Analysis

Our story is about a man who is cursed as a werewolf. After causing a massive amount of devastation to so humanity he finds a way to travel through time and uses it to try to take himself out out before he can become a werewolf. It is a story about regret and acceptance of death.

So the we laid pretty heavily on amplification through simplification to make the people relatable, Where as the werewolf had much more detail to set itself apart from them, I tried to make the forest very dark to let a feeling of loneliness creep in. I tried to be creative with the panes. We have things coming out of the panel rectangles sometimes. And when the werewolf is sprinting through the woods there are some trees passing by in the foreground for a little extra depth.

We have a lot of choices in the game, but I feel the only important one is the final one. That is where the player choose to resist fate, or accept that the world would be better without them. Ascension through death? It also affects the werewolf because if you choose to submit, he gets to fade away as a human, whereas if you fight, he has to use his full werewolf power, and when he fades away he does so as a beast.

This is a basic hero's journey, at the beginning the call to adventure has already happened. There are helper's and a mentor, the classic old man. Death and rebirth a hell of a transformation and atonement. But the way I see it the werewolf is the true hero of the story, his struggle is greater and he is after all what the hero grew to be. I do wish it was a little easier to stray away from that formula but hey it works.

Oh man really. I have to rate these guys, really? I'd rather not, but okay. I'd give myself a five, of course. I've Got it. I Give Chris Hubler and myself 5s because we are always in the lab on Friday. The other guys show up some time to lab, but not every time. I know Tyler and Dylan have a pretty big workload. Chris seems to be struggling a little, but he is trying. We collaborate pretty well together, I don't see any reason to knock anyone down. 5s across the board. I know the other guys were working on something else to get the comic working, I don;t know how far they got so I'm Just going to turn this version in here.