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Ms. Ramos

AL English 9

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“Creature” Proposal

**Part 1: Roles and Responsibilities**

Piyush Acharya is the project manager and software developer. He is going to be the main point of contact for the teacher and will help with ideas, planning, and software implementation. Additionally, Aarnav Bhat is the lead software developer. He will develop and fix bugs on the software side and will brainstorm new feature ideas. Lastly, Shaheer Ahmed is the lead content developer. He will implement new content feature ideas into a text file which the software developers will then transfer to code.

**Part 2: Idea Proposal**

A video game showcasing the events that occurred in Frankenstein in the form of an adventure styled as the Linux terminal. It will be navigable using traditional Linux shell commands. For example, `ls` for list, `cd` for change directory, and `pwd` to find the present working directory. We plan to adapt these shell commands to the themes of Frankenstein in the near future.

**Part 3: Theme**

Our theme is fate and free will. At the various plot points of the story, the question of whether the creature’s decisions are its own decisions or its masters comes up. We chose to make a Linux terminal style game that we would code because all of us enjoy coding and we wanted to utilize this opportunity to showcase our skills in a fun way.

**Part 4: Research Questions and Relationship.**

How do developers develop interactive games pertaining to a certain topic? Which events in the book had a greater impact on the outcomes and audience? Mary Shelley’s plot development led to specific outcomes later in the book, and through our game, we will explore this by including contiguous interactive events.

**Part 5: Description**

Throughout this project we intend to accomplish a variety of goals that will expand our knowledge in various aspects. However, we will focus on a few specific ones:

1. Learn how to develop an interactive game where users can learn about Frankenstein.
2. Learn about the events in the book and the decision making used by Mary Shelley in order to have a larger impact on future outcomes as well as the audience.
3. To explore fate and free will through the development of this game – the user feels like they could make their own decisions, but ultimately the outcomes are the same.

This project will allow us to learn more about both Frankenstein and the Romanticism genre in greater depth as well as a chance to expand our programming skills in both the backend and frontent. Additionally, we want to create a project that is engaging and unique to our audience, something that they would consider playing even outside of this class.

Works Consulted

Shelley, Mary. *Frankenstein*. Bantam Books, 1981.

Pagan, Elizabeth. “Designing Interactivity Into Game Play.” *University of Silicon Valley*, 15 May 2021, usv.edu/blog/designing-interactivity-into-game-play.

Murphy, About Jillian. *Frankenstein’s Influence Over Two Centuries – University of North Georgia Press*. 19 Oct. 2018, blog.ung.edu/press/frankensteins-influence.