NM3222 Project Proposal

# Story Description

Live the life of a dementia-ridden old lady as she fumbles through her daily life. As she struggles to remember the people around her and attempt to complete tasks that were once simple and routine in her life, experience her world and peek at the facets of her life as she remembers it.

Shedding light on the life of a caregiver and her ward, this story was written referencing true stories and personal experiences in hopes of creating greater awareness about living with dementia.

# Premise of the story

* Describe the characters, setting and plot of the story
* Highlight main events of the story

## Characters

* Law Ah Moi (affectionately called as Ah Ma)

A 79-year-old woman plagued with many health conditions, including dementia. She is currently staying with her daughter and her family in a HDB flat. She can understand bits of Mandarin but can only communicate in Cantonese. She has been living in Hong Kong for majority of her life and had joined her daughter and her family in Singapore decades ago.

* Lam Teng Chi (affectionately called Ah Lui, Cantonese for daughter)

Ah Moi’s elder daughter and her primary caregiver. She currently works nine-to-five in an office. She has been taking care of her mother for over 2 decades. She has two children, Stephanie and Shawn, who are currently pursuing their studies.

* Stephanie Lee (affectionately called Ah Jie, Cantonese for older sister)

Teng Chi’s daughter, who has a young sibling Shawn. She is currently studying in the university. She is one of Ah Ma’s caregivers.

* Shawn Lee (affectionately known as Ah Zai, Cantonese for son)

## Setting

## Plot

* Getting scolded everyday
* Family meetings/visits to/from relatives
* Funerals
* Meals
* Hospital visits
* Phone calls
* Episodes
  + Salt & Pepper
  + Accidental Falls

Addressing the Requirements in relation to the story

1. The story must incorporate at least 3 sets of dialogue choices, which will impact the reader’s understanding of the main character.

A set of dialogue choice includes at least 2 levels of choices, meaning to say that there are 2 instances where the player needs to select an option, both of which when combined would make up one set of dialogue choices

1. The choices in each dialogue choices should depend in some way on the choices made in at least one of the previous sets of dialogue choices
2. Facts should be used to keep track of the reader’s choices. The facts should model some aspect of the main character’s personality and motivations.
3. Choose an appropriate representation for the dialogues choices. Some examples of this includes Sentence Selection and Dialogue options.
4. The reader should experience a feeling of agency (agency of choice? Emotional agency?) when reading the story, using any of the various definitions of agency as discussed in the module.