

### Main premise

An exploration-based game using peaceful settings in the past to explore culture. Made personal through the use of AI generated portraits for characters that use the likeness of real people the player knows.

### Setting

The setting could be many different places and times. I had in mind a few: The first film ever released, attended by the player and some friends and family. Visiting a Roman bazaar, or taking a voyage to the new world. These settings are peaceful, as using the likeness of real people I may not know and putting them into more violent scenarios makes me as a creator somewhat uncomfortable.

### Mechanics

Using simple RPG mechanics such as an inventory, a quest log, and dialogue systems we can simulate experiences in the past. The game as a method of experiencing a simulation of the past need not be complex.

### Medium/Graphics

While game engines like unity and those made using advanced coding languages are versatile and generally excellent, they require lots of time and care to create effective products. For the sake of this proof of concept, RPG Maker VX Ace contains all of the required elements. Itch.io has many games that use this game engine, known for its ease of access, that manage to create fun and effective experiences despite the limitations. Accordingly, the game will use pixel graphics on the world map, and then bring up stylized portraits when talking to other characters.

### Historical Considerations

When creating a simulation of the past, even a playful one, accuracy and honesty are important. I am not an experienced historian, but if a game could be constructed based on a specific monument or archaeological site in which the examined remains are constructed to portray an honest interpretation of events, this would likely succeed.

### Relevant Technologies

Using face generation could be done very easily with the participant and their desired relations in the game to be submitted to the game. It would take some time to create and comb the images, but it could be done with suitable computing power. Even outsourcing this process to google is possible right now, but this project demonstrates that for higher-end computers this can be done locally as well. Whether this is simply used to create player characters that look more like their player (akin to the classic trope of the self being sent into a fantasy world), or to build a world around them, it should make it easier and possible to personalise an experience in games.

For additional information on genre, goals, and details, please see the Unessay Paradata pdf file.