Inner City

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Target Audience: Women 15-35

Target Rating: T for Teen

Target Platform: Web

Shipping Date: N/A

Style and Theme: Text Adventure, Romance

# Story and gameplay

Welcome to the “Inner City.” You are a woman in her twenties living in New York. Your one goal, don’t have a nervous breakdown. You can achieve this by making the appropriate choices that provide balance between mental, physical, and emotional health of of one of the two playable characters. But be warned, as important as it is to relax, it is equally important to socialize. Get a perfect balance, or watch your character’s “Inner City” melt.

playable character interface

The player can choose one of two characters who have distinct attributes and stories. Once chosen, the player will begin the character’s dialogue. In the dialogue they will be presented with choices based on the scenario, and be required to use their mouse or track pad to “click” the appropriate choice. This will lead them deeper into the story until they reach a good or bad ending. Once this is reached, they can start over to try to achieve the good ending, or try the other story.

Rules of Inner city

Each of the two characters has a mental, physical, and emotional health status. It is important to keep these in balance. The player must balance each of these in order to win the game. Selections can only be made by clicking options provided by the scenarios. Avoid the mental breakdown.

characters and controls

Jaqueline Francis

Mary Court

Controls are mouse or track pad clicking to select options.

mini-games

interface

Endings