

All Aboard!



 @friendshaped_ 

friendshaped (recap)

Alex Pritchard

Technical director

Managing codebase

Repo management

Narrative Designer

User experience

Writing

Other

Character art

Marketing

Josie Wood

Project manager

Managing Jira

Leading sprints

Game Designer

User interface

Gameplay mechanics

Other

Environment art

Quality assurance



problem domain

Problem:

- Big commitment to play long games
- Single player story modes are often not replayable to the same level of enjoyment
- Narrative games are difficult to drop in and out of



our solution

Short replayable loops



A recorded playthrough, taking just over 3 and half minutes in total



our solution

Branching dialogue



```
* [Ask Lady Mortimer what she was doing last night]
-> LadyWhatHappened
* [Ask her who she suspects]
-> LadyWhodunnit
* {SandsWhodunnit.SECONDSTOWAWAY} [Ask about the second stowaway theory]
-> LadySecondStowaway
* {StewardWhatHappenedAgain.SeeAnything} [Ask about the person the Steward saw]
-> LadySomeonesUp
* {StectorSomeoneUp.ABody} [Ask about the stowaway pretending to be the doctor]
-> LadyStector
* {SandsStector}[Tell her Sands thinks she's suspicious]
-> LadySus
* {StewardWhodunnit}[Tell her the Steward suggested the Inspector may be a suspect]
  -> LadyInspectorSus
+ [Walk Away]
```



our solution

Character driven



Release



thanks!

