Design Document

2018 Fall Game development of Final Project

Game Title: Hello, there

Genre: Interactive fiction game

**Narrative**:

This story starts from a strange text message in a special day for our protagonist Cecile. She is a ordinary and hard-working college student, this is the first year of her master degree in a city that she had never been to.

During the process that Cecile chatting with the stranger through text, the stranger claims that she is Snowy, an old friend of Cecile from the internet. She says it’s just the date reminds her today is Cecile’s birthday, so she has tried to reach out to her.

But it seems there’re something else behind her words…

**Aesthetic:**

Mainly only text.

**Mechanics:**

1. Click to go to the next node
2. Back to the last node
3. Start over from the first node

**Technology:**

Twine

**Project Plan:**

1. Finish the story part (Priority)
2. Add decoration part (Less important)
   1. Specialize different font styles for **Received text**, **Send text**, **Time**
   2. Emphasize **names** and **key information**
   3. Adjust the **background** and **mouse icon**
   4. Add **sound effect** (notification sound, storm sound. Etc.)