

Clementine Way

My game idea was inspired by the writing prompt “An unlabeled can of soup, a cigarette pack filled with M and Ms and a requited crush.” The goal of the game is that you have to get your crush, Jennifer to come over to your house for a date. The three puzzles of the game will be to cook dinner for the two of you, to get inside Jennifer’s house and get Jennifer to come over to your house. The NPC will be Jennifer, your crush. You win the game if you can get Jennifer over to your house.