Into the Void

Written and Designed by Connor Wall

Wrote and designed an immersive point and click narrative game, using nodes to edit and with multiple pathways. @Johns Hopkins Graduate Film Department. The game rewarding patience freedom and has some Daoist principles.

Cathedral Bedroom

AJ1: Welcome
I'm tired and laying in bed after a tedious day of farming in the sand outside. Th...
Start

E1: Good Evening
My throat is still dry since walking in the morning. My feet are sore from tight...

G1: Windowsill
I look out the window at the rising stars

F1: Heal
I feel a bit rested and rejuvenated

H1: UGH!
I'm anxious about tomorrow

D1: Introspection
I think about my position in society

O1: Daydream
I think about what I've completed throughout the day and what has yet t...

Outside

L1: Exit using main entrance
I walk through my doorway and follow the candle light along the winding...

Outside

K1: Window Exit
I jump out the window — and land with a hard roll in the dirt.

Sequence
M1: Looking at the horizon
Description

U1: Stargazing
I can't seem to blink how hard I try.

X1: Moongazing
The moon stares coldly back at me.

T1: Smelling ferns
I meander the perimeter of the castle entranced by the sweet and crisp smel...

W1: Touch the ivy
I am entranced by the ivy creeping from the earth along the wall

B1: Exit using main entrance
I walk through my doorway and follow the candle light along the winding...

Sequence
N1: Looking Left
The candles grow shorter along the wall this way... as if they're older

Y1: BATS!
Screeches and tiny claws brush by my head and engulf me in darkness.

Z1: Doorway
A door appears in the distance

P1: BATS!
I follow the candlelight to my right. I see a swarm of bats appear.

Q1: Duck, duck dodge
The bats fly by. You are unscathed.

C1: Window Exit
I jump out the window — breaking both legs.

Sequence
R1: Looking at horizon
I feel hypnotized by blue moon on the horizon the stars that seem to dance...

S1: Goodnight
zzz...

V1: Candle
I reach for the candle. The hot wax feels wet on my cold hands. The bats seem t...

AA1: Doorway - Closer

The door is wooden and has a round ebony archway. Candlelight flickers ba...

AC1: ———

Let go your earthly tether

AD1: ——

Enter the void

AE1: —

Empty and become wind

AB1: Candle

I reach for the candle. The hot wax feels wet on my cold hands. A low pitch...

AF1: Humming vibrations

The low vibrations transform into a rumbling echoing...

AH1: Doorway - Transforms

A starry sky becomes visible through the doorway as the wood fades away

AG1: ROAR

Description

AI1: A voice speaks playfully

"Are you tired?"