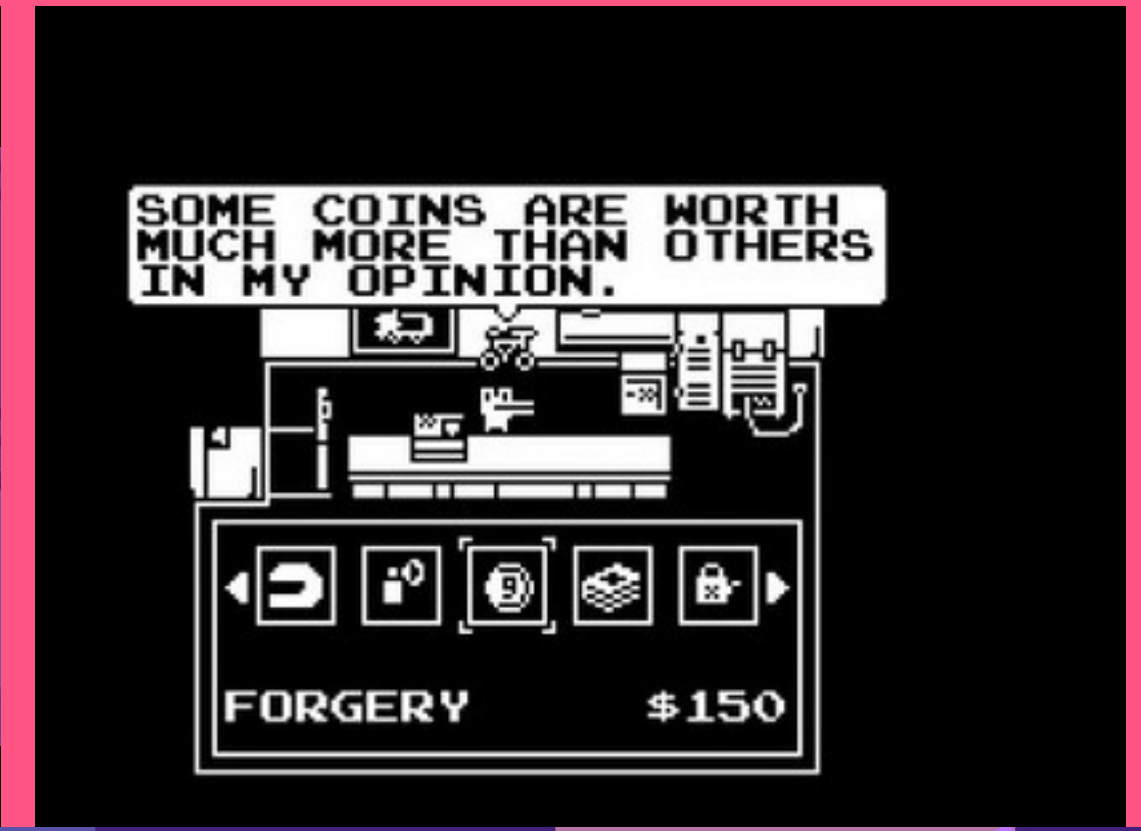


# Ourself

Game Concepts + Navigations  
Dana Capistrano

# Ourself



# Ourself

## Backstory:

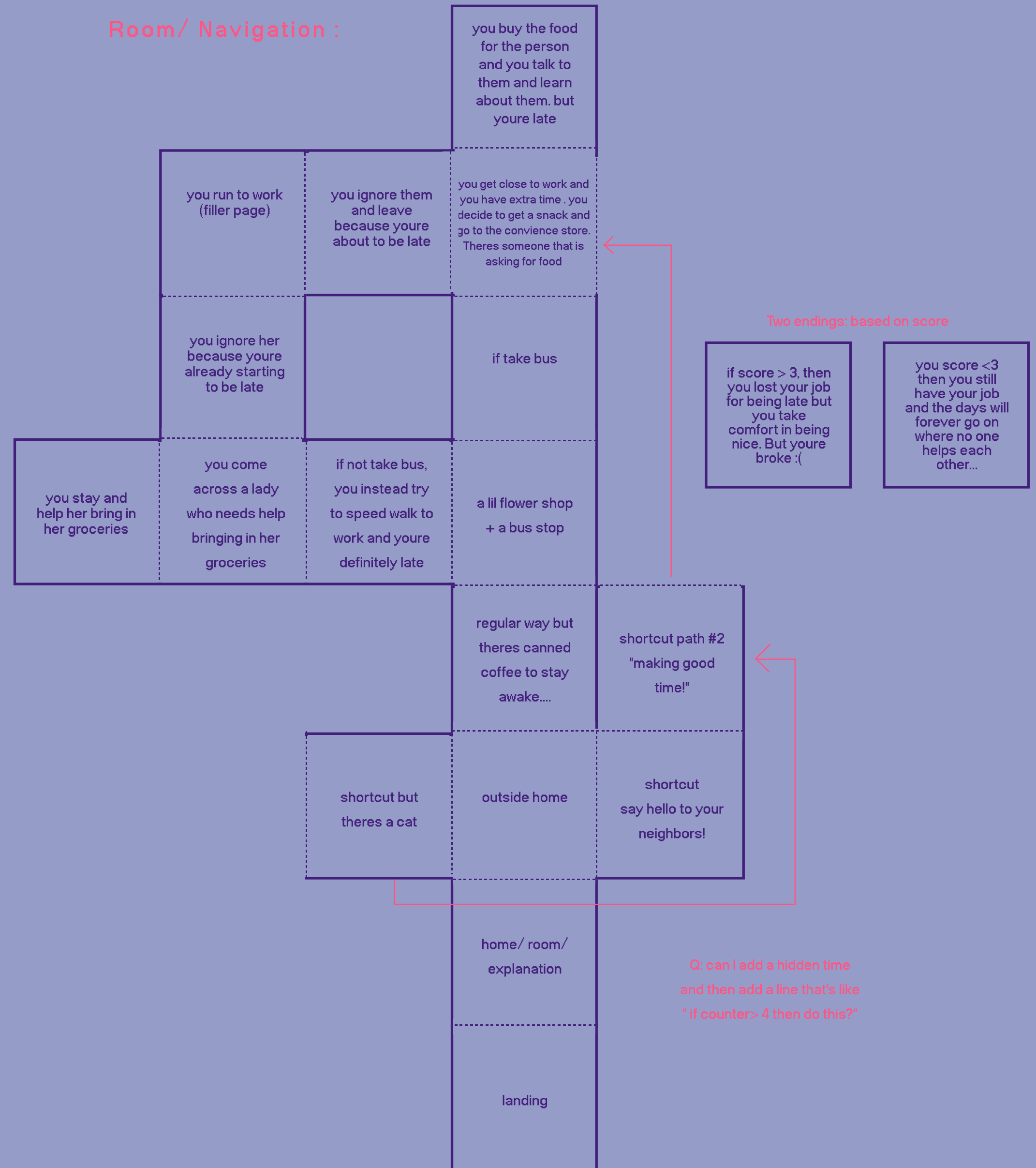
You work at a restaurant as a server. You are very tired from working everyday for the last week! You are simply a cog in the machine of capitalism. You are on your way to work, and you are not looking forward to it.

For once, you left your apartment on time. If you are late another time you will definitely get fired! Let's just try to get on work on time... hopefully nothing gets in your way

## Setting:

The city. Busy streets, tall buildings, lots of stores. And a lot of people to talk to (and help O.O)

## Room/ Navigation :



Q: can I add a hidden time and then add a line that's like "if counter> 4 then do this?"



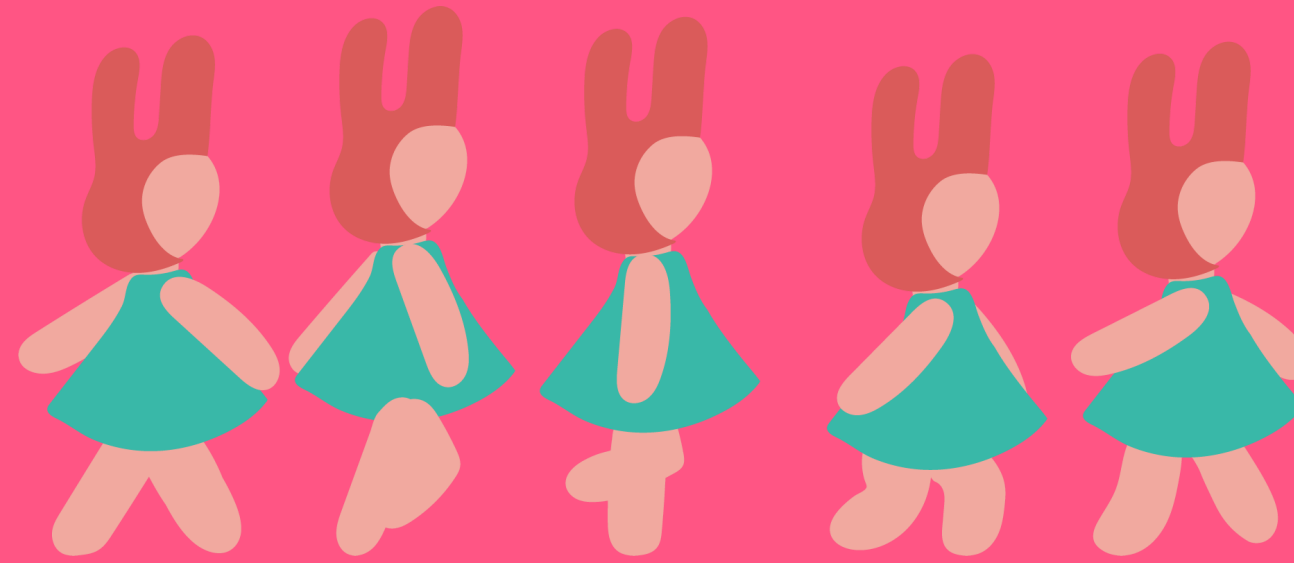
# Ourself

## Backstory:

this is the main character! I might want to make a character picker so that people can choose characters, but we will see if I have time!

The protagon is a young worker trying to make it in the world (hopefully relevant to people in our class). Someone who is a victim of capitalism but also might still have some compassion and hope in their hearts. But they might also have become hardened by their unfortunate financial situation

walk cycle



idle animation

