

# In Time

Dennis F. Toppel & Carly A. Kocurek

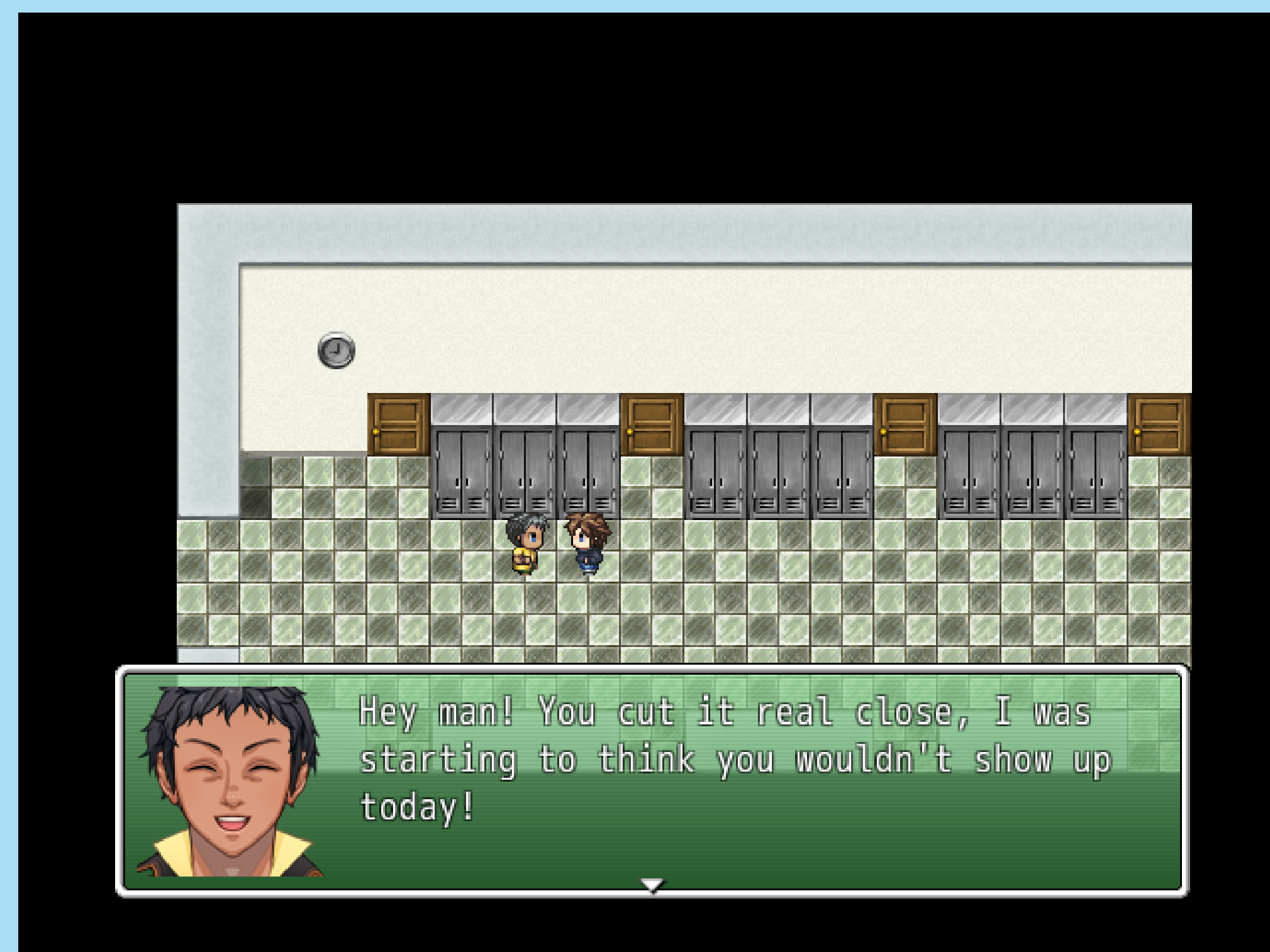
Lewis College of Human Sciences, Illinois Institute of Technology

## Summary

"In Time" is an adventure exploration game about a high-school student who deals with being gay. The character experiences navigating a family and extended community that do not support him in his identity, and as such, the main character struggles to express himself. The game is being developed on the RPG Maker engine, and is intended to be played on a PC.

## User Testing

For this project, user testing was undertaken in a lab setting to identify potential issues in the development and gameplay process. The plot and story were also examined, looking at how well received the representation of certain themes and characters felt for those playing the game.



Conversations play a key role in the narrative, with several points in which the actions and responses of a player are taken into account.

## Gameplay

- Tile Based Movement
- Emphasis on Exploration
- Exposition through discovery of objects in the game world
- Conversations lead to choices
- Branching paths of gameplay and narrative
- Experience the story based on individual playstyle



## Central Conflict

Interactions with friends and family surround the conflict of the game, showing how the attitudes and ideals of those around the main character change their perceptions on life. As the player progresses further in the game, the motives and personalities of the main characters in the game become clearer.

## Future

The goal of this project is to eventually become a full game. Much more user testing will be done as more of the game is built, as only the first act of the game has been fully completed. The hope is that, over time, a fully realized narrative will come from the finished product, with a satisfying tale dealing with hard-hitting issues relating to the struggles of a gay protagonist. The overall message is meant to give players a sense of hope for the protagonist, where their struggles end up being worth something in the end.



The main character, Jeff, inside of his room. Much of the game consists of paying attention to the environment, and inspecting different objects and people to learn something new.