Dylan Kidd

Principles of Interactive Media

Mart 340

24 September 2024

Interactive Story

My story, Quantum Horizon is about you, the main character, narrating through a decision-filled story, navigating the futuristic world of Neoterra. The main plot is that you are a seedy, underground hacker in 2088 who makes money by downloading code from the form of government for that time. The System Protection Patrol (SPP) is after you because you have stolen much important information from the government and need to be stopped. Within the first section of your story, you are notified that you have been found. As you choose your path, you decide the best route to escape the SPP and plan what lies ahead in your future. There is only one winning ending to this game, so players must choose their choices wisely.

I had a lot of fun building this game. At first, it was very hard to expand on the decisions. I found myself reverting back to the main plot and the choices would double up, resulting in no choice by the end. After some time of thinking through a story before building it, I found multiple plots that I liked and began to incorporate them into my story. When all finished, I took a step back and played through my game. I found that I have a very creatively wild imagination.

I have had a weird obsession with the future lately, maybe it's from taking Micheal Cassens' AI course. I have been watching short movies on YouTube that young creators have made about their interpretations of the future. This is where my creative spark started for my story's plot. I hope my players have as much fun as I did creating this project. I would love to add some imagery one day or even continue with Chapter II.

https://dylankidd42.itch.io/quantum-horizon