

# THE CONTAGION ZONE

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# PRESENTATION OVERVIEW

- PROJECT DESCRIPTION
- WHAT IS TWINE?
- PROOF OF CONCEPT
- TWINE GAME INSPIRATION
- CHALLENGES AND SOLUTION
- MILESTONE AFTER 3501
- THANK YOU & FAREWELL
- QUESTION?

# PROJECT ABOUT



## CONTAGION ZONE

- SURVIVAL / APOCALYPTIC
- NARRATIVE STORY
- PLAYER CHOICES



# PROOF OF CONCEPT AND OTHER WORK

ITCH LINK

ITCH LINK 2

ITCH LINK 3

# WHAT IS TWINE



Twine

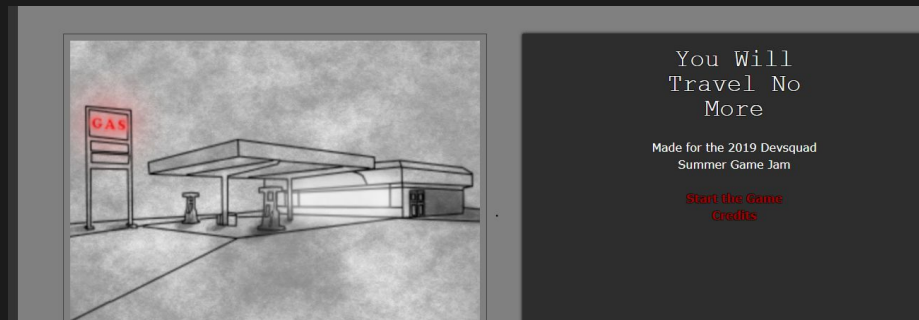
- AN OPEN TOOL
- USE FOR INTERACTIVE FICTION
- ALLOW USERS TO CREATE THEIR OWN STORY GAME

# INSPIRATION

## SCOUT



## YOU WILL TRAVEL NO MORE



## MONSTER UNDER YOUR BED



# CHALLENGES AND SOLUTIONS

## CHALLENGES

- MAKING 3-4 CHAPTERS
- BEING ORGANIZED
- KEEPING THE READERS INTRIGUED
- REPETITION

## SOLUTIONS

- COMPLETING ONE FULL CHAPTER
- MAPPING OF ALL PASSAGES CONNECTION
- HAVE SOMEONE PROOFREAD

# MILESTONE AFTER MTEC 3501

## FEBRUARY

- STORYBOARDING
- COMPLETING CH.1
- PASSAGE FLOW
- TEST RUN

## MARCH

- BACKGROUND IMPLEMENTATION
- IMAGES INSERTS
- TEST RUN

## APRIL

- ADDING BACKGROUND MUSIC
- SOUND EFFECTS
- TEST RUN

## MAY

- LAST MINUTE CHANGES



A decorative vertical strip on the left side of the slide, composed of a grid of squares. Each square is divided diagonally from the top-left to the bottom-right. The squares are in various shades of green, ranging from light to dark, creating a textured, pixelated effect.

**THANK YOU AND FAREWELL**

**QUESTIONS!?!?!?**

