The Contagion Zone

By: Noel Nova
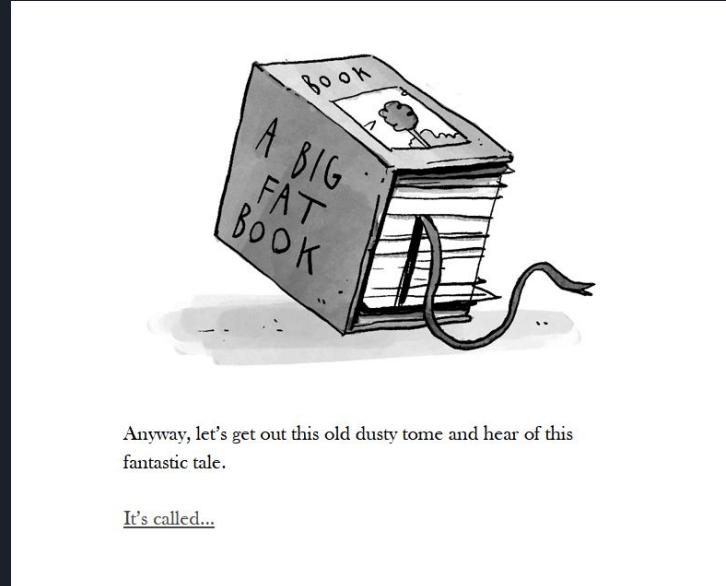
Introduction

- Non-linear narrative story game using the program called "Twine"

- Contagion Zone is a narrative-driven survival game set in a fallen quarantine city where a lone survivor with a hidden past must uncover the truth behind a devastating plague that has turned humanity into the infected.

- The Goal for this project is just for me to do something different because I've always been hands on when it comes to projects so I want to try something digital.

Research & Inspiration

- [How to create Adventure game using Twine](#)

- [Twine - Interactive Fiction Design Tools](#)

- [A Total Beginner Guide to Twine 2.1 - Adam Hammond](#)

- [Queers in Love at the End of the World - Anna Anthropy](#)

- [The Temple of No - Crows Crows Crows](#)
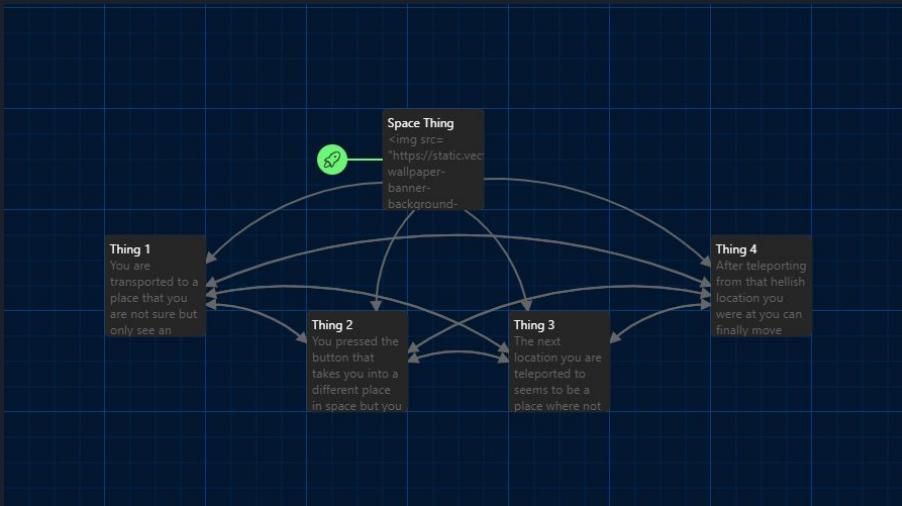
Anyway, let's get out this old dusty tome and hear of this fantastic tale.
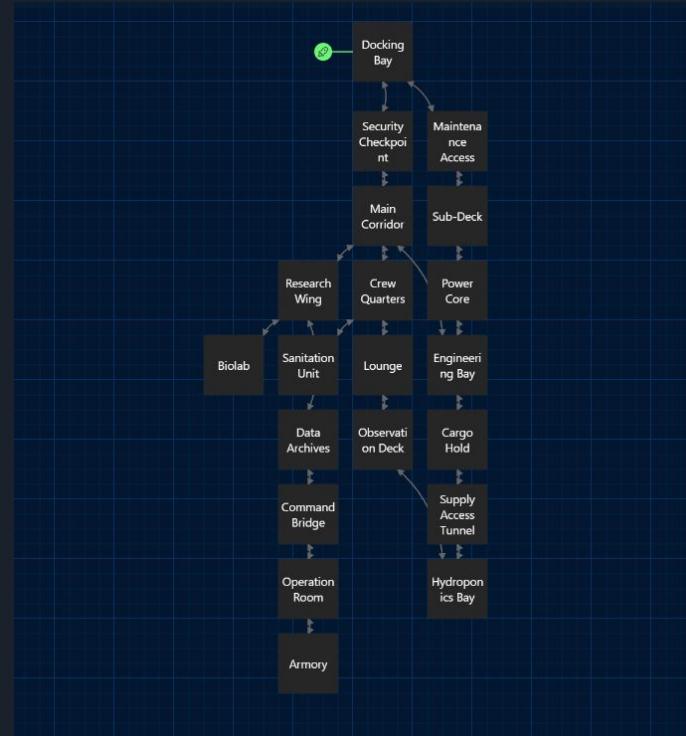
It's called...

Past Work/ Experiences

WORK 1

Work 2

Project Breakdown(Climax Version)

- The game story will be determined based on the User's choice to complete the game

- The game might consist of two or 3 endings

- Want the user's to make meaningful choices to think what might be the best outcome of the story.

- Possible Voice recorded audio (Text to Speech Function)

- Hand drawn Images/ Pictures

Project Breakdown(Prototype Plan)

- Having a road map of the story outlines and what is placed

- Player choices that can be made

- Some background music (Maybe)

- Background Assets

Project Breakdown(Challenges)

- Adding the Text to Speech Function

- Finding or making hand drawn images

- Keeping the story organize when mapping the story

Milestones & Feasibility

- Want to have a working prototype of the game

- Want to include at least many 3 chapters or more to this game

- Try to put music into the game as the game intensify depending on the situation

Questions

- Anything to add

- The idea to make this game