

Topic Choice

I'm to create a game of sorts that seeks to interact with the user more than the user interacts with it, effectively making it seem alive and human. The way to do this is still difficult to tell. There may be a false person speaking through to the user in a chat form, or there would be instances where the game part of the interaction refuses to be played, or challenges the user as if another player was in the game. There would still need to be a sense of choice for the user so as to not seem like they're being strung along or watching a video.