Artist Statement

The goals I had in mind to create this game diverged from the goals I had planned initially for the project proposal. One of the points I was trying to achieve was to omit an explicit description of the character so that any player can identify with the character, but I was made aware that this might not engage players as much as I intended. Hence, I added a narrator of sorts that would judge the actions of the character to compensate for the lack of player self-identification. By doing so, the player would hopefully feel more conscious about their choices. Also, the further the player progresses through the game, the more the narrator judges the player rather than the character and their actions. The reason for this is to create the feeling of involvement or immersion that the game was previously lacking.

Another point I tried to tackle was to make the player think about what it means to be playing a game and what it means for a game to be fun. The plot I created is only concerned with mundane daily tasks in a set routine and, hence, isn’t inherently “fun”. I try to bring up the idea that a game doesn’t have to be necessarily fun, yet can still be a way to experience deeper feelings or greater thoughts regardless. However, the game raises the stakes as the choices progress to influence the player in their decision by addressing them directly through the narrator rather than addressing the character. Furthermore, the last choice presents the player with the options of either waking up or to stay asleep. The argument I sought to evoke here is that, in reality, you either play the game or you don’t. Indeed, the game will repeat with the same choices day after day as long as you decide to wake up in the end. However, if you decide to stay asleep, the game ends. Also, your character’s choices do not truly matter as they are merely a distraction from the true meaning of the game. Another thing I added was the points being shown at the top of the screen. The reason I added this was to give the player some sense of gravity or consequence to the actions they chose. However, the points aren’t actually influenced by the player’s decisions. In fact, the points are randomly generated numbers between -8 and 8.

In the end, if the player chooses to keep sleeping, the message “This ended too soon ... Were you not having fun?” shows up on screen. I was seeking to combine a few ideas with this open ended statement/question. Firstly, it judges the player for having decided to simply not play the game, which is the opposite of what a game’s purpose is, hence sparking a duality. Secondly, the question regarding fun is left to the player’s interpretation of what fun is and why it is so in their mind. Clearly, the game is not intended to be fun in the sense of entertainment, so this is what I would like the players to question themselves on.

The main part of the project for me was not relating to the coding part, but more to the story and message of the game. I felt like I had to rethink what message I wanted the game to convey and how it was going to do so. Once, I found the themes I wanted, I spent most of my time figuring out and working through the choices, the narrator replies and the storyline descriptions. The challenges I faced were mostly on how I was to structure the game and link the themes and content of the game to the topics brought up in class.

Works Cited

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