This week I found that the process of writing my story was a lot more difficult. I wanted to take on the challenge of including a time loop in my story, but the idea I had turned out to be a little ambitious in terms of actual implementation. The premise was simple: to create a series of knots that the player would traverse within a day, and keep track of how many days have passed. Based on the day, and other possible clues that the player can pick up as time goes on, new options appear and they can begin to understand it. At first I planned to have a 3 day structure where some accident happened at the end for the player to prevent; however, since the assignment fell on Groundhog Day, I thought it would be fun to instead center the story around the classic premise of escaping a time loop. Creating the general structure wasn’t too difficult, but the real challenge was adding enough to make the game not feel overly repetitive while still including acknowledgement of past choices. I feel like this type of storytelling emphasizes the union of Sicart and Bogost; games are inherently procedural, and continue through a set of predestined rules. But the player, particularly in this scenario, is important in defining the flow of the story. The fun that comes from “breaking” rules relies inherently on their existence in the first place. I also tried to employ Inky’s abilities for randomness to create ways for my story to break its own imposed “rules.” The result was something similar to “Meanwhile,” a game which seeks to exploit these rules in ways that are interesting and creative.