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Creative Computing Fall 2015

Interactive Narrative

Final Project Proposal

Proposal:

In this proposal I hope to accomplish the goal of making an interactive narrative that will be almost game like. The narrative will be in the role of a protagonist to figure out a conflict within the narrative. The motivation for this project is going to be children, I realized that kids now, are more focused on technology at younger ages. Having a game for a specific age group of 4-7 years old could help control what the kids are doing but also allow them to still have fun and do something age appropriate. After, the player's play the simple game the player will feel like they accomplished a little something. The game will be a memory test for the brain and the kids so they have to focus on the game when they play or the next time they will continue to fail. Throughout the narrative it is a series of having to find a specific item and the player does not win until the item is found.

The experience the player is going to get from this narrative is going to be a positive feeling. Throughout this game the player will go on a hunt for mice. Once all the mice are found, they win the game. The format of the game is going to be an interactive story styled with a bit of a spooky but thrilling tone. The game is going to be inspired by Tim Burton films. Tim Burton's films are mostly fantasy, quirky gothic; this style is really appealing and will make for an intriguing storyline.

Three Sentence Story:

The narrative will start out in front of a house, the player will figure out how to enter the home through the front door, once the player figures it out the page will take them to the second story board. Here you are transported to a bedroom where you are on the lookout for some mice. You have to search all over the room, move things around to find the mice. Once the mice are found the player wins the game.

User Senario:

Act One-

You open up the page and a Victorian styled home is the main focus, the home is a bit run down covered in trees. Some of the windows have cracks in them, the color of the home is faded. The steps that lead up to the home don't look so sturdy and safe. The players goal is to enter the home and leave this first screen. Once the player clicks on the front door to the home the screen switches and you are taken to the characters room.

Act Two-

Once you are inside this room there are two different doors, one is a bathroom and the other is a closet, which will take you to the third and forth screen whenever the user clicks on them. Inside the main room are a bed, desk and a dresser, and other stuff. All of these items somehow can be moved. The reason these items can be moved is because the player has to find three mice that have been running all over the home and tarring it apart. Once one of the mice are found the player will know because it will be under a moving part of the room. Each room the mice will be in could be different every time. If the

user enters through the bathroom or closet those will be considered the third screen in the game.

Act Three-

In the third screen you will either enter the bathroom or closet or both if you're feeling risky. These rooms will be set up like the bedroom where most of the items in the room move so the player could find the mice. Once the mice are found under an item they will pop up and when the user clicks on them they will disappear. The mice will only go away and stop tarring the house apart if they are clicked on. The user will have to find this part out on their own.

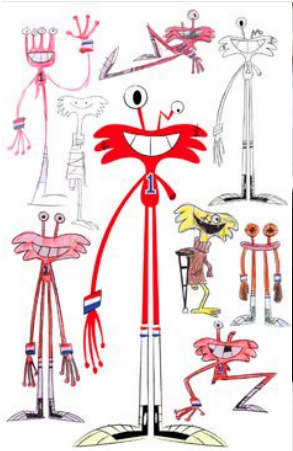
Description:

Start with the user opening your project, end when the experience ends. The user will start out as the main character in front of the Victorian styled home. Once the player finds out how to get inside by clicking on the front door the user will be transported to the bedroom. From the bedroom the user has many places they could find the mice in. The user could also enter other rooms from this room. The player can enter the bathroom or closet and may have a different experience in each room. Once the user collects all the mice the game will be over and they can choose to play again.

House Inspiration



Character Inspiration



Bedroom and bath-
room inspiration



Foster's

Clock Room



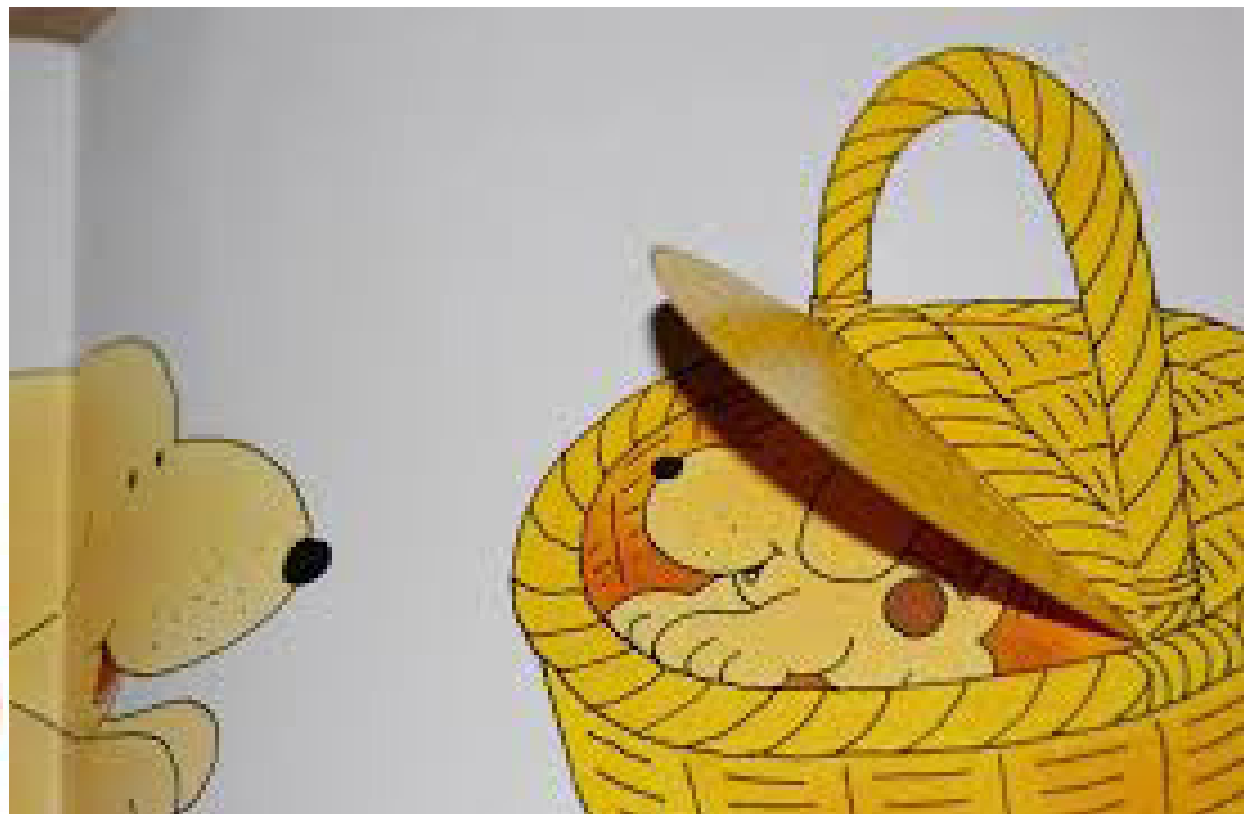
Hide and Seek Inspiration

Where's Spot?



Eric Hill

The
original
lift-the-flap
book



Scene One



Scene Two

