## Hacker

Post Formation

* Glitched versions of images from the game
* Love poems to the hacker
* Elements of the actual process of accessing the Instagram API

Character

The hacker is a cyborg, a disillusioned former computer programmer. Throughout the game, the protagonist can only communicate with them through an online messaging interface – we do not meet the hacker in person. Interactions with the hacker involve going through the actual steps taken to access Instagram’s API, giving the feeling of the hacking process that underlies the structure of the game. You can also write love poetry and exchange it with the hacker via the messaging interface. Ultimately, to win the hacker over, the player must want to bring down the internet itself – you therefore end their path by destroying your own means of communication with the hacker, ending the game.

* Jealousy
* Drama
* References to witch – “passing privilege” vs radical antinormativity
* Self-destructive tendency
* Start with the poetry – give two opt out interactions and one opt in. narrator doesn’t send poetry back until later in timeline.
* Poetry is emotional storage and retrieval – the Augmented use snippets of poetry to restore and access emotions; sending poetry is sharing those emotions.
* Does the witch know the hacker exists? Maybe there’s a moment where you can choose to tell her or not
* Cultural debate over whether hacker poetry counts as real magic or not because it’s not biological

## Vandal

Post Formation

The

Character

The

## Trickster

Post Formation

Change the caption of older posts

Character

The

## Witch

Post Formation

The Witch creates posts based on different rituals that she has constructed to resist the exploitative systems.

Varying rituals considered are:

* Expungement ritual
  + Summary: The player goes through steps that helps them process feelings they have internalized
* Psycho-geographical ritual
  + The players geographical locations on Instagram are mixed up
* Utopian Performance ritual
  + The player role plays with the witch, having text that they may not be known for saying show up on their account.
* Ritual of memory
  + Old photos by the player are remixed or removed from their account.

Character Summary

Inside each individual are sensations that were sealed when they were born. These are intense sensations like anger, anxiety, depression, dysphoria, narcissism, rage, PTSD, shame, and more. This was to ensure that individuals would contribute to the capital system more smoothly. Instead of a traditional form of magic in this world, magic is actually an instance where a person touches those sensations that are locked away. What happens to them feels like magic, but it doesn’t actually effect anything externally.

The witch is part of a network of other witches who connect via the moon. Each one is a person who was awoken by another, the original staying anonymous to maintain safety. The witch stays undercover in order to stay safe from the exploitative systems and for the greater good of being able to awaken other people.

Character Theme

The witch has created a protective personality that helps her blend in with the other people in the system. She says and does things that make her uncomfortable in order to stay safe. Sometimes she wonders what it would be like if she wasn’t a witch, just because she wouldn’t have to think about being in danger all the time. She has a lot of internal struggles about who she should awaken due to this personal conflict.

Character Desires

The Witch is very caring about other people and forms very close personal connections with those she socializes with, in and out of her protective facade. She is incredibly passionate about bringing down the system, and struggles at times with maintaining her façade because she wants to resist. She cares about helping people through their pain and problems.

“Presence”

For many, the witch always seems to be there when something is wrong. She is always looking for people to help. However, the witch actually has a lot of internalized anger and sadness that she keeps pent up to prevent her from revealing her role as a witch. This sometimes comes out in front of other witches.

Talks Like

* If Sora from Kingdom Hearts was actually mature
  + <https://youtu.be/vJFR7dutK8k>
  + https://youtu.be/3ZVYrccchwA?t=228
* Amethyst from Steven Universe
  + https://youtu.be/PTlJjQoltp8?t=60
  + <https://www.youtube.com/watch?v=XsOgW12daSk>
* Trish from JoJo
  + <https://1drv.ms/v/s!AiehfsctWGCihLAGQP7eypMugQgOdA>
  + <https://www.youtube.com/watch?v=ELHXg7LZD_I>

Wants

History

Sample Scenario

In a different art gallery, each day after work, with the same mediator asking us to go through the same motions. Two community members are missing from our group today, but it isn’t a big deal, they probably just found another space that suits them better. There isn’t much more to do outside of these spaces anyways. (heh)

You realize you forgot your mat today, for the initial orientation part of the museum, but luckily a girl in the group (the witch) asks the teacher if she can give her mat to you today. She is okay with skipping the orientation. The teacher hesitates, and just asks the girl to either participate without a mat or go through the orientation individually. The girl agrees to go through it individually.

As you lay out the mat, a note is attached to the most inner part unfurled: “Orange dress, bird, Georgie Boots”. It’s confusing, but maybe it’s a brand, or just a note for the girl who lent you the mat before.

The mediator takes the group through orientation as follows,

1. Everyone closes their eyes, and lays down on their mat.
2. They think about what they have experienced from their day, and what they want to share with everyone else.
3. Reach out, off of the mat, in the direction where you can feel the energy of another person, nearly touching one another.
4. Then curl into a ball, the mat encapsulating you.
5. When you uncurl, the mat will have changed with images, text, or video embedded in it, with whatever it is you desired to share.

When your mat uncurls, you see a reflective pool of water covering it. Lilypads float on the water, visible by lighting that can be assumed to be moonlight, from the white, round circle on the back edge of the mat. A massive bluefin tuna appears through the surface, on the opposite edge. It swims in a pattern until it reaches the moon, where it leaps out of the water and into. The images dissipate.

The mediator asks everyone to enjoy their time in the gallery, and before they explore to share their moments with them.

As the player explores the gallery she notices the witch staying behind with the mediator while leaving for another room. There are rooms of text about emotions (limited, mediated emotions), about things happening in the world, there are jokes, weird contextual images, and more. The player eventually discovers a painting with an image of the celebrity, Georgie Boots letting birds fly away, all in a group carrying a dress with them. Deciding to stay and ponder the painting, the player is eventually found by the girl from earlier (the witch).

They talk and she prods at any discomforts the player may have. For the sake of pointing to the difference in how the player feels, and how the game’s world has mediated its inhabitants, the options given don’t fully satisfy any discomfort one may have. The witch and the player talk more, and if the player asks why those words were attached to her mat, she will confess that it was about this piece of art they are both in front of, and that it was an art piece by one of the people who is missing from the community today.

The conversation continues and begins to become questions about who the old person was, and I imagine during this period of conversation there is a lot of sudden friction, or walls. Like, maybe emotions and language before feel pretty smooth, but when there is discussion about this person and who they are, things don’t really make a lot of sense to the player character.

At some point if the player pushes the witch too far, the witch just leaves. She has to look out for herself, and if she prods people who don’t know what is going on, then she will make herself vulnerable. If this happens, the player will have to take another opportunity to find her later. If the player remains sensitive to the tone of the discussion they will continue discussion until the orientation phase later.

Questions posed by example scenario

Does the witch only awaken people during the full moon? Does the moon work the same way as our moon?