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**Industry Area:** Games

**Subject Area:** Sci-fi Role-playing Adventure Game

**Proposed Question-** How to make Psychological Type Tests more fun

**Description-** Psychological tests for business or school can be very dry and boring. Every test is just a collection of statements that you have to agree that you are or are not like. It can be hard to judge your own personality because you are not at all objective. So what if there were a way to simplify the test, or at least make it less subjective and based more on your reaction to situations than asking "Do you believe you make decisions quickly?"

The narrative will be mysterious, leaving the player character as confused as possible so all reactions are as visceral as possible. Each choice that the player makes will add points to a specific color or type scale. By the end of the game, the player will have been profiled and the results will change the ending based on what variables they filled. The results will be displayed also in a narrative way to maintain the game and illusion.

The story will be as generic as possible - no name, race, or gender will be used throughout the adventure. The player will have the chance to completely project themselves into the narrative this way.

Program will do the following:

* Create an interactive narrative that is fun and engaging
* Include at least Story Points or branching paths, with at least 2 options for progression at each point, possibly more depending on the situation
* Use these Story Points to ascertain information on the player, increasing variables for various psychological type tests like Jung's Color Type or Myers-Briggs Type Indicator
* Provide at least 4 or 16 endings based on the player's choices