

Dark

Dark is a horror-esque interactive fiction game that draws some inspiration off of “1998”, “Psychosis” and other works of horror fiction. You play as a character named Francis, who wakes up in the middle of the night due to a loud noise outside his room. You find that the lights are out, and you need to figure out what is exactly going on.

“Dark” is a manifestation of some of the recent readings I’ve done on horror fiction, as well as elements of my own life added into it. The main character, Francis, is my housemate, and the structure of the house directly mirrors the house I currently reside in. There’s a lot of twists and turns in the gameplay itself, and I try to rely on the fact that there is always a sense of uneasiness when you play the game – much like the feeling that is evoked when you are home alone at night and you hear a strange noise coming from another room. I believe it is that fear that drives people to seek the adrenaline rush from the movies, and hopefully, this game.

I was able to achieve all of the story requirements – 4 rooms (Your Room, The Hallway, Elliot’s Room, the Bathroom, the Living Room, and The Front Porch), health points (3 – healthy 2 – injured 1 – critical 0 – dead), 1 friendly entity (Elliot, although it depends), multiple adversaries (Fake Elliot, Kevin), healing (medkit and AIVGRV pill), and objects (knife, flashlight, phone, pill bottle). In my opinion, my biggest achievement was tying the story together while at the same time preserving the integrity of the horror. I tried also to abstract away the health points – I did not make it overly obvious how much health you had, but through injuries I made it obvious when you needed help and why. In terms of technical aspects, I figured out how to create custom actions, using random words, overriding default actions, creating and destroying items, and using Inform 7 in general.