

Individual #4  
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1- My game will use the Progression Mechanisms and the Social Interaction

2- The game will be full of mass nouns, there will be rooms with bookshelves, paper, pianos, ect. There will also be some portions of the game that will take place outside, however, there will still only be mass nouns outside as well.

3- There will be the player character that will be the unique entity in some levels, however, the unique entity will no longer be the unique entity when there are other NPC's joining the chapters.

4- The inventory will be included as an entity for the player character. The player character will collect items that will appear in the inventory.

5- The inventory will have at most 6 slots to carry items in.

6- The inventory items will be used, the other items will remain static as they are just scenery decoration.

7- These entities will not govern themselves, they will fall inline with the rest of the games mechanics.

8- The game will use the Progression mechanic along with the social interaction mechanic to progress from chapter to chapter.

9- Each source will originate from the environment within each chapter. The sources will never leave the environment and the environment will change and generate new sources every chapter.

10- The resources will never leave the game world.

11- There will be no conversion or trader processes in the game.

12- There will not be a state of equilibrium in my game.

13- The mechanics allow the player to progress through the game, since the game is suppose to be an interactive narrative story, there are no challenges for the player.

14- When the player identifies and collects the object in the level, the next chapter will begin and the story will progress.

15- The NPC's will be scripted and interact based on a pre made path. There will not be an AI, everything will be scripted.