

Course Project #5
Jesus Otteson

- 1- The player will interact with the environment to progress the story or allow the protagonist in the game to receive inspiration.
- 2- The game play will rely on the designs of the levels which will be kept in line with the theme, while also ensuring there is enough variety to keep the player entertained.
- 3- The story in my game will be kept linear.
- 4- The story will be linear and will not feature any branching.
- 5- The story will not fold.
- 6- The story will have one ending as the story follows the life of a historical individual.
- 7- The details in the game will be kept pretty simplistic from a visual standpoint. The game will prompt the player to interact with the game to find certain items that will push the story further by creating inspiring moments for the protagonist.
- 8- The character will interact with prompts on the screen to invoke dialogue from the protagonist through inspirational events and progress the story.
- 9- The story will begin at the beginning of the game since the prologue will be included. This game will focus on the life of the protagonist.
- 10- The game will be primarily a narrative driven game.
- 11- The narrative elements will be in the way of the protagonist remarking with the player interacts with the game and the protagonist interacting with individuals around him.
- 12- The actions in the game will come from a conversational standpoint. There will be little to no exploration besides from what the player will do with interacting with objects in any set location.
- 13- All conversations in the game will be scripted. There will be many scripted dialogues in the game that the player will observe.
- 14- The story will last just the length of the game. There will not be any sequels to this particular story.