

Course Project #7  
Jesus Otteson

- 1 - As my game is more of a story based game, there really won't be any sort of challenge for the player to experience. If anything, I would like the player to be able to immerse themselves into a story that will entertain them, rather than challenge them.
- 2 - My game is a narrative story game, there will really not be any challenges in my game for the player.
- 3 - My game will have 10 chapters that will tell the story of the protagonist's life, there will not be any challenges for the player. Rather, the player will experience a story.
- 4 - There will not be any challenges in my game for the player, the player will experience a story and every so often interact with an environment to progress the story. These events will not be challenging in any way.
- 5 - The player will simply experience a story rather than face any sort of challenges.
- 6 - There will be no challenges for the player.
- 7 - As the game is a narrative story based game, there will not be any levels of difficulty for the player to choose from.
- 8 - The game will not have any challenges for the player or for me to map out.
- 9 - The game will have the player interact with objects in the environments within each chapter, this object will progress the story.
- 10 - The game will save after every chapter so that the player will start on either the next chapter, or the beginning of the previous chapter.