

Physical Dimension

My game will require a physical dimension, the gameplay won't really need to rely on the physical dimension but it will be a requirement for the visual element of it. My game will take place in the third dimension, it will have the player view the story from a third person perspective in which they will see other characters interact as a sort of Spector floating around a room. My game will consist of multiple rooms in which parts of the story unwind in each. These rooms will all be the same consisting of elements in each room that are necessary to the story. It will be structured much like a play, with each part of the story taking place on a set, these sets will change when the story progresses into another chapter or into the next acts. My game world will only revolve around these rooms/sets, each room/set will have a portion of the story within it. The relative size of object and people will remain the same as you are suppose to just view the story unfold only interacting minimally as the story progresses. As my world is bounded the outsides of my world will blur into a black that will bring in a visual illusion of what the player is seeing being almost a dream.

Ethical Dimension

The player will have very little interactions in this game as this game is meant to be a story that the player consumes and learns from. The reward for the few moments that player interacts with the game will be that the story proceeds on its linear path. When the player interacts with the story there will be changes from one set to the next that will indicate the player has interacted in the correct way. My game will not provide the players with choices that will alter the way the game ends. The player will simply observe and interact with the game in moments that are prompted so that the story progresses. This game is supposed to be a visual story that will educate the player on the life of the character they are observing.