

What is your player going to *BE*?

My player is going to be an observer, a specter almost in a game where they will observe the a story unwind and progress different aspects of this story.

Who is your audience?

My audience is the more casual gamer, the individual who would seek out a story just as much as reading a book or watching a series on television.

- What characteristics are they likely to have in common

The desire to want to find a story in a game rather than complex game play or repetitive score grinding games.

- What sets them apart from other gamers

They could be anyone honestly, but at that moment what sets them apart is the desire to play something more casual that they can consume a story from rather than a game that requires a lot of involvement.

- What challenges do they enjoy

They could enjoy the challenge of emersion where they piece the story together and try to place themselves in the game to empathize with the main character.

- What challenges do they not enjoy

They wouldn't want a game with fast pace or skill based gameplay. Puzzlers or games that require a lot of involvement would not be the most desired at the moment.

- What interests, bores, frustrates, excites, frightens, offends them etc.

The casual genre is to be enjoyed by all kinds of gamers. It's a genre that is targeted to a player that wants to experience something a little less involved. Myself and millions of other players don't play one specific genre exclusively. To generalize a player to a genre with what bores, frustrates, excites, or offends them is limiting to the kind of audience a casual game can reach.

How are you going to handle progression for your game?

Everything in the game is to be monitored on how far you get in the story. The story will consist of three acts, Childhood, Young Adult, and End of Life. Within each act there will be different chapters that will narrate different important aspects of the Main Character that influenced who they became at the end. Progress will be saved upon the completion of each chapter.