CMPM 148

Group 3 (Max, Michelle, Izat, Jessica)

Project/Game Title: *Saving Camp Kronos*

An elevator pitch for your story: identify key features, core tension and resolution(s)

Being a camp counselor is no easy task, especially when taking care of rowdy campers. Things start to go awry as children begin to disappear on the nightly hike to the lake. With imminent danger on the horizon, can you find them and bring the children to safety? Or is disaster bound to strike? With the opportunity to relive the day before the detrimental earthquake swallowed the Santa Cruz mountains, will you be able to change Camp Kronos's fate?

Players are trying to solve the mystery of the missing campers as they follow Jimmy, the camp counselor who obtained the power to go back in time after a detrimental earthquake. Starting from five hours before the earthquake strikes, to the beginning of the campers' nightly hike to a nearby lake, where the children Jimmy is in charge of starting disappearing by the hour. With an awareness that disaster is coming, you will help Jimmy find the children before mother nature wipes the area.

Target Emotional Goal

We want the player to feel distressed and disorientated as players are pressured to make quick decisions with limited time to pick a decision, as well as the narrator, Jimmy, might not be as reliable as he seems. Overall, there will be two times the player will turn back time: the first sequence will have a child disappear at every hour and the second sequence will have a child disappear at about every half hour. Therefore, although the player and Jimmy have another opportunity to go back, their choices will change since they have less time and more decisions to make in the second sequence. After the time traveling sequence has ended, the player realizes that one of the campers did survive the earthquake and reveals that Jimmy is the one behind the other campers

disappearance through the camper's revelation that Jimmy's alter ego had been devouring the children. The "power" Jimmy obtained is nothingness, a coping mechanism for the horrendous deeds he did.

Intended Narrative Style

The intended narrative style is third person. The narrative will describe the events around Camp Kronos and the events will be seen from both Jimmy's perspective and the children's perspective, switching the focalizer from Jimmy to the children throughout the story. The switch in perspectives will highlight how unreliable Jimmy is as a narrator when we see how differently Jimmy and the children experience and view the occurrences at Camp Kronos.

Graph

https://miro.com/app/board/uXjVPfq_Jy4=/?share_link_id=213083800819
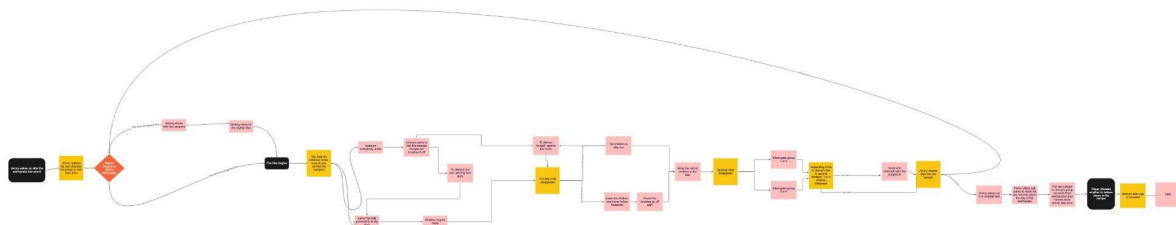
Storylet Design Patterns

- Gauntlet. The story occurs in a fairly linear fashion in which each event in the story has to occur before another event occurs, especially in the two time sequences. The first time sequence has to occur before the second time sequence and the story branches out in each sequence before returning back to the main story line after a certain timeframe has passed.

- Branch and bottle neck. The story branches out in 2 main points, one for each time sequence when Jimmy goes back in time. In each of these branches, you will be faced with decisions to make until a certain timeframe has passed before you are returned to the main storyline regardless of the decisions you made in the branch.

Key Implementation Structures
- Time elapsed from 5 hours to present time. This is to keep track of the time that has passed in the game and how much time the player has left to solve the mystery.
- Number of children gone missing. This is to track how many children have gone missing since the time went back 5 hours and how frequent children are going missing in the current time sequence.
- Children's favorability towards Jimmy