

## Part 1: Story, concept and visual references

### INCEPTION: An Interactive Exploration

- **Page ONE:** A description of what *Inception* is, and how it is being applied in this instance to retrieve information vital to the survival of mankind.
  - From this page, you will have one option, which is to “enter inception.”
  - The page will have a black background with white text (gothic light).
- **Page TWO:** This page will be a loading page, which has a progress bar that stretches from edge to edge of the page, and has a percentage above the bar which eventually reaches 100%. Once the page reaches 100%, the bar fades away the word “begin” appears in the middle of the page.
- **PAGE THREE:** Once the user has selected begin, a new page opens with soft music from the soundtrack playing. Text explaining what the user’s task is, and why inception is needed, appears. After several seconds, a “next button” appears. Upon selecting next, the user will be presented two buttons, one saying “continue,” and the other saying “abandon.” Abandon takes the user back to the first page, while the “continue” button leads them to the next page.
- **PAGE FOUR:** Once the user has selected continue, they will be brought to an “enter the first level” button. Upon selecting it, they will be brought to the first dream level. This page fades in from black, and in it are several objects (to be created in illustrator). Each object bears some significance to the person whose dream we are in, yet only one object allows the inception to progress. Once the viewer selects the correct object, they are automatically taken into the next dream level. (objects from childhood which might inform the information relevant to adult life.)
- **PAGE FIVE:** This page represents the next dream level. Where the first was barren and black with only flashes of memory, this one has become more vivid. In this dream, the player still must choose from among various objects to continue. Again, when the correct object is chosen, the player is automatically taken into the next level. (another stage in life)

- **PAGE SIX:** In this level, the player begins to face challenges and is forced to make decisions. In this level, the person whose dream you are in realizes that they are in a dream. Though unable to wake from their dream, they have started running away, and blocking out certain memories. They have also activated dream security, so now the player is fighting time to retrieve what they need. Eventually, the player reaches a decision which either allows them to continue, or to abandon. (current adult life, big city)
- **PAGE 7:** Last dream level before the end.
- **PAGE 8:** Upon entering this dream level, the player reaches a blank space. There is nothing but white walls, and a small black box in the middle. (this page explains that this dream level is the end.) To access the box in the middle, the player must input a code. This code is made up of the various objects or places observed in previous dream levels. The player then inputs the code, and the box opens.



### Inspiration Images

I think this style will work well because there is a very dark feeling with the project I am attempting to execute, and the use of deep red makes the images all the more unsettling. I

also like the use of negative space in these images, and feel as though that can be applied very well to my own project.

**Concept:**

My target audience is people looking for an easy game filled with complexity. More so, I think this experience will specifically target those who are interested in and enjoyed the movie *Inception*. The goal is to expand the ideas presented in the film into something even more original. I myself was very interested in the ideas which were introduced in the film, and for that reason chose to expand upon them.

The idea of the internet, I believe, is in itself a non linear narrative. With so many different pathways and options available to the user, there are endless ways to reach the same goal. I plan to utilize this in my non linear narrative project. This “controlled chaos” that the internet embodies inspires me to think about ways I can originally tell a new story, inspired by inception.