# Draft 1

**Cape Flats Chronicles: Development Iteration Log**

**Introduction:**

"Cape Flats Chronicles" is a game that aims to raise awareness about the social issues faced by teenagers in Cape Flats, South Africa. Players navigate the challenges of balancing education with the pressures of gang involvement.

**Initial Concept:**

The game was initially designed as an interactive story with a focus on player choice. Choices made throughout the game would impact the narrative flow, dialogue options, and character relationships. Core mechanics included:

* Choice-driven narrative
* Resource management (time and money)
* Reputation system (affecting different social circles)

**Changes and Iterations:**

* **Choice and Consequence System:** Implementing a branching narrative with choices impacting all dialogue lines proved too complex for the initial development stage. The focus shifted to a system where player choices are tied to completing tasks assigned by specific NPCs.
* **Task-Based Progression:** Players now receive tasks from the teacher and gang leader. Completing tasks for the teacher increases educational status, while working for the gang leader increases gang status. This simplifies development and offers clear consequences for player actions.

**Impact of Changes:**

* **Positives:** The game is easier to develop and manage. The task system directly reinforces the core theme of balancing education and gang influence.
* **Negatives:** The initial complexity and replay ability of a branching narrative are reduced. Players have less freedom in shaping the overall story.

**Additional Changes:**

* **NPC Interaction:** A neutral NPC, the protagonist's granny, has been introduced. Interacting with her presents the player with moral dilemmas where they can choose to lie or tell the truth. Depending on the chosen option, the educational or gang status might slightly decrease or increase.
* **Reasoning:** This change adds a layer of nuance to player choices and emphasizes the importance of honesty and integrity. The impact on stats is subtle, reflecting the smaller, more personal consequences of everyday decisions.

**Current Version:**

The current version features:

* Task-based progression with the teacher and gang leader.
* Moral choices when interacting with the granny NPC, influencing educational or gang status.
* A streamlined narrative flow that maintains the core theme.

**Future Development:**

* Offering additional NPC interactions with varied consequences to enhance gameplay variety.

**Conclusion:**

These changes simplify development and clarify the impact of player choices. The introduction of the granny NPC adds a layer of moral complexity. Future iterations might explore ways to reintroduce branching narratives while maintaining a focus on the core mechanics.