# 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 replayability 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:**

* Reintroducing a limited branching narrative system after core mechanics are well-established.
* 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.

# Draft 2

**Introduction:**

"Cape Flats Chronicles" is a game that aims to raise awareness about the social issues faced by teenagers in Cape Flats, South Africa. The game initially focused on a choice-driven narrative with mechanics like resource management and a reputation system.

**Initial Concept:**

The original concept featured a branching narrative where player choices significantly impacted the story and dialogue options. Resource management and a reputation system added complexity, reflecting the challenges of navigating life in the Cape Flats.

**Changes and Iterations:**

* **Streamlined Narrative:** Implementing a fully branching narrative with choices affecting all dialogue lines proved too complex for the initial development stage. The focus shifted to a more streamlined approach where player choices are tied to completing tasks assigned by specific NPCs.
* **Task-Based Progression:** In the current version, players receive tasks from the teacher and the gang leader. Completing tasks for the teacher increases educational status, while working for the gang leader decreases it. This offers clear consequences for player actions and aligns with the core theme of balancing education and gang influence.
* **Introduction of Neutral NPC:** A new neutral NPC, the protagonist's granny, has been introduced. Interactions with granny involve dialogue choices where players can lie or tell the truth. These choices can either increase or decrease the player's reputation with her, adding another layer of consequence.

**Reasoning for Changes:**

* The streamlined narrative structure allows for a clearer focus on the core theme.
* Task-based progression simplifies development while maintaining the core decision-making mechanic.
* The neutral NPC adds another dimension to player choices and introduces the concept of trust and honesty.

**Impact of Changes:**

* **Positives:** The game is easier to develop and playtest. The task system offers clear cause-and-effect relationships between choices and their outcomes. The introduction of the granny NPC adds a layer of moral decision-making.
* **Negatives:** The narrative has less complexity compared to the initial branching structure. There are fewer opportunities for player agency in shaping the overall story.

**Current Version:**

The current version features a task-based system where choices are tied to completing tasks for the teacher or gang leader. These choices directly impact the player's educational and gang reputation stats. Additionally, interactions with the granny introduce a new element of moral decision-making through truthful or deceptive dialogue choices that affect the player's reputation with her.

**Future Development:**

* Reintroducing a limited branching narrative system after core mechanics are well-established.
* Offering additional NPC interactions with smaller consequences to increase gameplay variety.
* Exploring ways to expand the granny's role and the impact of the player's reputation with her.

**Conclusion:**

These changes have streamlined development and clarified the impact of player choices on the core theme. The introduction of the granny NPC adds a new layer of consequence and moral decision-making. While the narrative complexity has been reduced, the focus on core mechanics and social awareness remains strong. Future iterations might explore ways to reintroduce branching narratives while maintaining the current structure.

# Draft 3

**Introduction**

This document outlines the changes made to "Cape Flats Chronicles" during the development stage. The game aims to raise awareness about the social issues faced by teenagers in the Cape Flats, South Africa.

**Initial Concept**

The initial concept focused on a choice-driven narrative where player decisions impacted the story's direction, character relationships, and dialogue options. Core mechanics included resource management (balancing time and money) and a reputation system within the community.

**Changes and Iterations**

* **Streamlined Narrative:** Implementing a branching narrative with choices affecting all dialogue lines proved too complex for the initial stage. The current version focuses on completing tasks assigned by specific NPCs (teacher and gang leader) that directly impact the core theme of balancing education and gang influence.
* **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 decreases it. This provides clear consequences for player actions.
* **Neutral NPC Interaction:** A neutral NPC, the protagonist's granny, has been introduced. Interactions with her offer opportunities to lie or tell the truth, impacting the player's overall reputation.

**Current Version**

* The game focuses on completing tasks for the teacher and gang leader, with choices directly affecting educational and gang reputation.
* The reputation system is simplified, tracked through the teacher and gang leader interactions.
* Granny's introduction adds a layer of complexity to player choices, influencing overall reputation based on honesty.
* Resource management is currently being developed and will be integrated in a future iteration.

**Future Development**

* Reintroduce a limited branching narrative system after core mechanics are established.
* Explore additional NPC interactions with smaller consequences to add variety.
* Integrate resource management into the core gameplay loop, tying it back to the challenges faced in the Cape Flats.

**Conclusion**

These changes streamline development and clarify the impact of player choices on the core theme. The introduction of Granny adds a layer of nuance to player decisions. Future development will focus on reintroducing narrative complexity while maintaining a clear focus on the core mechanics.