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22April2020

ART 151

shawne holloway

Project Proposal

As of now, my project will be titled *Keep it Clean* and will include an edited audio file, a twine game, and potentially embedded video clips. As the user begins the twine game the soundtrack will initiate as they make their way through the various paths within the twine game. The audio will be created in Audacity and everything else should be able to be completed internally on twine.

The narrative of *Keep it Clean* is focused on the current COVID-19 pandemic and some of the tools we’ve used in response to the crisis. On twine, the player will navigate through various choices of items that can be used to kill the virus with differing degrees of efficacy. I chose this particular project because it is topical and I want to try and provide some comic relief during these stressful times. All elements of my project will ideally be contained within a twine game that will be accessible for anyone online. The audience is anyone teenaged or older with a sense of humor.