

Narrative Basics Final

A GREATER PURPOSE

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[Canva Presentation Link](#)

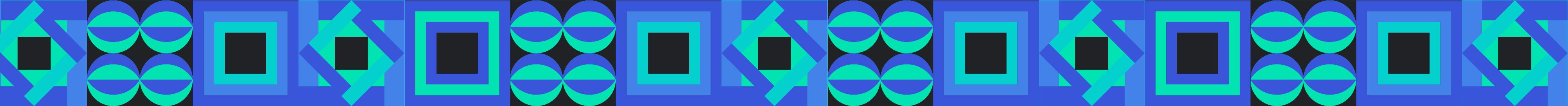


Premise

In *A Greater Purpose*, you take on the role of a recently graduated individual who is lost and looking for their life's meaning following college. As you are about doing your laundry you notice a QR code attached to a specific flier. Namely, one that says "Searching for a Greater Purpose?" Was it divine providence, desperation, or sheer dumb luck that made you scan that QR code? You will never know because you have been transported to the Chronos Agency by scanning that QR code. A place that exists outside the linear confines of space and time you have been enlisted to inspect "anomalies" and eliminate them or risk the collapse of the multiverse.

GOALS

As a whole we wanted to create a visual novel and expand further upon the visual novel genre. By trying to break from the association of romance that is common with the medium and focus more on corruption and within the organization and implementing more game play elements.



WALKTHROUGH

Our story is split into three acts.



ACT I

Introduction to the
Chronos Agency



ACT II

The Triassic Mission



ACT III

The Animal heads

You are then introduced to the "Time Tiller", your boss. You manage to introduce yourself before passing out again. When you come to the "Time Tiller" explains the goal of the Chronos Agency, to prevent anomalies from impacting your own "proper timeline". You are then sent to explore the headquarters. You get to meet the important members to your missions; the historian, nurse, and inventory manager. You then will finally return to your newly assigned quarters and get ready for tomorrow, and the new mission.

ACT I -

Introduction to the Chronos Agency



Your first mission is an anomaly in the Triassic period, but somehow humans have appeared far too early. When you wake up, you rush to the designated meeting place and bump into the "Time Reviewer", EPOCH. They will be reviewing your performance in order to make sure you are following protocol..

Depending upon your choices in how to interact your experience in this anomaly Triassic Period will vastly vary. At the end, you are given the choice to destroy this timeline or keep it intact. Your experience there will impact the player and their decision. You will finally be graded and reprimanded or praised.

ACT II -

The Triassic Mission



This new mission the citizens of Ancient Egypt have taken on the guise of their ancient gods. Now dawning animal heads, blue skin, wings, and all sorts of other mystical phenomena. You see the impacts and decisions of your previous actions. For example, if the first mission's alternate timeline remained certain, the Egyptian animal-headed inhabitants would have dinosaur heads. This time you will meet a citizen, one with the head of a bird, of this new Egypt and you explore the world he lives in. Similarly to the Triassic Mission, you are left to judge this new society. Eventually, you are confronted with socio and economic inequalities and with your initial friend being forced into labor.

ACT III - The Animal Heads



TARGET PLATFORM/AUDIENCE

VISUAL NOVEL

For our game, we chose to use to utilize RenPy. We found RenPy to most efficient method to create an accessible visual novel game. With a visual novel, we were allowed to implement decision-making that impacts the story and user experience.

YOUNG ADULTS

Mainly teenagers, college students, recent college graduates, and people going through a career change as well as twenty-somethings. Our team is composed of people who fall into these categories or who were recently a part of these categories making it easier to make content that will appeal to them. Young people enjoy loud, punchy short-form content, amplified by TikTok and other dupes that now exist.

ARCHITECTURE/COMPONENTS

Character Illustrations

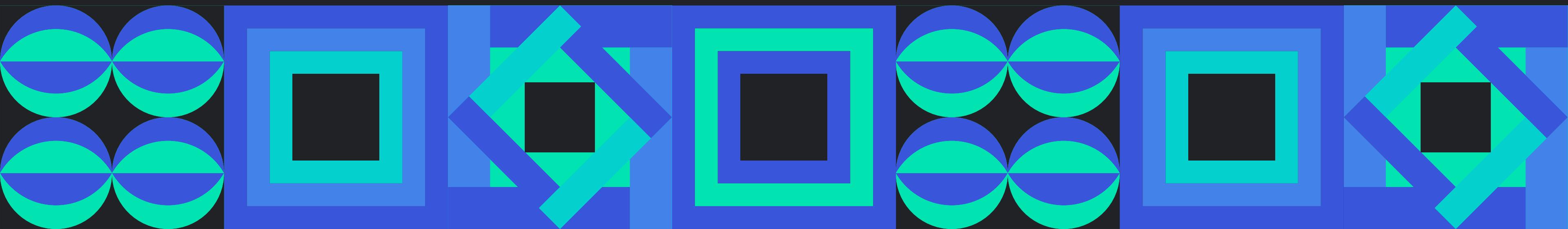
Background
Illustrations

RenPy

Script/Code

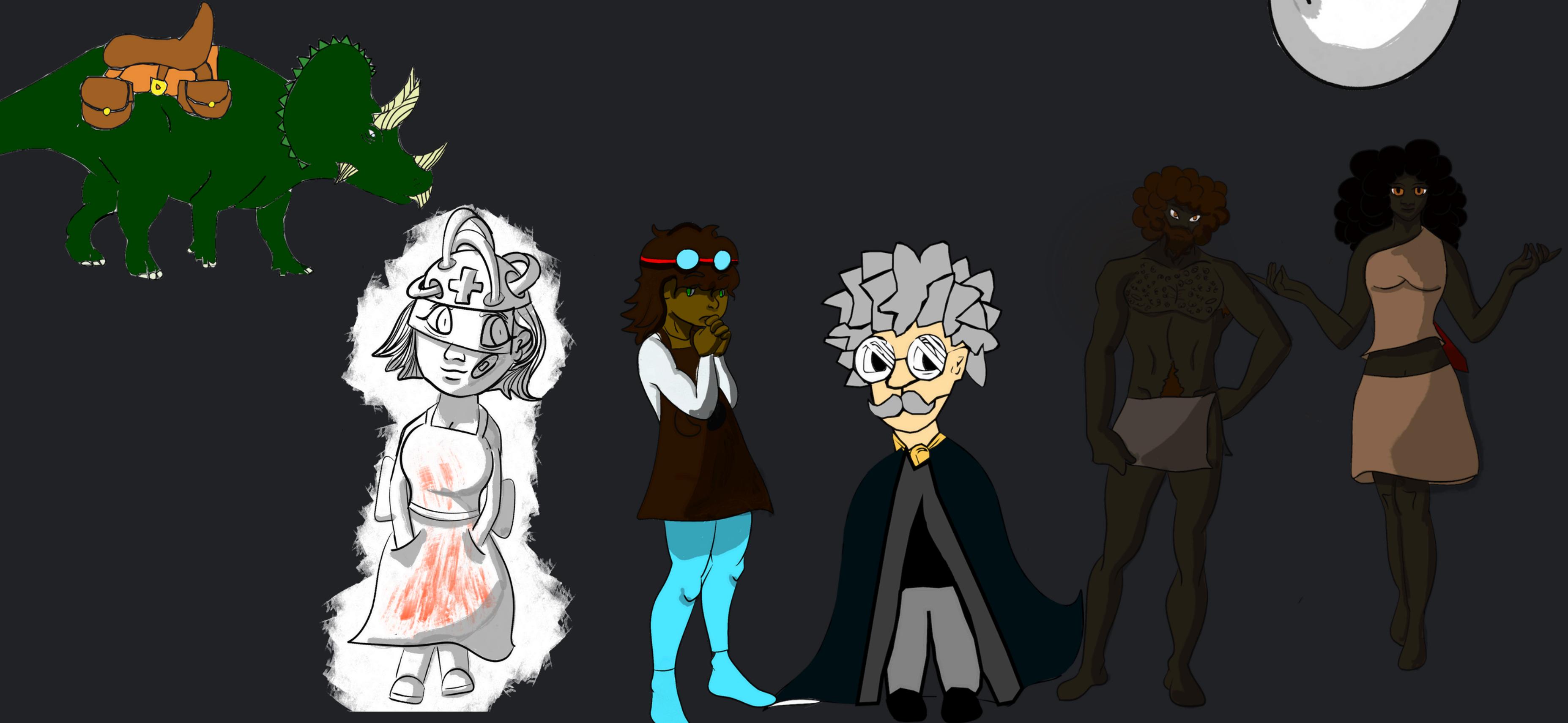
GUI

Device



COMPONENTS

-CHARACTER ILLUSTRATIONS



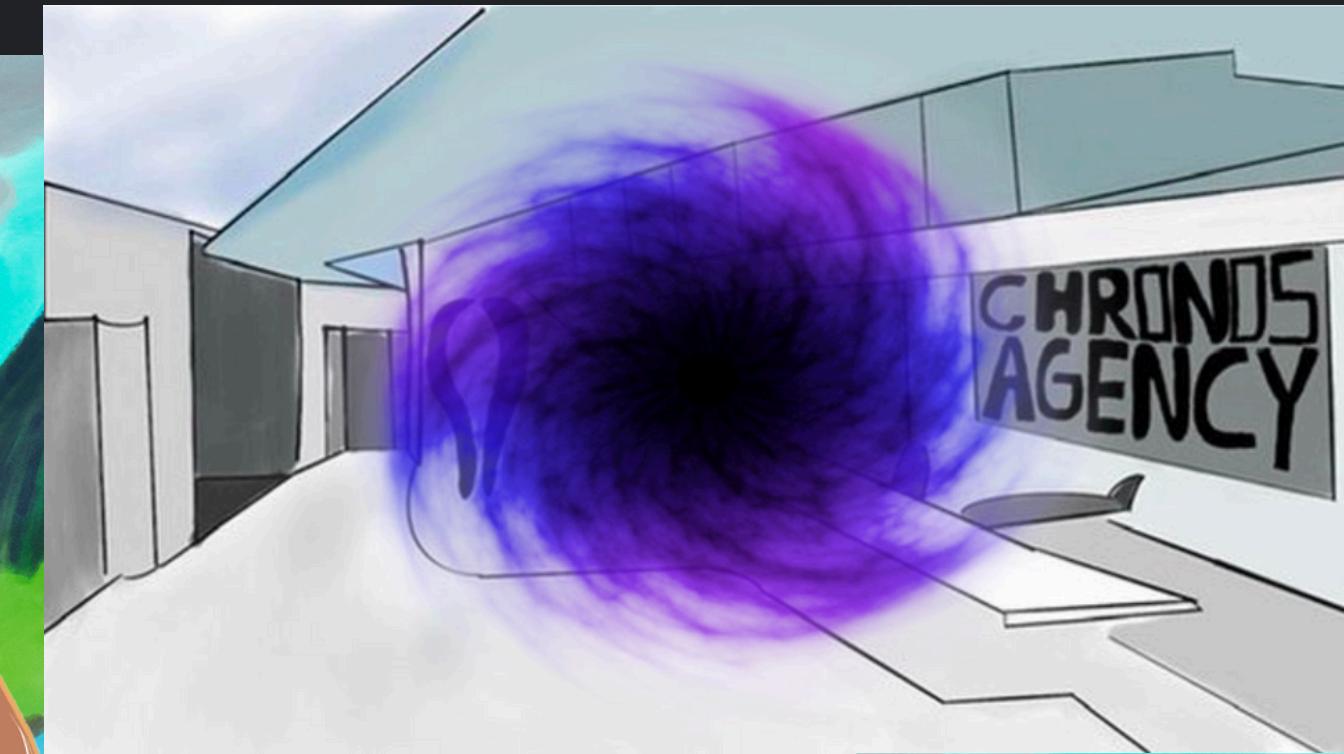
INSPIRATIONS

-CHARACTER ILLUSTRATIONS



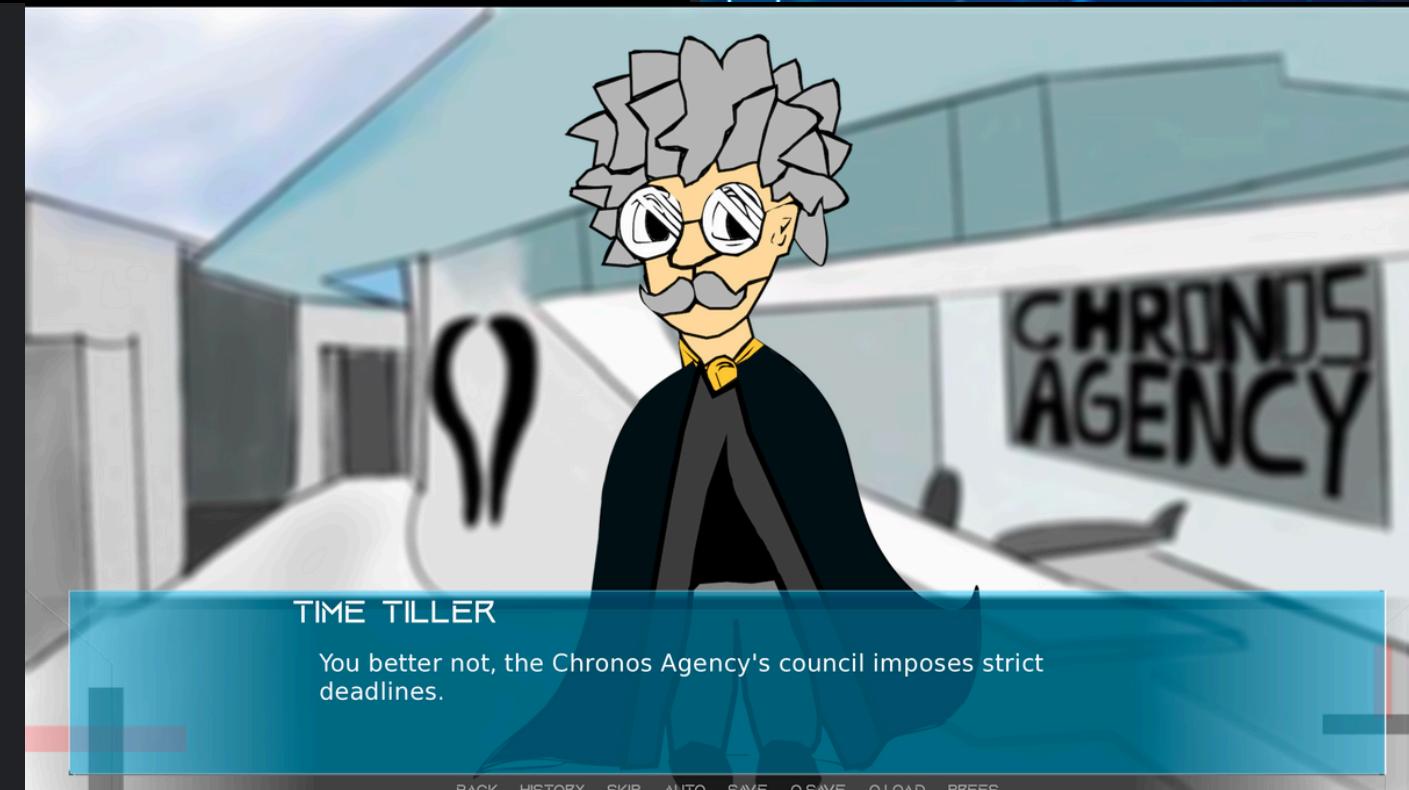
COMPONENTS

-BACKGROUND ILLUSTRATIONS



COMPONENTS

GUI



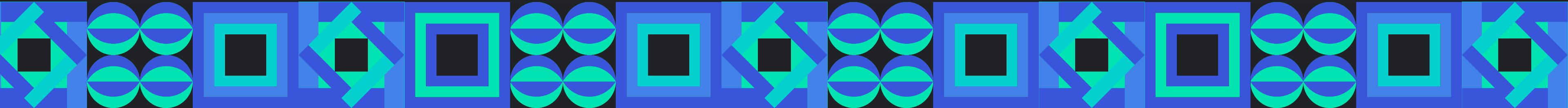
PROTOTYPE TESTING

User Feedback

- Intrigued by intial prompts
- Felt like needed more context in beginning
- Dialogue felt natural
- Enjoys having different story paths/decisions
- Remove a little bit of unnecessary dialogue
- Add dimension and movement

After Testing

- Made sure to reinforce different choice paths
- Adding more context choices/questions in beginning
- Removed over-explaining dialogue
- Used blurring and transitions to create more movement



FUTURE ROADMAP

With unlimited resources, we would like to focus on the single-player aspect of the game by creating a full single-player RPG game. With this more ambitious platform, we would focus on player immersion and decision-making. This would be similar to open-world and semi-open-world RPG games like Red Dead Redemption, Uncharted, etc.





THE END

Prototype Link