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CMPM 148

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Tracery Text-Assisted Play Writeup

CMPM148

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Asgn 3 Tracery

This application is to be used with the Asgn 2 One Page RPG - Pigeon-Holed

Baltimore County Police Report

Case Number: 060902 Date: 14/03/17

Incident: At 12:09 PM on 14/03/17, Chancy Garcia reported a homicide ahead the local Baltimore County Park soccer field. The body was identified at the scene as the local tarot card reader affectionately referred to as, Lady at the Park

Detail of Event:

While out walking his dog, Madame Garcia wanted to stop by the soccer field for a short break. it was there he noticed angry squabbling nearby. The sound was drawing a lot of attention and by the time he got to the scene, Lady at the Park was already on the ground with only a pigeon over her dead body.

link to source code [github](#).

This tracery application was created as a supplemental story generator for the previous one page rpg assignment. In that game, players are to split into two groups, defenders and prosecutors, and prove the main suspect, a pigeon, innocent or guilty. This webpage generates a premise and character descriptions to help with the roleplay aspect. The premise button creates a police report, giving the players a time, date, location, and circumstance. From this information, players are able to roleplay a given time period, as well as gain clues on a possible witness. It keeps the premise broad but gives enough for the players to start speculations.

Press for Premise

Press for Character Description

You are:

John Wren, a old 72 years young prosecutor who is very determined and likes tiny ships. You have a harmonious relationship with the local police department from that one time you saved a frog from drowning in a well, ruining their clothes.

The character description button generates a basic character blurb. It details name, age, personality, relationships, and previous life events in order to provide a loose personality guide for the player. In particular, the relationship information will determine how the player goes about trying to find information, as a strained relationship with the police department means they probably won't be getting undisclosed intel on the case very easily.

In our playthrough, we noticed that since what the application is generating is used at the beginning of play rather than throughout the game, we didn't notice a significant difference from the analog play of Pigeon-Holed. Ultimately, the players still decided what to do with the information on hand and were in control of the story's outcome rather than the digital aid. However, the prompt did guide the players down a certain path. Players would more often than not opt to investigate the witness and location first rather than come up with alibis like in the analog version. From what I could see, the premise took over or rather started a lot of the dramaturgical work so that the players could then take control. In class, we discussed how digital adaptations and extending tools lean more operational, but, because the given prompt was kept very loose, our playthrough did not experience this. If anything, we wanted more sporadic clues to help guide and add intrigue to the dramaturgical work at play.