Transience

Platform: Microsoft Windows

Genre: Adventure

Mode: Single-player

Language: Russian, English (in development)

Story Synopsis

You are a prolific famous writer. You have your bookshop, a house, a car and a lot of friends. Your life seems perfect to you until this day. Late at night, just before hitting the bed, you receive an email. It comes from the person you least expected – your younger brother. Eight years ago, you abruptly cut all the ties with him due to the tragic accident that put a great distance between you.

This email makes you suddenly remember everything. Everything you fought with so desperately to forget it and start a new life. You answer him coldly trying not to think about the contents of the letter and the event that made this email appear. Full of anger, you finally go to sleep. You know that this night will be restless, but you would never have thought it will change your life…

Gameplay

Your goal is to make the protagonist change by going through the events of the night.

Dialogues play one of the critical roles in the game. They allow you to follow the story and learn more about the world of the game.

There are two main features of the game: mini-games and exploration.

- **Mini-games** are set to let you know some vital information about the main characters. They are integrated into the gameplay and cannot be skipped.
- **Exploration** will allow you to learn the backstory better and to understand the protagonist's mind. It is optional, though the way you explore will affect the game ending.

Sometimes you will have to interact with different objects to advance. To do so, come close to the object and press the "*Z*" button. This button is also used to move to the next dialogue part.

Certain situations will require you to make a choice. Some of them will influence the story development and even the game ending.

Controls

- ↑ = Move Up
- ← = Move Left
- ↓ = Move Down

- → = Move Right
- **Shift** *(when holding)* = Run
- **Z** / **Enter** / **Left Mouse Button** = Action (Confirm)
- **X** / **Esc** / **Right Mouse Button** = Pause the game (Cancel)
- **Left Mouse Button** *(when clicking on the map)* = Move the character to the selected location

What's next?

1. Rewrite the story
2. Change the existing levels according to the new story version
3. Design new levels
4. Add more mini-games (including QTE)
5. Create new models for the main characters
6. Change delay parts (. . .) in dialogues
7. Create iOS and Android versions of the game

Technology Stack

1. RPG Maker MV
2. JavaScript
3. Adobe Photoshop CC 2019
4. Sony Vegas 13.0
5. Twine
6. Trello
7. Nuclino