Philip Park

Karina Popp

Intro to Game Development

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**Final Project Design Intentions and Merits**

This game is an enhanced version of the narrative mod that I made for this class. When I was developing the mod that this final project is based off of, I had realized that I very much liked the very minimalistic look and feel of the game. I made sure to keep this same approach in my final project. To flare up the mod, I decided that instead of adding art and other visually pleasing looks, I would instead focus on the text and making the text itself look fun and engaging. I had thought that adding pictures or images would break the consistency of the game’s simplistic look and feel. Additionally, I thought that making things like the cursor or timer an icon like a “flashlight” or a “hand” also made the game too detailed. Overall, I tried to focus a lot on maintaining the consistency of the game’s minimalistic look while also making sure I was constantly changing the different text effects I was using to make sure the game did not become visually repetitive and boring.

Though the game may not be visually stunning, I still believe that my game holds a lot of personality and charm in the way that the texts are presented and the story is told. Each scene in the game is not like any other, and I believe that the different text effects were able to make the story as expressive as possible. I believe the fun of playing this game is simply exploring the different options you can choose and seeing all of the scenes unfold.