

There are multiple threads lingering in my head in terms of what I would like to accomplish for project two. I know that it is going to be narrative centric but I am also unsure of any single route to take in terms of implementing my ideas so I am considering making use of more than one. I started with the idea that it was a story about a goose with a broken wing who is then unable to migrate for the winter. This idea has taken a long while to develop however and I have become interested in an additional one involving a grade school student in a class who drops their pencil on the floor and has to search for another pencil, specifically one that still has an eraser. My prototype has to do with this idea of finding a pencil that doesn't quite have an eraser left, requiring the user to peel away its metal casing. I think there is potential for this moment to act as a portal to other seemingly unrelated stories, stripping the pencil of its casing could lead to the discovery of an image inside of it for example. Though I am somewhat undetermined as to how exactly I would like for the situations I have outlined to be contrasted by completely different gameplay styles. The story with the goose will resemble more of a platformer, at least in the sense that the user will control the movement of the goose and feel the effect of its injury subsequently on their ability to navigate through the game. The story involving the student will instead revolve around a series of choices that the user can make: get up from your desk, talk to the person sitting next to you, etc.

What these stories will share in common is an emphasis on limiting agency and feeling the effects of having your agency gradually removed. Throughout this pandemic I have been thinking about how we are moving further away from a disciplinary society and closer towards one based around control as Deleuze put forth. In describing a society of control he once described in a lecture how roads give the appearance of freedom but in actuality prescribe a path with which people are to take, consequently affecting patterns of movement. I am of the belief

that video games and interactive media fit very neatly within this paradigm of control. My project will not only be situated around this idea of control but will as well attempt to have the user reflect upon this prescription of possible outcomes that inevitably forms the basis of game development and consumption.

In order to undertake this project I will attempt to make use of both p5.js and Phaser 3. The former will be primarily used for the sake of creating assets and animations such as with the pencil while I will refer to the latter as a means of structuring the game as it seems stronger for this purpose. As well however, I think it would be interesting to be able interact with a p5.js animation on one canvas and continue to advance through the game on another. This may prove itself to not be feasible and I may have to focus on making assets in p5.js separately. In spite of this possibility I think it would be worthwhile to pursue especially given the split nature of the narrative as it currently stands.

