Ryan Moncrief

Writing Games

Project 4 Proposal

The cultural artifact that I will be examining during my project will be the first episode of the British TV series, *Sherlock*, “A Study in Pink.” I will be examining this through the lens of difference feminism. I would like to make a statement about the ways the female character in question is portrayed, while still showing that she can be an independent character, necessary for the apprehension of the killer.

The game will be broken into two distinct parts. The game begins as the player is leaving home to go off on an affair. As she travels into London by cab, she begins to suspect that something is wrong. The taxi driver will take her well out of the way of her intended destination, and eventually to an abandoned apartment building. There the killer reveals himself and offers a choice: play a game of wits, or get shot in the head. If she chooses to risk the game, the killer will place two identical pills on the table. One is deadly, the other his harmless. The player will take one, and the killer will take the other. Regardless of how the game plays out, the player will die. At this point, the perspective will shift to Sherlock Holmes, retracing the steps and attempting to figure out the mystery behind the killings. He must find clues and hints along the way in order to find out that the killer was the taxi driver, and then capture him. The interesting part of the game is that it is very possible to get into a situation where it is impossible to win. Over the course of the first part of the game, the player can leave behind clues and personal objects as they become more suspicious in order to help the police later on. The player can choose to not do any of this, which they likely will do on their first playthrough. If so, once Sherlock starts investigating, the player will find out that there not be enough information to track down the killer, and the case will go unsolved. If the proper clues are left behind during the first portion of the game, however, Sherlock can discover them and solve the case. I hope to give a sort of double edged sword in terms of how the female character is seen. On one hand, she is absolutely necessary to succeed, and it is impossible to win without her. On the other hand, the female character will die, and there is an air of hopelessness about it, despite how much the character can do to take control.

Free Write

I like the message that I am trying to give through my game, and I really do enjoy the way that the game will be played. I think that multiple PCs and different perspectives will give a unique outlook onto the situation, and hopefully inspire some new ideas in the process. I think that focusing my critique and implementing that into the game itself will take the most work. The next steps that I will need to take are outlining the project, designing the levels, and then actually coding the game.