
CC Final Roundtable



Sam Whitley





Idea #1

Interactive Narrative

Macro Scale

Idea #1 is an existential choose-your-own adventure game (experience?) about burnout and stress.

The narrator of the game will give you several (3-5) tests/mini-games meant to stress you out. At the end, you'll receive 1 of 5 different endings giving you some words of encouragement based on how you played!

Kind of like an more interactive and personal BuzzFeed quiz.





Vision Board

the beauty of silence



You are caught upside-down in a sticky web of silk three feet off the ground. After looking around trying to think of a way out of this predicament, you notice that your trusty boot knife has fallen to the ground. If you stretch your arm far enough, you might be able to pick it up and free yourself.

CLICK ANYWHERE TO BEGIN



Micro Scale

Name Sam Whitty Date 07/17/2023 Index #1

Notes

- Mini game #1: Don't let it hit the ground

Introduction

"Can you hold these for me? Just don't let them hit the floor"

Notes

- Mini game #2: Timed maze
- Can you get out of the maze before time runs out
- There will be some sort of key or hint users can find, have to beat the next level

Ask user a question about the game

Depending on how they respond, you'll get a different message

Move the ball through the maze

Notes

- Mini game #3: Stop time from running
- Can you stop the time? If you get it, you're forced to lose

Ask user a question about the game

Depending on how they respond, you'll get a different message

Move the ball through the maze

Notes

- Mini game #4: Beat the boss
- Can you beat the boss? If you can, you win
- There will be some sort of key or hint users can find, have to beat the next level

Ask user a question about the game

Depending on how they respond, you'll get a different message

Move the ball through the maze

Notes

- Mini game #5: Beat the boss
- Can you beat the boss? If you can, you win
- There will be some sort of key or hint users can find, have to beat the next level

Ask user a question about the game

Depending on how they respond, you'll get a different message

Move the ball through the maze

Notes

- Mini game #1: Don't let it hit the ground

Introduction

"Can you hold these for me? Just don't let them hit the floor"

Notes

- Mini game #2: Timed maze
- Can you get out of the maze before time runs out
- There will be some sort of key or hint users can find, have to beat the next level

Ask user a question about the game

Depending on how they respond, you'll get a different message

Move the ball through the maze

Notes

- Mini game #3: Stop time from running
- Can you stop the time? If you get it, you're forced to lose

Ask user a question about the game

Depending on how they respond, you'll get a different message

Move the ball through the maze

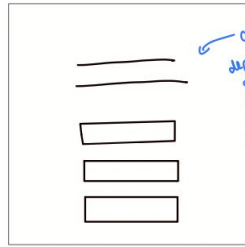
Notes

- Mini game #4: Beat the boss
- Can you beat the boss? If you can, you win
- There will be some sort of key or hint users can find, have to beat the next level

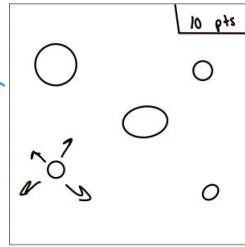
Ask user a question about the game

Depending on how they respond, you'll get a different message

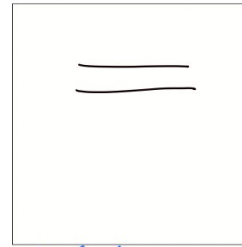
Move the ball through the maze



Changes depending on if you won or not @ the last game



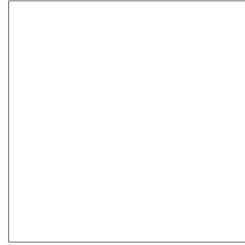
Expand width but shrinks when user clicks



Notes

- Mini game 43: Stop here from growing
- ↳ There's another key/something; if you get it, you're forced to lose

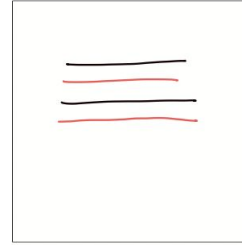
- If you found key - Host will realize you're on to them
- If you didn't get the key, you'll skip to here



Health bar



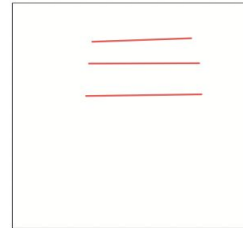
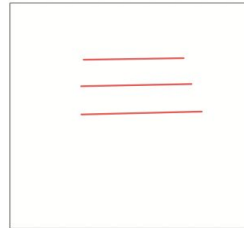
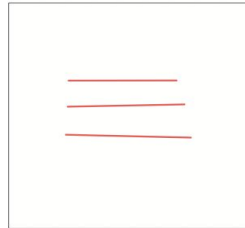
Final Boss!



Notes

- Beating the host
- ↳ That's basically this whole sequence of you rising above
- You'll only see this if you collected the keys to beat the host

Another voice pops up & saves you from host



Notes

Still working out the details of the results

Burnout Types

Words of Encouragement [Based on how you played]



References

Stanley The Parable

[Link](#)

Buzzfeed

[Link](#)

uQuiz

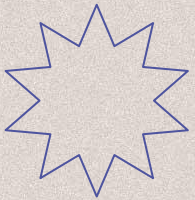
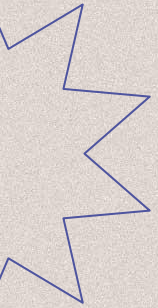
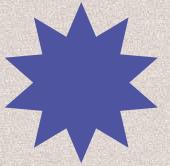
[Link](#)





Idea #2

Interactive Narrative



Macro Scale

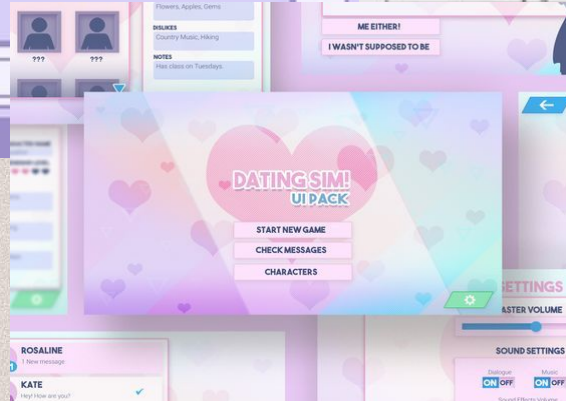
Idea #2 is an interactive narrative about parasocial relationships.

You're a big fan of a celebrity. The user will go to work then use their money on the celebrity's events to get to know them more. After each event, the celebrity's true colors show.

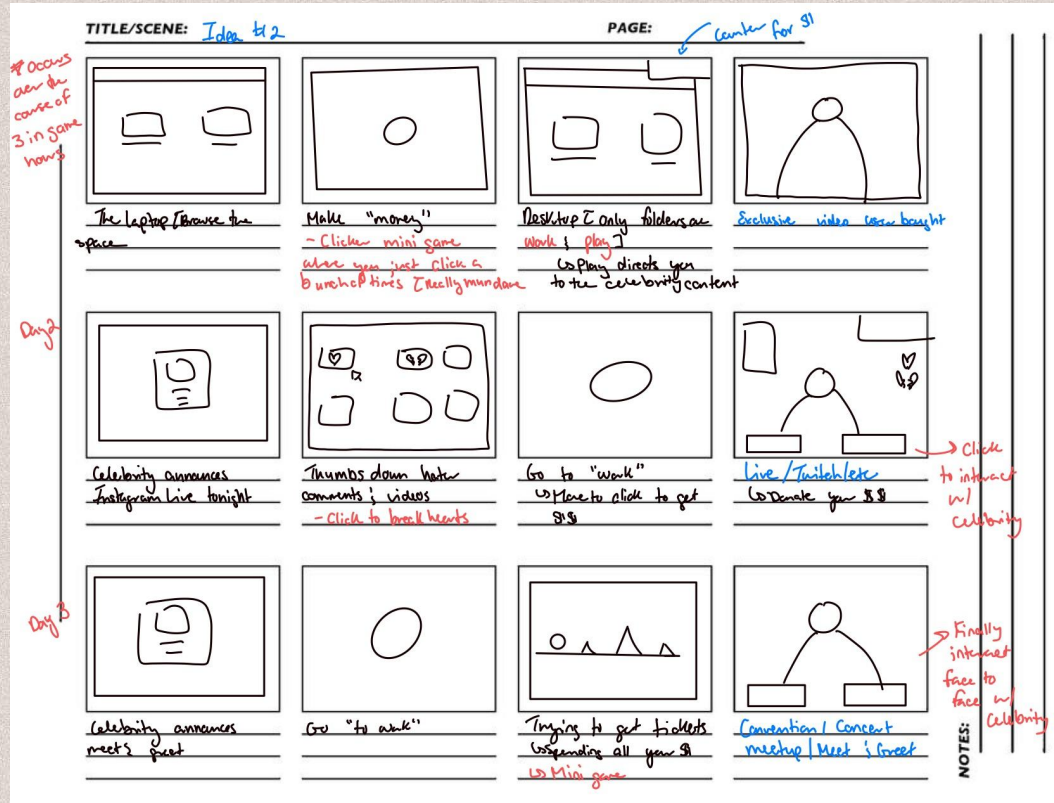
Kind of like a dating simulation game but takes a more introspective turn.



Vision Board



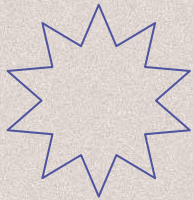
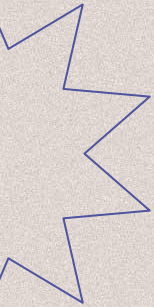
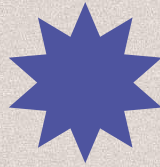
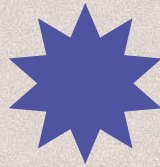
Micro Scale





Idea #3

High Score



Marco Scale

Idea #3 is a game of dodgeball.

The user starts out as a kid playing dodgeball.
There will be 2 more levels(middle and high school), each level
getting progressively more difficult.

But rather than the game being difficult, you'll form connections with your classmates.
Drama ensues, adding an extra challenge to the game.



Vision Board



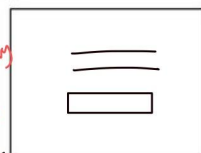
Micro Scale

TITLE/SCENE: Idea #3

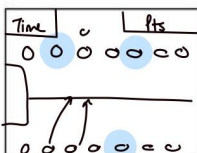
PAGE:

Elementary School

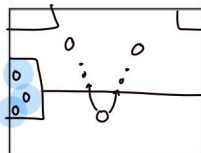
lose more points for hitting your friends



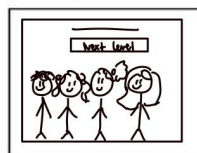
Landing page



Blue represents friends
if for this game, we
don't want to kill them
but we want to win



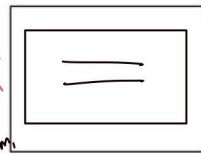
Everytime you hurts
friend, this text pops
up



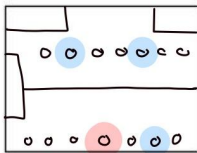
Elementary Friends forgive
you! Drawing of them
hugging

Middle School

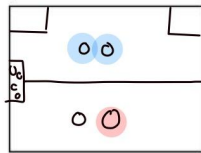
Crush is on your team, goal is to keep him alive to end



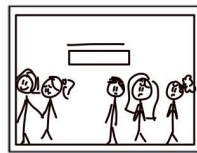
Instructions
[Keep crush alive]



Red is your crush



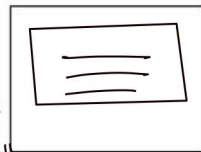
Choose crush or friends
[Different ending will
determine which you get]
Or Game over if you're out



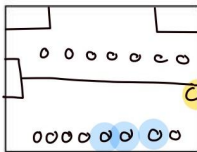
You'll move onto next
stage if you kill your
friends; crush is still
w/ you

High School

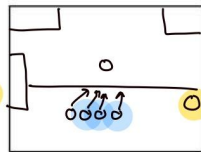
Dodgeball recruit



Instructions - Get
most pts in less time
[Friends want to be recruited]



Protect your friends
to the end in time
[Yellow recruit]



Use power of friendship
to attack!



• If you save all your friends
i win
• Or you only save yourself

Two different endings

Feedback
