

will you come find me after the world ends?

-georgie-

“will you come find me after the world ends” is an exploration of loneliness, love, and javascript. I want to explore ideas like utilizing multiple libraries (p5.play, etc), a progressing day system with continuously updating metrics, more complicated dialogue, and using webStorage to implement thematic ideas into the piece. The game will be a fairly simple sort of survival game, where the player character is someone taking shelter in a cave, after the world has ended. They are waiting for someone to come find them, a specific someone, and each day they are presented with the choice of either remaining in the cave and attempting to survive, or abandoning the cave for a chance at finding a reason to live. Each progressing day, they must decide whether to remain in the cave (stay safe, but start running out of food), scavenge (go out and chance finding more resources, but risk danger) or leave entirely.

Eventually, after a certain number of days, the player will unlock an additional option, also inviting them to abandon the cave. This is a different option, emotionally, than the first abandonment option, as this one comes with a sense of finality and purpose. After selecting this option, the player will be taken to a final end screen showing a brief message written on the wall, perhaps showing the amount of days spent in the cave. If the player attempts to try the game again before clearing their web storage, they will only see the message, implying that there's no player to play the game, as they've left.