



King and the Crowd



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King and the Crowd

- Management/ text-adventure game
- Audience Driven Story
- Streamer (king) and crowd (chat) makes decisions that affect each other
- (How it was made here)

Why Use the Crowd?

- Audience stake
- Revive community between streamer and viewer
- Streamer and audience actively affect each other = Interactive Gameplay
- Tell a good story

Goals

- Make a boring linear game to an interactive, evolving story
- Organic sequence of events
- Make game with an actual narrative arc
- Create interface for chat that fosters better communication

Inspiration

- Reigns
- Sort the Court
- Long Live the Queen
- Choice Chamber
- Twitch Chat (Twitch Plays Pokemon)

Issues

- *** from the process doc we can can talk about the problems we ran into and how we overcame them
- Technical challenges
- Include sketches, wireframes, or other visuals as necessary to show your process, e.g. showing iterations of your project over time

Future Implications

- Audience plays a bigger role in gameplay
- Games like text-adventure games can become less 2-dimensional and more interactive/complicated