One of our team members, Brynn Fields, originally had a game idea where you spend/trade languages with NPCs as currency. This idea could be adapted with the *Three Response Types for Dialogue* (from Jon Ingold - Sparkling Dialogue) video we watched for a class assignment. With the video discussing the importance of not overwhelming players with so many choices (that often led to noninformative, boring results), they offer the idea of providing three choices: "Accept, reject, and deflect". Combining the video's content with Brynn's ideas, *Silvertongue* was formed. In this game, the three choices are the currency you're limited to when talking to NPCs.

Our main design goal is for the players to be entertained and engaged while meeting wacky people. This was satisfied by having a diverse range of characters and different rooms that you visit. But our secondary main goal was to show players that the choices they made affect how they're perceived by the characters. With this in mind, we also decided to incorporate variables where if you responded in a specific way to a character, your choice might affect interactions with other characters further in the game. Another goal we had was to make the game challenging enough that the players would barely get out and successfully win the game. We implemented this by limiting the amount of dialogue resources the player can buy at the beginning of the game. Our last main design goal was to successfully design a system that incorporates storylets. We thought of how we can include storylets and how that would alter the structure/point of the game. We came to the conclusion that it was important for the players to come into contact with characters once then move onto another room. Then on the way back, they could follow up on some of those interactions and choices from before. Thus providing a storylet experience and letting the player feel like their choices had meaning beyond the stats they spent or received.