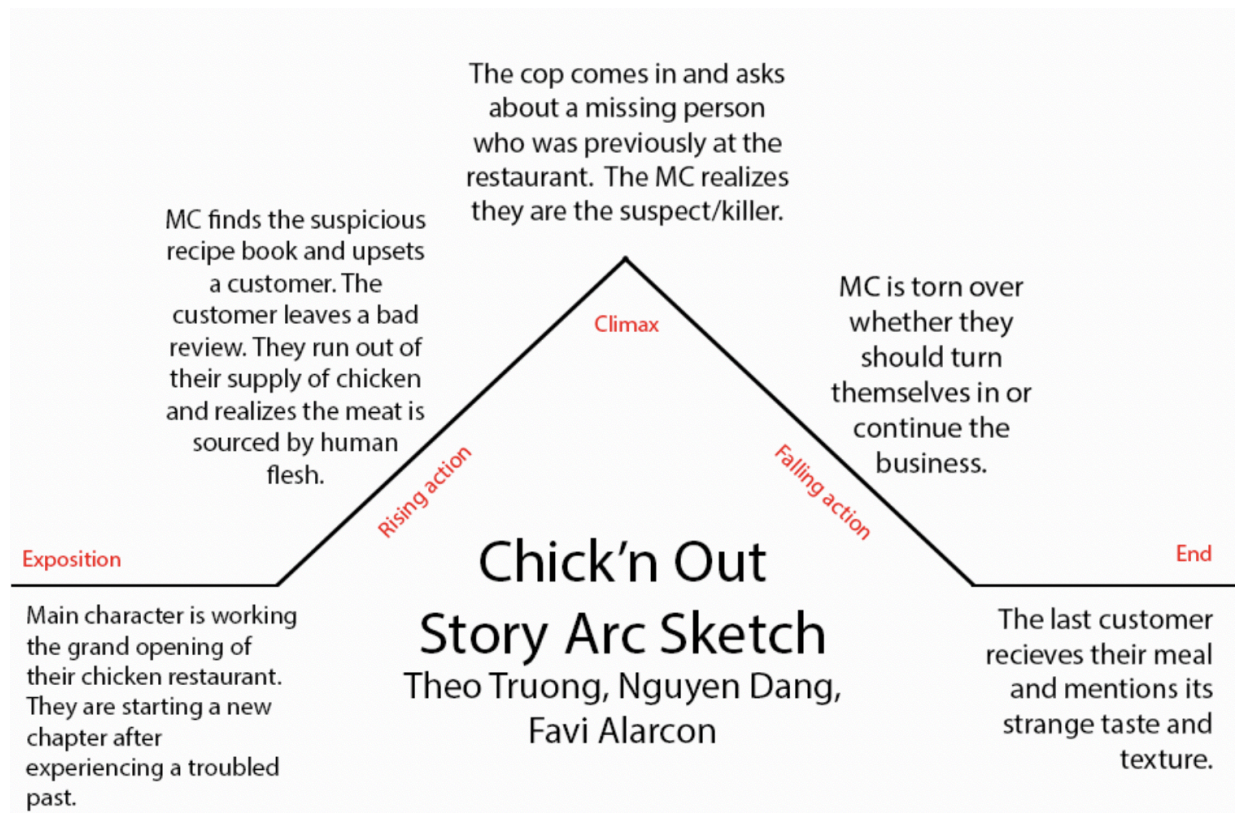# Inscribed Narrative

Four Components:

<u>Premise</u>: In this 90s horror simulation game, you are a chef who finally owns your own dream chicken restaurant. But you find out dark secrets regarding your own past and the secret ingredient of your restaurant's special taste. At the same time, as you receive orders and serve customers, you start to see mysterious clues that lead to a terrifying discovery regarding where your ingredients come from. Torn between running the restaurant and finding the truth, the game blends interactive cooking mechanics with psychological horror and mystery.

<u>Setting</u>: The setting takes place in a chicken restaurant in the 90s

<u>Characters</u>: You play as a chef/restaurant manager, customers, special customers (bad reviewer, cop, food inspector).

<u>Plot</u>: You are a chef, and you want to pursue your dream job of opening a chicken restaurant. You come from a troubled past but you want to turn yourself around, but you do you really know yourself?

Arc Sketch:

The cop comes in and asks about a missing person who was previously at the restaurant. The MC realizes they are the suspect/killer.

MC finds the suspicious recipe book and upsets a customer. The customer leaves a bad review. They run out of their supply of chicken and realizes the meat is sourced by human flesh.

Climax

MC is torn over whether they should turn themselves in or continue the business.

Rising action

Falling action

Exposition

End

Chick'n Out
Story Arc Sketch
Theo Truong, Nguyen Dang, Favi Alarcon

Main character is working the grand opening of their chicken restaurant. They are starting a new chapter after experiencing a troubled past.

The last customer recieves their meal and mentions its strange taste and texture.

Narrative:

The narrative is presented in a linear pattern as the clues that disturb the storyline are planted to introduce the major plot points. The player's responsibility is to go through the simulation and observe the character interactions and internal conflicts of the main character. Some hints foreshadow the main conflict, which may be recognized by the player, but ultimately, the player does not impact the direction of the story.

Inscribed Dramatics:

- Evoking Emotion:
    - The opening intro of the restaurant creates the feeling of owning and wanting to do good on the game task.
    - Players experience guilt when they find out that they play the killer.
- Motivation and Justification:
    - The player wants to do the task, which leads them through the story.
    - As the story is slowly revealed, the player wants to explore deeper.
- Progression and Reward:
    - Player completes orders and unlocks cutscenes
    - New characters appear as the story is explored.
    - The reward is the hidden story that is unfolded at the end.
- Mechanics Reinforcement:
    - The game itself tells the story of the main character through doing tasks and getting cutscenes.

Dynamic Narrative

Interactive Fiction:

- Players need to interact with the game through orders that customers give and through that receive cutscenes that reveals the story.
- Hidden mechanic (sticky notes, CV, etc.) that reveals the main character's background and his childhood, where the player need to find to read about it.

Emergent Narrative:

- The player might only do orders and receive cutscenes to find out the truth about the main character himself, and experience a feeling of fulfillment from the task.
- Secondly, the player will look around and find out the background of the main character and experience the deeper aspect of the story.

Cultural Layer Narrative

1. Describe how you envision players take control and make their own game stories based on your computer game?

Players become engaged with the narrative through participating in the day to day activities of operating a chicken restaurant, gradually uncovering a dark mystery throughout the gameplay. Players are not only operating the restaurant, but are also trying to solve a mystery through what they do and what they investigate. Although there is a single conclusion, players experience a high level of agency by actually cooking, handling customers orders, and reacting to increasingly disturbing occurrences. The game moves the player along by intertwining routine tasks with narrative reveals, cutscenes, found objects, and environmental changes that all build a sense of tension and drive the story towards its horrific end. By performing the actions of the protagonist for themselves, players become deeply invested in the character's process of discovering the truth, consuming the story not as passive observers, but as active participants within it.

2. Fan Fiction: Describe which game narrative can be created by your fans outside of the game.

They can develop their own stories and fan theories by building on the dark history of the game or even learning more about the backstory of the protagonist. Even though the narrative unfolds in a single direction, they can imagine repressed memories or "what if" situations that delve into psychological horror and enhance the game's spooky world

3. Narrative Game Mods: Describe a within-game story supposedly created by a fan.

Changing the restaurant to something else, perhaps instead of a chicken restaurant a fan could add a mod that changes it to a burger restaurant where youre selling burgers etc.

4. Machinima: Fans use a game engine to tell their own story: Which game engine do you think your fans will use to tell their story?

Roblox. Roblox has a thing called Roblox Studio where you can create your own games on Roblox and only play them on Roblox. Roblox studio allows to create videos, as it is simple, has a large user base, and provides animation and storytelling tools. Through Roblox studio, fans could remke the haunted restaurant setting, script bizarre occurrences, and voice act for new characters. Roblox studio is easy to use, making it a great for fnas to creatively enlarge the Chick'n Out universe in video storytelling and even expand on it if they so please.

5. Cultural Narrative also covers the stories told by people and news media about games and gameplay: Describe what stories you envision the news media and regular people will tell.

The news media will probably say that the game encourages cannibalism and that people taste good and that people will not know if they are eating people or not. Regular people will probably share their reactions to the major plot twists to other people. This will cause online discussions, fan theories, and maybe share creepy clips.