

Anonymous Frog

Inspiration

My second vignette is inspired from a poem by Emily Dickinson.

I'm nobody! Who are you?

I'm nobody! Who are you?

Are you nobody, too?

Then there's a pair of us — don't tell!

They'd banish us, you know.

How dreary to be somebody!

How public, like a frog

To tell your name the livelong day

To an admiring bog!

Pitch

The Vignette pitch is about two strangers who meet on an anonymous chatting app, what could go wrong ? Discover yourself through the minds of two anonymous strangers who try to connect.

Gameplay & Goal

The game is a short interactive story where the player has the choice of two options. Each line leads to a new branch. There are over 60 different dialogue options to discover over 6 different endings. Can you find them all ?

Tools

To build the vignette, I used Twine which specialized on narrative branching games. With basic html and css, and the basic introduction on how to use twine, I was able to accomplish my goal.

Challenges

There were no real challenges while making the game apart from my time restrictions. Having a fulltime job was difficult for me to work expanding the story. There isn't much you can do in a narrative game, for visuals, since the game is based on an messaging app, simple chat bubbles did the trick. I found the css code for the bubbles from this site [Bubbly](#). Another small challenge I encountered was coming up with stories. That's why I decided to partially based on real experiences I've encountered. I personally haven't been on an anonymous chat but some of the lines are based on real conversations. I've had.