

Story Pro-forma

What is your story? "Elevator pitch" it to me

My story is a game set in space and is about the player becoming detached from their spaceship. The aim of the game is to get back to the main ship using the limited supplies they have and facing some problems along the way, such as a break in the door and a U.F.O attack. The player will have to make decisions along the way as to what they want to do, leading them to different conclusions.

Who are the audience for this project?

The intended audience for my project is a younger audience, aged 12-18, as it is quite a young theme. It will have sounds and images to make it more interesting for them and hopefully engage them to continue playing. Also, as it is an online game I feel this target audience is the best demographic as they are the age that would normally be online playing games

Break the story down for me

The game begins with a backstory of what is going on, what the player has to do and what resources they have to do it to set the scene of the game.

The player is then given more information of what they have to do, beginning with them sending an S.O.S message to the main ship to try and get help.

Once the S.O.S message has been sent, the player is told what to do next and how the space-pod will get back to the main ship.

Then the game starts to get more interesting. The player will receive an emergency message informing them that there is a break in the ship. The player will then have to decide if they want to fix it from the inside or the outside.

If they choose to fix it from the outside they will be told that the break is intact on the outside of the ship, leading them to go outside anyway.

Once the player is outside, they will successfully fix the ship and then go back inside, making sure they lock the door properly in order to save oxygen. While this is happening the oxygen levels will be dropping.

Once the player is back inside, they will discover that their water levels have dropped a lot due to working outside. They will then have the option to either drink some water or wait until later.

Both options will lead onto the same text in the next passage, but depending on what they choose will either decrease or increase their hydration levels.

Next the player will receive a message from another crew mate who has also been detached from the main ship. This text will be a different font to make it more interesting and also make it stand out.

Then another emergency message will pop up. This time there is several U.F.O's detected on the players radar. They will then be given the option to either put their thrusters on full to try and escape them, or change their path and hide in deep space.

If they choose to put their thrusters on full they will manage to momentarily get away from the ships, but, they will now need to decide if they want to eat and drink due to their health levels dropping or raise their shields to protect the ship from attack.

If they choose to raise the shields their food and water levels will drop too low and it will be game over.

If they choose to eat and drink they will be able normalise their health levels, then raise the shields leading them to win the game.

Going back to the original decision to either put their thrusters on full to try and escape them, or change their path and hide in deep space, they choose to change path they will be out of range from the U.F.O's and will now have to decide if they want to carry on hiding or turn back.

If they carry on hiding they will become too far out of range from the main ship, leading them to be unable to get back meaning it will be game over.

If they choose to turn back they will need to eat drink and change the oxygen due to health levels being too low. They will then discover the ships have found them again and have started to shoot at them meaning they need to raise their shields.

The player will then realising they ran out of time to raise their shields, meaning the U.F.O's hit them causing game over.

What interactive features does it have?

My game includes interactive features such as choosing where to go next and clicking different buttons to take you to different pages. Even if there isn't a choice to make, the player still needs to click on a certain work, highlighted in a different colour, to take them onto the next step. I choose to do this as my audience is young and felt by having interactions it would keep them more engaged, wanting them to carry on. I also decided to have different options of where to go next, leading to different conclusions, because this meant if they weren't successful in completing the game, they could then start again and choose a different path to see if they would win that time. Again I decided to do this to keep my chosen audience engaged, and hopefully encourage them to play again to try and win.

What does it look like?

Colours

Because my game is set in space, I wanted the background colour to be black as this is the colour of space. As this is fairly boring, I decided to make a boarder around the passages to make it look more interesting. I choose to make this white as again this is a typical space colour and it is the opposite to black on the colour wheel, making it pleasing for the eye. For the font colour, I chose green as this is a primary colour and would therefore stand out against the black background; I also felt this was another space like colour. For the links I decided to have them blue to stand out against the rest of the green text, while also being another primary colour and therefore standing out and looking attractive. I also wanted to make the colour change once you hovered over the link to clearly see which option the player was choosing, I decided to make this light blue so it was different to the link itself and also stood out against the black background.

Font choices

When choosing the fonts I went onto 'Google Font' to find one I liked. I wanted a font that looked like a font you would see on the computer as this is a typical writing style you would see in space. Once I found one I liked I inserted it into my story style sheet. I then decided I wanted the health levels at the bottom a different font to the story to make it stand out more. Again I looked on 'Google Font' to find one I liked, but unfortunately none of them would work once put in my style sheet. To solve this I decided to make it a simple font of 'Ariel' as this is a font option already on Twine. This still made it stand out more and I was happy with how it looked.

Images

Another way I thought would make my game more interesting for my target audience was to add in some images along the way. As my story was fairly straight forward, I didn't have the opportunity to add many pictures. I decided to add a picture of an S.O.S message when the player had to send off an S.O.S to the main ship to make it look more interesting and add more depth to the game. I also decided to add a picture of a U.F.O on the part that the radar detects them, again to make it more interesting and fun for my audience as they are intended to be quite young.

Does it make a sound?

Sound effects

I decided to add sound effects to my game to again make it more interesting for my chosen audience. I felt this would add more depth to the game and make some of the aspects more real. For the opening section I wanted a typical space sound looping the whole time to make it instantly exciting for the player. I then included more sound effects throughout the game, such as a door slamming sound when the player goes back into the ship, and alarm sound when the emergency messages come up and shooting sounds when the U.F. O's are shooting at the space pod. When testing this I felt it made the game more interesting and built the tension decisions the player has to make.

How does it compare to other stories in this genre, or other versions of this story?

My story is similar to other stories in this genre in the sense of how it is structured. Many games designed for my target audience follow the structure I have chosen to use, and also involve problems along the way where the player has to make their own

decision in how to solve this. The theme of the game could be compared to 'Space Invaders' as this is also set in space, but has the aim of defending themselves against aliens. This is similar to an aspect of my game where the player has to get away from the U.F. O's. However, I feel my game is somewhat unique as I haven't seen another game with this format or being able to choose different pathways which lead to different endings.

In what ways can it be considered innovative?

The story is innovative because it gives the player options and choices to make which will later impact the ending for the player. I feel this makes the game more interesting as the player will have to choose which path they want to take, and each path will end a different way; meaning they will be able to play the game several times to see what other scenarios they end up in, depending on which pathway they choose to go down. Playing the game encourages the player to make somewhat difficult decisions, such as whether they want to put their health above their safety, which again makes it more interesting and will hopefully engage them. During the game, there is also trackers which show the players hunger, hydration and oxygen levels. While playing they will be given opportunities to increase these levels if they want, again giving them difficult decisions. These levels are similar to real life as if you make a mistake in the game it leads to game over, as it would in real life.

Why are you telling it through Twine? What does Twine add to the mix?

By telling the story in Twine, I was able to add different pathways with different endings for my players to choose, making it more interesting and engaging for my chosen audience. It also allowed me to add in codes which would control the health levels of the player, allowing me to either increase them or decrease them depending on the option they choose, again making the game more interesting as it gives an element of suspense for the player as well as making it seem more real. Another reason why I made this game in Twine is because it gives you the option to use different colours for different aspects of the layout, making it look more pleasing for the player. It also meant I could add images and audio with ease in the game by adding in a code in the place I wanted it to appear.

What do you need to learn more about in Twine or web code (HTML/CSS/JavaScript) to achieve your objectives?

In order to make this game to the standard I want, I need to first of all learn the codes for the style sheet to make it the colours and fonts I want. When choosing these I can use websites such as 'Adobe Color' and 'Google Fonts' to find the colours and fonts that go well together. I then need to copy and paste the correct codes into my style sheet which will then generate the right font and colours I have chosen. I also need to learn the codes regarding health levels which will increase or decrease the number depending on the numbers I choose to put. Once I have made the game look the way I want, I will need to learn how to add images and audio in by researching what codes to use. Then, because I want to have more than one font in my game, to make the different sections stand out more, I will need to learn how use the correct codes in the right places in order to make certain text a different font to the rest.

Now plan your time!

Week 5: Class & Directed Study

- Plan case study and write out the text in word
- Insert the text into twine and create the case study
- Start to plan the game structure

Week 6: Production Day & Directed Study

- Continue to plan the game structure
- Plan the layout, fonts and colours using Adobe Color and Google Fonts
- Start to write up the script for the story
- Learn the codes needed

Week 7: Production Day & Directed Study

- Finish writing the script for the story
- Start importing the script onto Twine and create the passages
- Check the game works

Week 8: Production Day & Directed Study

- Ensure the game is fully written into Twine and check all the passages work
- Start to change to layout and design of the game

Week 9

- Proof read the game and test it on peers
- Proof read case study and test it on peers

Week 10

- Double check everything works
- Submit assignment