4/12/18

Summary Statement:

My project two is a visual novel. The novel follow Tyrien an average guy who has had a hard life. By strange turn of events his life gets even harder as he now must struggle against the “voices in his head” telling him to hurt or destroy everything he encounters. Throughout the game you go through Tyrien’s social interaction helping him decide does he give into the darkness or does he fight it with all he has to hold onto his humanity.

Story:

Tyrien Einarsson is just a regular guy struggling through life surrounded by hate and angry. Until one night getting off of work he receive a text message from his sister to get home fast because something has went bad.

Core mechanics:

Evil meter – a measurement of the strength of the evil inside Tyr

Multi-choice/ personalized story – with every choice the player makes, the story can change just little bit to personalize the story to the player.

Personas:

The person that always want to do the right thing:

Considerations 1 – make some choices that seem more like a necessary evil rather than I’m doing this just to be evil.

Consideration 2 – Make the game possible to beat by only doing necessary evils

The person that wants to be as evils as possible

Consideration 1 – giving a load of varying opportunities to be evil. So that being evil does not get boring and feels rewarding with every evil action you take.

Consideration 2 - giving them evil choices that may not raise the evil meter so that they could be evil throughout the game rather than doing good just to stay alive

The person that hasn’t played a visual novel before

Consideration 1 – have a simple tutorial of how things work offered in the beginning

Consideration 2 – have more interactive sections of the game’s rather than just reading

Technical Deployment

My project to was made for desktops as a game to be played on it.

UI/UX specs

I will have my backgrounds set to a slightly darker color than what Is happening on the forefront of the screen to help with reading the works off the screen. Keeping all navigation the same will make the interface and navigations intuitive.