**\*\*MAKING A TWINE GAME ASSIGNMENT\*\***

YOU MAY DO THIS PROJECT BY YOURSELF OR WITH PARTNERS.

Since this is our final project for this class, and since this is now going to be done all online and asynchronously, the expectations for what you will produce have shifted slightly from the syllabus.

I WILL ONLY BE SUPPORTING TWINE. If you chose to use RPGMaker, Stencyl, or another gamemaking software, you’re on your own for troubleshooting, learning techniques, etc.

**GAME SUBJECT**

The game itself should be a story that has an introduction/exposition, rising action, a climax, falling action, and resolution. Basically, follow the story structure of every piece of fiction you’ve ever read, or movie you’ve ever watched.

The subject of your game should be about a problem that you experience in your day-to-day life. Since we’re in the middle of pandemic, I 100% encourage you to make a game about how COVID-19 has fundamentally changed your lives. Using twine, you can draft out a rather dramatic and thoughtful story about what has changed, your struggles for normalcy, crises you’ve had or encountered, angst about distance from family, etc.

**What to Include in your Game**

I’m not asking for a lot for this project since, y’know… pandemic. At the minimum, your twine story should have…

* 30 passages
* At least 3 ‘advanced’ techniques such as using a macro, including sound, creating an inventory, etc.
* At least 5 passages with pictures or some sort of visual storytelling element

**What to Include in your Paper**

Again, not asking for a lot here. Your paper should be…

* 3-5 double spaced pages
* Talk about your design process; how did you come up with your idea, what is the impact of the story you’re telling, how has the story affected you, etc.
* Some sort of acknowledgement in the form of citation of some of the game design scholarship I’ve got on Moodle. Two citations of some sort regarding game design principles should be enough.

**SUBMISSION DUE via WOLFWARE Tuesday April 28 by midnight.**

Your final report should include the following parts:

1. Your final twine game
2. Reflection paper (3-5 double spaced pages)