

Final Project Proposal

TEAM

Ryan Tuck

Major: Computer Science

Skills: Programming, story writing, 3D modeling (a bit)

Brian McDonald

Major: Computer Science, Psychology

Skills: Programming, writing, doing things

Jennifer Ash

Major: GSAS, Psychology

Skills: Interface design, writing, art, programming (a bit)

Jeff Dingman

Major: Building Sciences (Games Studies minor)

Skills: Maya, 2D art

Daniel Axelrod

Major: Computer Science, Communication

Skills: Programming, graphic design, interface design

GAME DETAILS

Genre: RPG – Science Fiction

Platform: PC

Target audience: Suitable for teens and up; target for 17+

BACK STORY/NARRATIVE DIRECTION

The world exists in a matter of highly advanced technology mixed with very basic. Most of the technology is present but doesn't get necessary over detailed explanation of how it works.

Society: Discordant because while they should be a close community, they aren't. They just plain exist and only as acquaintance. No deep relationships exist.

Everyone in the story has come from something at which people are hard and untrusting and individualistic. They all come from different backgrounds but haven't communicated to the point of sympathizing with each other. There are no children. Close social action is unheard of. It has been thought that social interaction has lead to many of the problems the world has encountered thus far, or so that's what they tell you.

Most of the people have arrived at the city, Nopolis, by means of main corporations encouraging people they considered not worthy of being part of their society moving to

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their own society. Since these loners were fine with leaving their current situation in society, they have created their own. Out of the business interest, a society emerged.

The main character is breaking down. He is starting to really be bothered by no close interactions with others. While he understands where everyone is coming from, he's starting to crave interaction. He wants out, but no one can understand why. You are meeting resistance.

The society requires some people to leave the society in order to get power for some of your life sustaining needs, decided in similar means to jury duty.

Everyone goes to the <Place of Social Interaction> for social interaction because they think it's a requirement. Lonely, don't like it, but accept it.

He companions with another girl. The girl is very non-trusting and cold. While they are drawn together, they can't explain the relationship.

IPR – InterPersonal Resistance

CHARACTERS

Characters:

Player character

Companion

Sales Rep

Engineer loner type people

Deep isolation computer type people

Broken people

Loaners – people who have to go to the real world and gain resources

Player character – Gregory:

Personality: Somber, curious, agitated, ennui, discontent, aware, grey (not black and white)

Background: You heard on the internet of what looked like an interesting opportunity. Enter a city in which everyone is like you. Where people can understand who you are. You had nothing to lose; you took the bait. Now you exist within the society. There is close no interaction with others. You enjoy going to the bars, but it just doesn't seem enough. Everyone else seems to be enjoying it. You don't know what's wrong with you. Now you just heard that it's your turn to be a loaner. Going out into the real world and getting resources doesn't sound so bad but you've heard some bad things that happen on these trips. Not everyone makes it back.

Appearance: Grey clothing, grey T-shirt and jeans

Movement: Initially: Arms close to body, hunched slightly, always looking downwards, normal gait

Role: Career: Tech analyst

Social: The cog in society, like everyone else (Japanese ideal of the greater goal)

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Distinctive features:

Abilities: Understand others' gaits

Enabling NPC - Cassandra:

Personality: cold, curious, aware

Background: *NPC perspective* You came here as a child. Growing up here has made you the person you are today. You have a basic job in computing. It's okay but you don't really have any preferences to it either way. You sometimes feel weird, but don't know why this society is making you feel this way.

Movement: Outward to society: assured, quick movements

Personal: slouched, tired, listless

Role: Career: Computer

Social: A cog in the wheel

Story: The PC loses his wallet. You find it. You must return it to him. You find his contact information in the wallet. You realize you remember him as someone you worked with. You never remember anyone. You find this weird.

Distinctive features: Double jointed

Abilities: Double jointed

NPC attempting to thwart the player - Vincent:

Personality: friendly (false front), bitter, jealousy, (creepy to everyone else), narcissist, exact wording

Background: You are in the city as human resources. Someone has to do it.

Appearance: Grey suit with orange pinstripe. White rose in his lapel.

Movement: Expressive, expansive, alternates between rigid and fluid (rigid in business, fluid in relations with others)

Role: Career: Human resources

Social: Sociopath, a normal human among others that aren't like him. He enjoys manipulating the others and it's so satisfying to him.

Story: He finds the companion (female) intriguing. He wants to learn more about her. Though he knows it's difficult to obtain in this type of society. He wants to break her from society for himself.

Distinctive features: soothing voice

Abilities: Persuasive speech

SCENARIO 1

Player character (PC) is facing the Enemy NPC (ENPC). The PC is being taunted by the ENPC through means of threat of his inability in jobs, stating that the Girl NPC is already his, saying it's his fault things are the way they are, and if they had worked together, they could have done anything. The ENPC keeps the same tone that he has kept throughout the game. The villain is constantly moving but unable to be seen.

Character goals:

PC: To get the guy to stop messing with him. Overcome the insecurities.

ENPC: To destabilize the PC. He wants to be the only one with interactions/relationships. He is the puppet master and the PC is not listening to his commands.

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SCENARIO 2

Girl NPC (GNPC) finds PC's wallet. She's had it for a couple of days, unsure of what to do with it. She feels the need to return it but fears the interaction. She contacts the PC via the information in the wallet. There is an awkward conversation online between the two. A meeting location is determined outside the PC's place of work by the GNPC. They have a weird connection but don't know what it is.