

First Draft

- A simple plot summary for your game, including setting and a complete three-act structure appropriate for a 10- to 15-minute game.
- Examples of choices we may have to make
- Which development tool you're using
- The entire discussion post or document should be no more than 6 paragraphs

History Always Repeats Itself

When I looked through my idea book this was the only one that looked worthy. I will probably expand more on this later after this class.

Genre: Horror, Suspense

Plot Summary for Writing Workshop IV: Video Game and Interactive

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Team 1

This game will be created in Twine.

The story starts with you needing help with a big problem which you can pick. You can be having financial problems, work issues, or a loved one is in the hospital. A stranger will approach you no matter what problem you are having offering help. And you will pick their help because you are feeling desperate.

The mysterious stranger doesn't warn you of the consequences of your actions. They know everything about your projects. If you want the stranger's help you have pick an errand you can do for him. The options he gives you are deliver roses to his mother's, bring a package to the post office, or deliver a message to someone in prison. You can't ask any questions no matter what you do.

You do the errand for the man while he tries to help you out in his own way. It seems that no matter what you helped the man with something goes wrong. His so-called mother has an allergic reaction to the roses. The package causes a bomb scare. The message you drop off at the prison causes a riot.

He helps you by giving you either a large check, handing you a copy of your boss' resignation, or letting you know your loved one got the best care available. Unfortunately the check was stolen from a senator's check book, you got a worse boss at work, (I'm having a problem finding a way that a healed loved one could be bad).

In the end, no matter what you've picked and what you've done the choices you've made have bit you in the butt. You are trying to warn the next potential victim of the horrible mysterious stranger. You are writing a note while around you are unknowingly becoming the next generous stranger.

Some of the choices are:

- Which problems you are going to have
- Which errand you run for the generous stranger

Are there any suggestions for more choices I can add.