CON-NECTION

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SUMMARY

CON-NECTION is a game about navigating social situations in a fictional space, where the player will be able to make choices about whom they connect with throughout the game. This game is meant for the player to have conversations and feel as though they are actually in these situations themselves, rather than the game just providing dialogue options. CON-NECTION is a game about the difficulty of developing connections in today's society with constant social interaction and connectivity.

DESCRIPTION

CON-NECTION is a narrative driven game made with Twine and published on itch.io for easy access and playability. I chose Twine as the software to bring my vision to life due to the fact that I could focus on non-linear storytelling. CON-NECTION's gameplay is focused on dialogue options and the player's choices throughout the game. The intention behind this was to emulate real-life social situations and consequences that may result when communicating with people. CON-NECTION is not about winning or losing, it's a game about communicating and understanding.

METHODS

- Culmination Project Approval
- Writing and Developing Story
- Twine Research
- Translating Story into Twine
- Programming
- Playtesting
- Refining
- Finalizing

DELIVERABLES

- CON-NECTION Twine Game
- Progress Reports
- Presentations
- Final Presentation
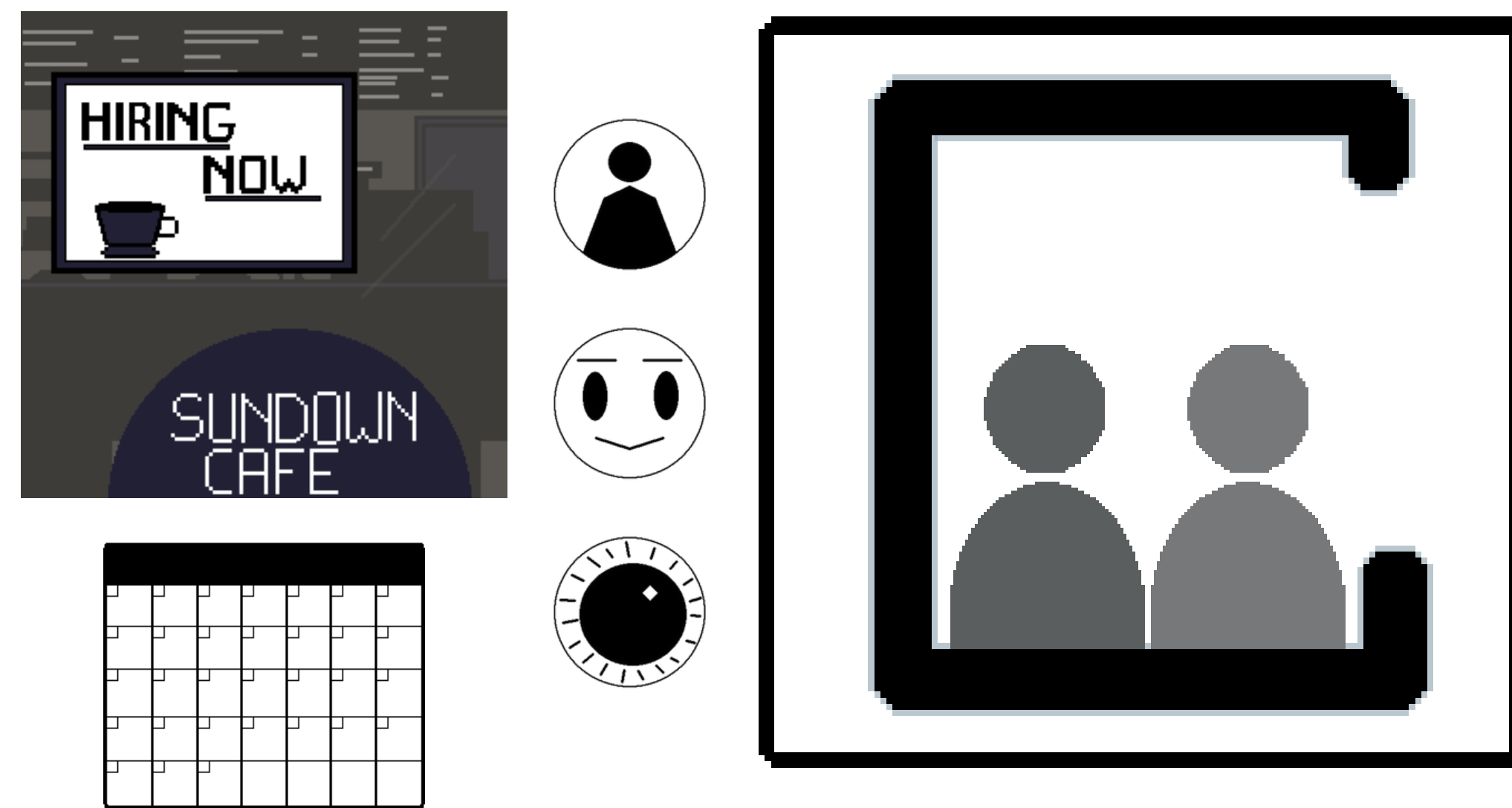- Citation List

REQUIRED RESOURCES

The materials used...
- Twine
- Monday.com
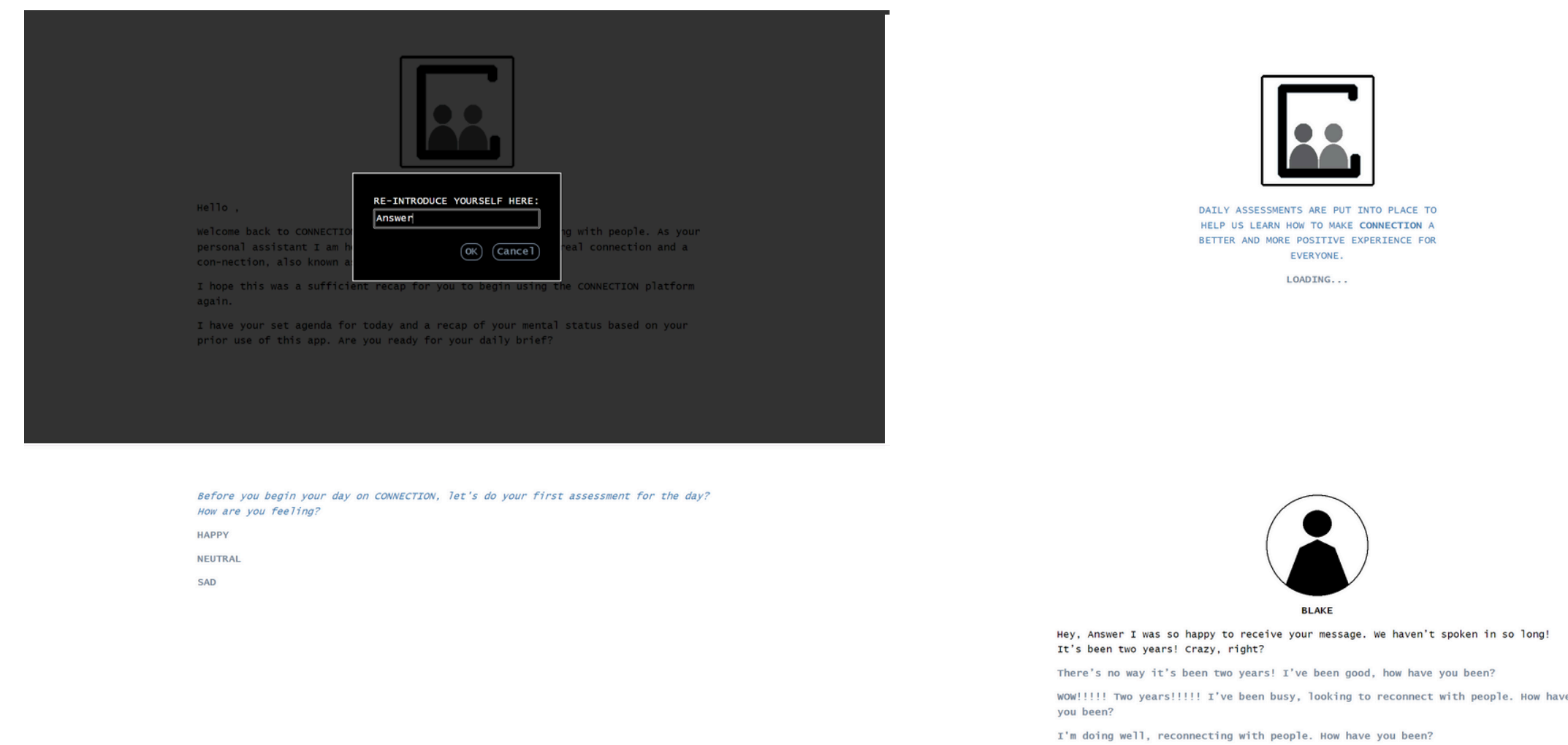- Desktop Computer
- Aseprite
- Macbook
- itch.io

SCHEDULE

CON-NECTION GAME ASSETS

CON-NECTION GAME SCREENSHOTS

CON-NECTION GAME STORY LAYOUT

RESULTS

As a result CON-NECTION helped me to understand how to use different mediums and software to create something meaningful. The different pathways of my story were hypothetical situations for the player, where they could attain all good, bad, or a mix of both social situations as a complete result. This project was extremely helpful in regards to understanding my own creative process and work ethic.

CONCLUSION

In conclusion, CON-NECTION is a game that challenged me and allowed me to explore my own creativity. Having created CON-NECTION it serves as a portfolio piece that shows my artistic and writing skills, especially since CON-NECTION is a non-linear story. With the experience, I have gained throughout the process of creating CON-NECTION, I have greater knowledge and understanding of myself and the creative process it takes to make games as well. I am hoping that this project brings attention to my writing skills and artistic vision. This experience definitely will have a large impact on my planning and strategies going forward in my career. Thus, developing both my time management, creative, and research/work ethic skills.

ACKNOWLEDGEMENTS

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