

CON-NECTION PROJECT UPDATE PRESENTATION

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PROJECT RECAP

❑ CONCEPT

- ❑ As the main character of the story you talk to and connect with other characters through an app called **CONNECTION**.

❑ SYNOPSIS

- ❑ *CON-NECTION* is a game in which the player can **connect** with characters in an **inconsequential space**, allowing them to experience social situations, without **the real risk** of losing friends, etc.

❑ REASONING:

- ❑ The creation of this game is inspired by how the world revolves around **constantly being connected with people**.
- ❑ This sometimes leads to **socially awkward** and/or **complex situations** that are **hard to navigate**.
- ❑ Therefore, I made **CON-NECTION** as a way to **help the player** explore their own **boundaries** and **sense of self**.



IMPORTANT ASPECTS OF THE *CON-NECTION*

❑ MECHANICS

- ❑ Player choices **can permanently alter the story** so they should **answer honestly** as each answer will **help progress the story**. Player responses should be unique to them.

❑ PLAYER FEEDBACK

- ❑ **CONA** [AI Assistant for CONNECTION] **helps to elaborate and provides feedback on player choices** (acts as a sort of event manager), however CONA **won't** directly say if the player is making a good or bad decision.

❑ ENDING

- ❑ The player will choose if they want to **connect** with or fail to connect (**a.k.a a con-nection**) with the people they meet throughout the 5 days.

MY PROCESS

❑ ART I WANT TO INCLUDE:

- ❑ App Icon
- ❑ Calendar
- ❑ Character Icons or Portraits

❑ PLAYER EXPERIENCE:

- ❑ I want players to play this game as faithful to themselves as possible.
- ❑ I don't want them to have an experience telling them what's good or bad, since in social situations there really is no barometer for that.

❑ CHALLENGES

- ❑ Dialogue Option Variety
- ❑ Design for Pixel Art
- ❑ Authenticity

❑ CURRENT RESEARCH

- ❑ Story Structure
- ❑ Design Solutions

ORGANIZATION AND UPCOMING MILESTONES

