

# CON-NECTION an Experience in Creating and Navigating Meaningful Connections

Angelina Santiago

## Executive Summary

For my Culmination Project, my vision is a game about creating and facilitating connections with people. The game would have a dialogue system as well as a confidant system (or a way to keep track of who you're connected with), which would be similar to Persona 5 ("Persona 5 -- Gameplay"). I plan to use Twine to create this game, since the main focus would be about the story/narrative. The art style would be simple and minimal (monochromatic). The game is focused on facilitating and maintaining real connections and fake connections, which would be called "con-nections" for my game. These connections, whether they be real or fake, are crucial to the game and player's progression. The game is meant to tackle the difficulty of establishing connections in a world that has become distant on a personal/in-person level.

The history behind this game is inspired by Persona 5's rich narrative and attention to detail. The gameplay would be focused on dialogue options and also choices regarding actions taken in certain scenarios. I will be working on art and narrative for this project. I will be using Twine to bring my vision of CON-NECTION to life. Impact is my main focus for this game. The outcome for this game is that it works and is able to allow the player to understand the message and experiences the game is trying to provide.

How this game will affect what I do next is by allowing me to have a portfolio piece that shows my artistic and writing skills. I am hoping that this game will be engaging and interesting enough to bring attention to my skills and artistic vision. I feel as though this experience will have a large impact on my strategies. Since, this project is one that I will mostly be working on and learning on my own. Thus, developing both my time management and research/work ethic skills.

## Project Description

CON-NECTION is a game about experiencing connections in a fictional inconsequential space, where people learn about setting boundaries and experience at least two different types of social interaction throughout the course of the game. One being real connections and the second being "con-nections". This game is meant to be a social commentary on establishing connection in a world that has become full of "con-nections" in a world that has become distant in face to face situations. CON-NECTION is a game about the difficulty of developing connections in today's society.

## Methods

- Research into Dialogue Systems
- Research into Twine
- Twine Research Implementation
  1. Write up Storyline
  2. Make a Flowchart
  3. Input Story/Dialogue into Twine
  4. Program Twine with Necessary Functions/UI Details

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## Deliverables

1. Research Document
2. Citation List
3. Website Link to Game
4. Game Assets
5. Storyline Document
6. Flowchart Document
7. Completed Twine Project

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## Required resources

1. Twine
2. Aseprite
3. Itch.io
4. Google (Search Engine, Google Docs, Google Drive)
5. Miro (Planning and Organizing)
6. Mac / PC Computer
7. Notebook

## Budget

Item	Estimate Amount	Total Spent
Laptop	\$0,000.00	\$0,000.00
Aseprite	\$19.99	\$20.00
Wacom Tablet	\$000.00	\$000.00
<b>Estimate</b>	<b>\$19.99</b>	<b>Total</b>
		<b>\$20.00</b>

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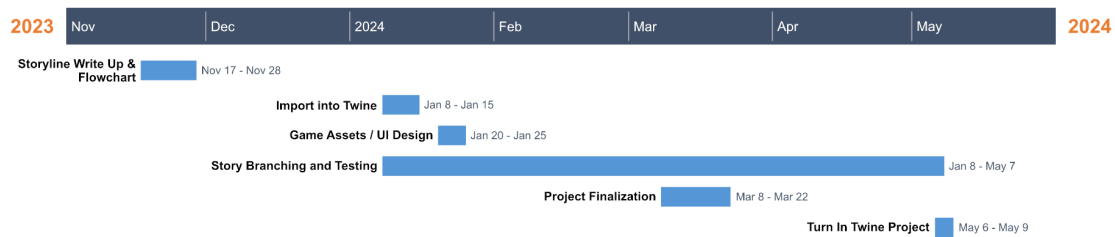
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## Schedule/Calendar

Angelina Santiago Gantt Chart

Task	Start	End	Duration
Storyline Write Up & Flowchart	11/17/2023	11/28/2023	11
Import into Twine	1/8/2024	1/15/2024	7
Game Assets / UI Design	1/20/2024	1/25/2024	5
Story Branching and Testing	1/8/2024	5/7/2024	120
Project Finalization	3/8/2024	3/22/2024	14
Turn In Twine Project	5/6/2024	5/9/2024	3

## CON-NECTION Gantt Chart



## Proposed Table of Contents

1. Proposal
2. Culmination Project Agreement
3. Twine Project
4. Research
5. Gantt Chart with Table