

CON-NECTION
CULMINATION PROJECT

SPRING 2024

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WHAT IS MY PROJECT ABOUT?

❑ **CON-NECTION**

- ❑ An experience in *creating and navigating social situations*.
- ❑ Not a game that one can win or lose, it's a game purely about the experience.
- ❑ **CON-NECTION** is being made using Twine.
- ❑ Art Style: Pixel Art

❑ **WHAT IS THE INSPIRATION BEHIND CON-NECTION?**

- ❑ The inspiration behind **CON-NECTION** is largely based off a game called Persona 5 and its *confidant system*.
 - ❑ *PERSONA 5* (2016) is a Japanese Roleplaying Game (JRPG) where your decisions throughout the game largely influence the outcome and overall experience of the game itself.
- ❑ **CONFIDANT SYSTEM:** *"Confidants are Persona 5's version of Social Links. Building relationships with your confidants will give you more abilities, bonuses, and items as you progress and they are a cornerstone of the Persona series."* (IGN).

EXAMPLES OF THE PERSONA 5 CONFIDANT SYSTEM

CONFIDANT
SELECT A CONFIDANT

Back-alley Doctor **R3**

ARCANA **Death** RANK **6**
★★★★★☆☆

▲▲ With her growing popularity as the town doctor, she hopes to finally complete the medicine.

Tae Takemi

A doctor of a clinic in Yongen-Jaya who has a bad rep. She cooperates if you help with her trial tests.

⊙ Back

CONFIDANT
SELECT A CONFIDANT

Makoto Niijima **R3**

ARCANA **Priestess** RANK **10 MAX**
★★★★★☆☆

✔ Supporting her dream to become a police commissioner, you hold her close as your lover...

Makoto Niijima

Shujin Academy's student council president. Dropping her mask of an honor student, she joins the group.

⊙ Back

CONFIDANT
SELECT A CONFIDANT

Man of the People **R3**

ARCANA **Sun** RANK **4**
★★★★☆☆

✔ He stiffened up when called an "ex-convict," but overcame the complex when you backed him up.

Tohru Yoshida

An independent election candidate. He teaches you speech skills that are essential for politics.

⊙ Back

MEETINGS AND MY PROCESS

☐ MEETING

- ☐ Met with Prof. Hosni Auji about my progress.
- ☐ Discussed how to narrow the game down to fit the timeframe of the semester.
- ☐ Discussed having one main character and then have side characters to help develop the story.
- ☐ Advised me to work in chunks to ensure that everything was working properly.

☐ MY PROCESS

- ☐ Focus on narrative and programming first
- ☐ Then move onto artwork

☐ ORGANIZATION

- ☐ Making comments and noting which artwork I want and where it should be.

☐ UPCOMING TO DO'S

- ☐ Research how to import my own art into Twine.
- ☐ Where to store the art so that it does not have to be purely local.

• DAY 1 _____

— PERSON 1 ROUTE

Hey, [NAME HERE] I was so happy to receive your message. We haven't spoken in so long! It's been two years! Crazy, right?

OPTION 1: So crazy! There's no way it's been two years! I've been good, how have you been?

OPTION 2: WOW!!!!!! Two years!!!! I've been busy, looking to reconnect with people. How have you been?

OPTION 3: Crazy! Doing well, reconnecting with people. How have you been?

RESPONSE 1: It has! Glad to hear you're doing well, I've been good too. Things have been busy.

RESPONSE 2: Yes, two whole years! Unbelievable, so glad you reached out. I'm definitely up to reconnecting. I've been good. Busy, but good!

RESPONSE 3: Hey, glad you're doing well! I've been good. Have you been busy?

OPTION 1: Thanks, great to hear you're doing well too! What have you been up to?

OPTION 2: Same here! Glad to hear you're doing good! Busy? Not surprising, what have you been up to?

OPTION 3: That's nice to hear! Yeah, I've been busy, what about you?

RESPONSE 1: Working and taking care of family. I recently found this cafe that has really great food and drinks! Teas, coffee, desserts, anything you name it! We should go, how about tomorrow at noon?

RESPONSE 2: Yeah, lol. You know me, always busy. I've been working, I've recently been on a mission to try out some new cafes. I recently found this one that I have yet to try anything bad from! We should go, how about the day after tomorrow at noon?

RESPONSE 3: Oh, nice! Life can get busy, for sure. Trust me, I know. I've been super busy as of late.

OPTION 1.1: Sounds great! We should definitely do so! Tomorrow at noon sounds good to me!

OPTION 1.2: Oh, I see. I hope everything has been okay. I don't think I'll be able to tomorrow, however I'm sure some other time for sure!

OPTION 2.1: Yes, I definitely remember that. You were always on the go lol. A cafe? Sounds good, I think I need to get to work and get home. Tomorrow at 12 PM, my preference.

MEET AT THE CAFE _____

You and your friend met at their cafe and had a good time. You were able to catch up and reminisce about the past.

[TWO IMAGES OF CAFE]

• DAY 2 _____

— PERSON 2 SIDE ROUTE

Hey [YOUR NAME HERE], I thought I saw you the other day at Sundown Cafel I would have come over to say hello but I saw you were with someone.

OPTION 1: Yeah, that was me. I didn't see you there.

OPTION 2: Oh yeah, I didn't see you! You should've come over to say hi! I was catching up with [PERSON 1].

OPTION 3: Yeah, I was there catching up with an old friend.

RESPONSE 1: It has! Glad to hear you're doing well, I've been good too. Things have been busy.

RESPONSE 2: Yes, two whole years! Unbelievable, so glad you reached out. I'm definitely up to reconnecting. I've been good. Busy, but good!

RESPONSE 3: Hey, glad you're doing well! I've been good. Have you been busy?

TWINE RESOURCE LINKS

<https://twinery.org/questions/3098/how-can-i-get-a-player-to-input-the-answer-to-a-question>

<https://twinery.org/questions/3855/how-do-i-make-choices-in-twine-2-using-harlowe>

<https://twinery.org/reference/en/index.html>

<https://twinery.org/questions/23055/how-to-return-to-a-passage-thats-not-the-previous>

<https://twinery.org/forum/discussion/6487/images-as-links-clickable-images>

https://twinery.org/cookbook/settingandshowing/harlowe/harlowe_settingandshowing.html#example

<https://twinery.org/forum/discussion/2413/creating-and-calling-functions-methods-under-harlowe-syntax>

https://twinery.org/cookbook/settingandshowing/harlowe/harlowe_settingandshowing.html

<https://twinery.org/forum/discussion/7889/newbie-cant-make-variables-work>

https://twine2.neocities.org/#macro_display

PROGRESS PHOTOS



CHALLENGES



Calling global variables



Story elements

(dialogue/characters)



Organization and

keeping track of paths



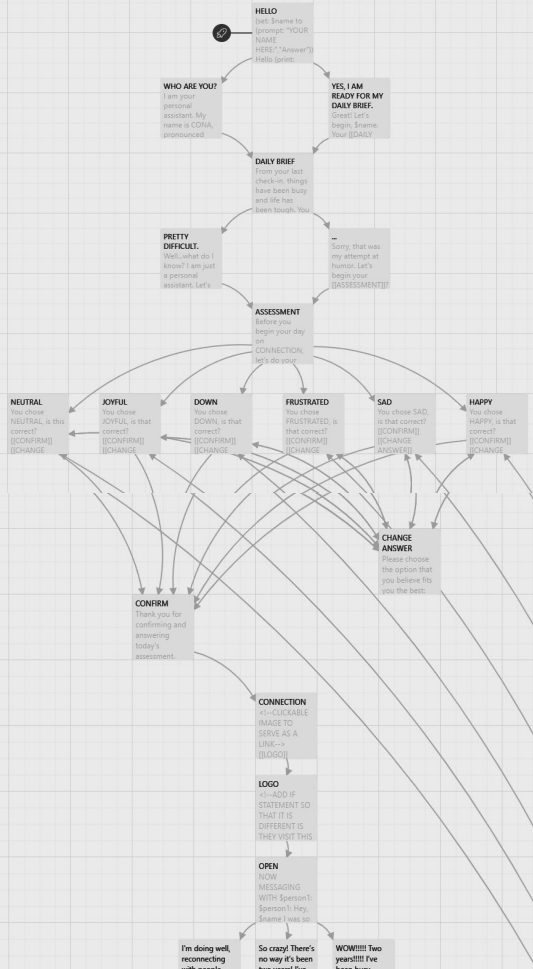
CURRENT RESEARCH



Twine Variables



Pathways/Passages



*THANK YOU FOR
YOUR TIME AND
ATTENTION!*

Does anyone have any questions?