CON-NECTION
Angelina Santiago

Executive Summary

For my Culmination Project, my vision is to create a game about making connections with people. The game would have a dialogue system as well as a system to keep track of the connections you make throughout the duration of the game. I plan to use Twine to create this game, since the main focus would be on the storytelling/narrative. The art style would be simple and minimal (black and white monochromatic with some color to distinguish interactions). CON-NECTION is focused on distinguishing and maintaining connections as well as "con-nections" (fake connections between player and characters) for my game. These connections that are made or broken 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 dependent on constant connectivity.

The inspiration behind this game was inspired by a JRPG (Japanese Role Playing Game) named Persona 5, that has a rich narrative. The gameplay for CON-NECTION would be focused on dialogue options and choices made by the player regarding actions taken in certain scenarios. I will be working on programming, 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 CON-NECTION 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 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 an inconsequential space, where the player will 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 so dependent on constant connectivity and how that constant connectivity can become a toxic environment. CON-NECTION is a game about the difficulty of developing connections in today's society.

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Methods
1. Culmination Project Approval
2. Writing and Developing Story
3. Twine Research
4. Translating Story into Twine
5. Programming
6. Playtesting
7. Refining
8. Finalizing

Deliverables
1. CON-NECTION Twine Game
2. Progress Reports
3. Presentations
4. Final Presentation
5. Citation List

Required Resources
1. Twine
2. Monday.com
3. Desktop Computer
4. Aseprite
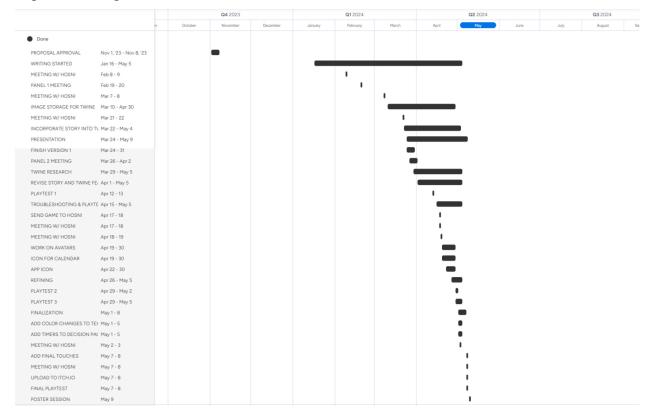5. Macbook
6. itch.io

Budget

Item	Estimate Amount	Total Spent
Laptop	$0,000.00	$0,000.00
Aseprite	$0.00	$0.00
Wacom Tablet	$000.00	$000.00
Estimate	**$0.00** **Total**	**$0.00**

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Schedule/Calendar

	Start	End
Status - Done		
PROPOSAL APPROVAL	01-Nov-2023	08-Nov-2023
WRITING STARTED	16-Jan-2024	05-May-2024
MEETING W/ HOSNI	08-Feb-2024	09-Feb-2024
PANEL 1 MEETING	19-Feb-2024	20-Feb-2024
MEETING W/ HOSNI	07-Mar-2024	08-Mar-2024
IMAGE STORAGE FOR TWINE	10-Mar-2024	30-Apr-2024
MEETING W/ HOSNI	21-Mar-2024	22-Mar-2024
INCORPORATE STORY INTO TWINE	22-Mar-2024	04-May-2024
PRESENTATION	24-Mar-2024	09-May-2024
FINISH VERSION 1	24-Mar-2024	31-Mar-2024
PANEL 2 MEETING	26-Mar-2024	02-Apr-2024
TWINE RESEARCH	29-Mar-2024	05-May-2024
REVISE STORY AND TWINE FEATURE	01-Apr-2024	05-May-2024
PLAYTEST 1	12-Apr-2024	13-Apr-2024
TROUBLESHOOTING & PLAYTESTING	15-Apr-2024	05-May-2024
SEND GAME TO HOSNI	17-Apr-2024	18-Apr-2024
MEETING W/ HOSNI	17-Apr-2024	18-Apr-2024
MEETING W/ HOSNI	18-Apr-2024	19-Apr-2024
WORK ON AVATARS	19-Apr-2024	30-Apr-2024
ICON FOR CALENDAR	19-Apr-2024	30-Apr-2024
APP ICON	22-Apr-2024	30-Apr-2024
REFINING	26-Apr-2024	05-May-2024
PLAYTEST 2	29-Apr-2024	02-May-2024
PLAYTEST 3	29-Apr-2024	05-May-2024
FINALIZATION	01-May-2024	08-May-2024
ADD COLOR CHANGES TO TEXT	01-May-2024	05-May-2024
ADD TIMERS TO DECISION PAGES	01-May-2024	05-May-2024
MEETING W/ HOSNI	02-May-2024	03-May-2024
ADD FINAL TOUCHES	07-May-2024	08-May-2024
MEETING W/ HOSNI	07-May-2024	08-May-2024
UPLOAD TO ITCH.IO	07-May-2024	08-May-2024
FINAL PLAYTEST	07-May-2024	08-May-2024
POSTER SESSION	09-May-2024	09-May-2024

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		Q4 2023			Q1 2024			Q2 2024			Q3 2024	
		October	November	December	January	February	March	April	May	June	July	August

Task	Dates
● Done	
PROPOSAL APPROVAL	Nov 1, '23 - Nov 8, '23
WRITING STARTED	Jan 16 - May 5
MEETING W/ HOSNI	Feb 8 - 9
PANEL 1 MEETING	Feb 19 - 20
MEETING W/ HOSNI	Mar 7 - 8
IMAGE STORAGE FOR TWINE	Mar 10 - Apr 30
MEETING W/ HOSNI	Mar 21 - 22
INCORPORATE STORY INTO TV	Mar 22 - May 4
PRESENTATION	Mar 24 - May 9
FINISH VERSION 1	Mar 24 - 31
PANEL 2 MEETING	Mar 26 - Apr 2
TWINE RESEARCH	Mar 29 - May 5
REVISE STORY AND TWINE FE/	Apr 1 - May 5
PLAYTEST 1	Apr 12 - 13
TROUBLESHOOTING & PLAYTE	Apr 15 - May 5
SEND GAME TO HOSNI	Apr 17 - 18
MEETING W/ HOSNI	Apr 17 - 18
MEETING W/ HOSNI	Apr 18 - 19
WORK ON AVATARS	Apr 19 - 30
ICON FOR CALENDAR	Apr 19 - 30
APP ICON	Apr 22 - 30
REFINING	Apr 26 - May 5
PLAYTEST 2	Apr 29 - May 2
PLAYTEST 3	Apr 29 - May 5
FINALIZATION	May 1 - 8
ADD COLOR CHANGES TO TE>	May 1 - 5
ADD TIMERS TO DECISION PA(	May 1 - 5
MEETING W/ HOSNI	May 2 - 3
ADD FINAL TOUCHES	May 7 - 8
MEETING W/ HOSNI	May 7 - 8
UPLOAD TO ITCH.IO	May 7 - 8
FINAL PLAYTEST	May 7 - 8
POSTER SESSION	May 9

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