

CULMINATION PROJECT

CON-NECTION

BY: ANGELINA SANTIAGO



CULMINATION PROJECT

WHAT IS CON-NECTION?

- **CON-NECTION** is a non-linear narrative story game.
 - Explore Sense of Self and Boundaries
 - 5 Day Cycle
- **CON-NECTION**: unwanted and/or unhealthy.
 - **CONNECTION**: wanted and/or healthy.





LOADING CONNECTIONS...

PLEASE WAIT...

CULMINATION PROJECT

MY JOURNEY



THE DEVELOPMENT

CON-NECTION

- WHY I MADE CON-NECTION
 - Mental Health
 - Social Awareness
- HOW I CAME UP WITH CON-NECTION
 - Persona 5
 - Social Media
 - Constant Connectivity

WRITING

— INTRODUCTION

Hello [NAME HERE],

I have your agenda for today set and a recap of your mental status. Are you ready for your daily brief?

OPTION 1: Who are you?

OPTION 2: Yes, I am ready for the brief.

RESPONSE 1: I am your personal assistant. My name is [ASSISTANT NAME HERE]

RESPONSE 2: Things have been busy, life has been tough.

You wrote yesterday that you wanted to catch up with some old friends yesterday in your journal. Based on your device records, you have on your list to catch up with an old friend today. How hard can rekindling a friendship be?

OPTION 1: Pretty difficult.

OPTION 2: ...

Well...what do I know? I am just your personal assistant. Let's begin your day.

Before you begin [NAME HERE], let's first do your assessment for the day? How are you feeling?

- JOYFUL
- HAPPY
- NEUTRAL
- DOWN
- SAD
- FRUSTRATED

- HAPPY
- NEUTRAL
- SAD

• 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?

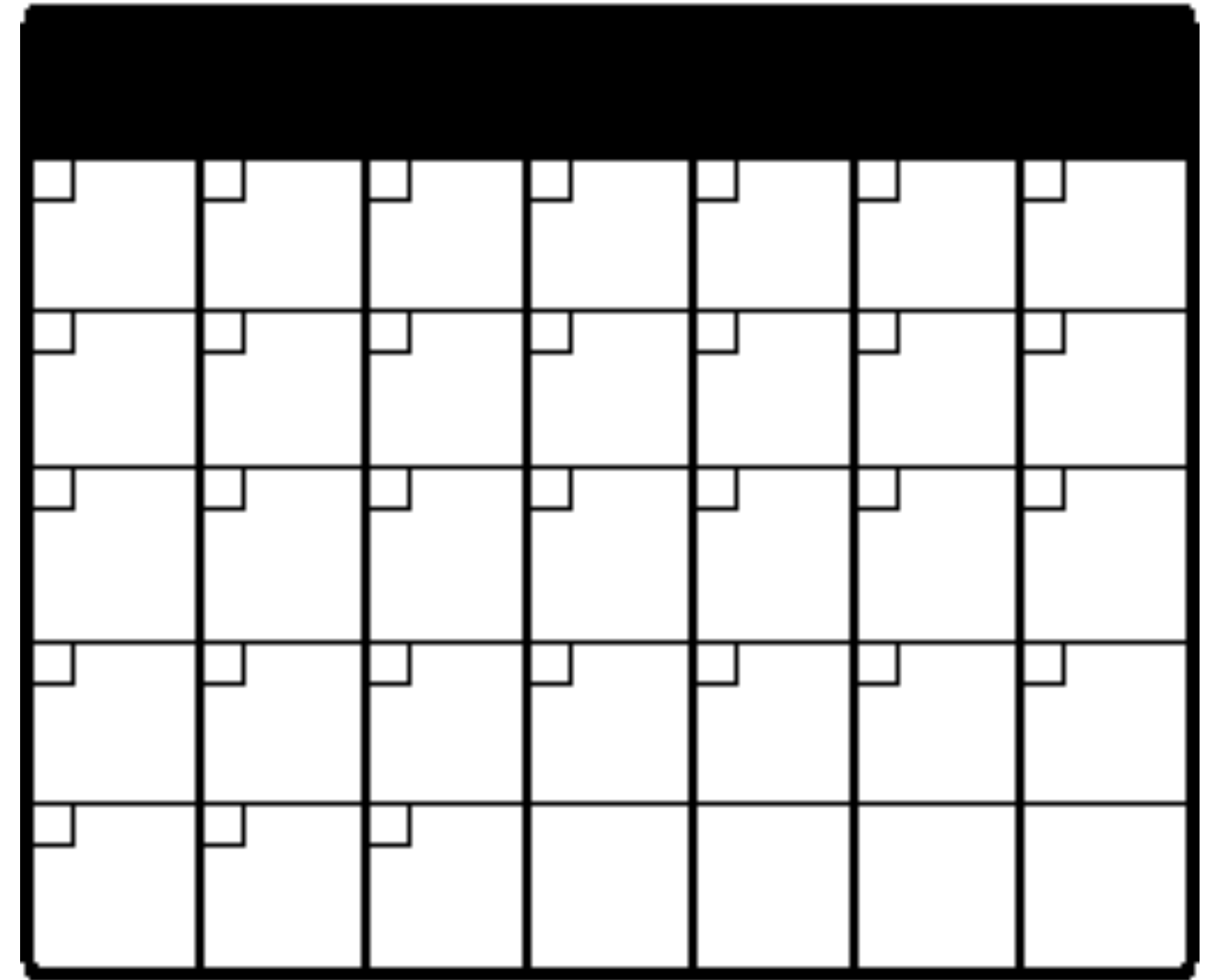
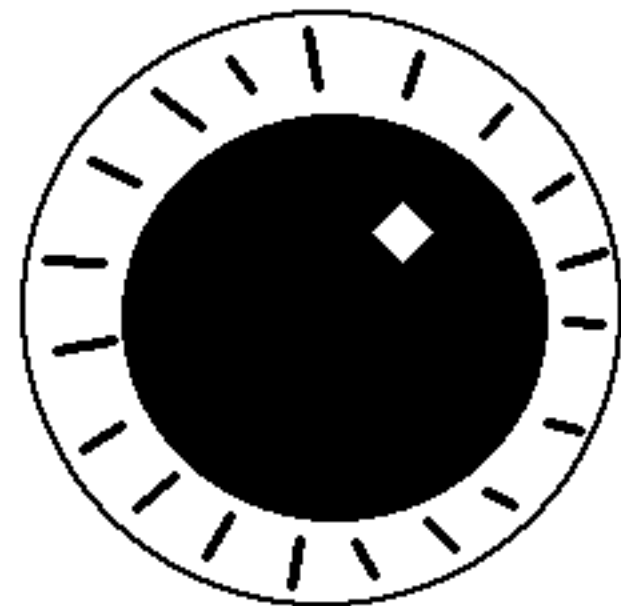
OPTION 3: That's nice to hear! Yeah, I've been busy, what about you?

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.

ARTWORK



TWINE

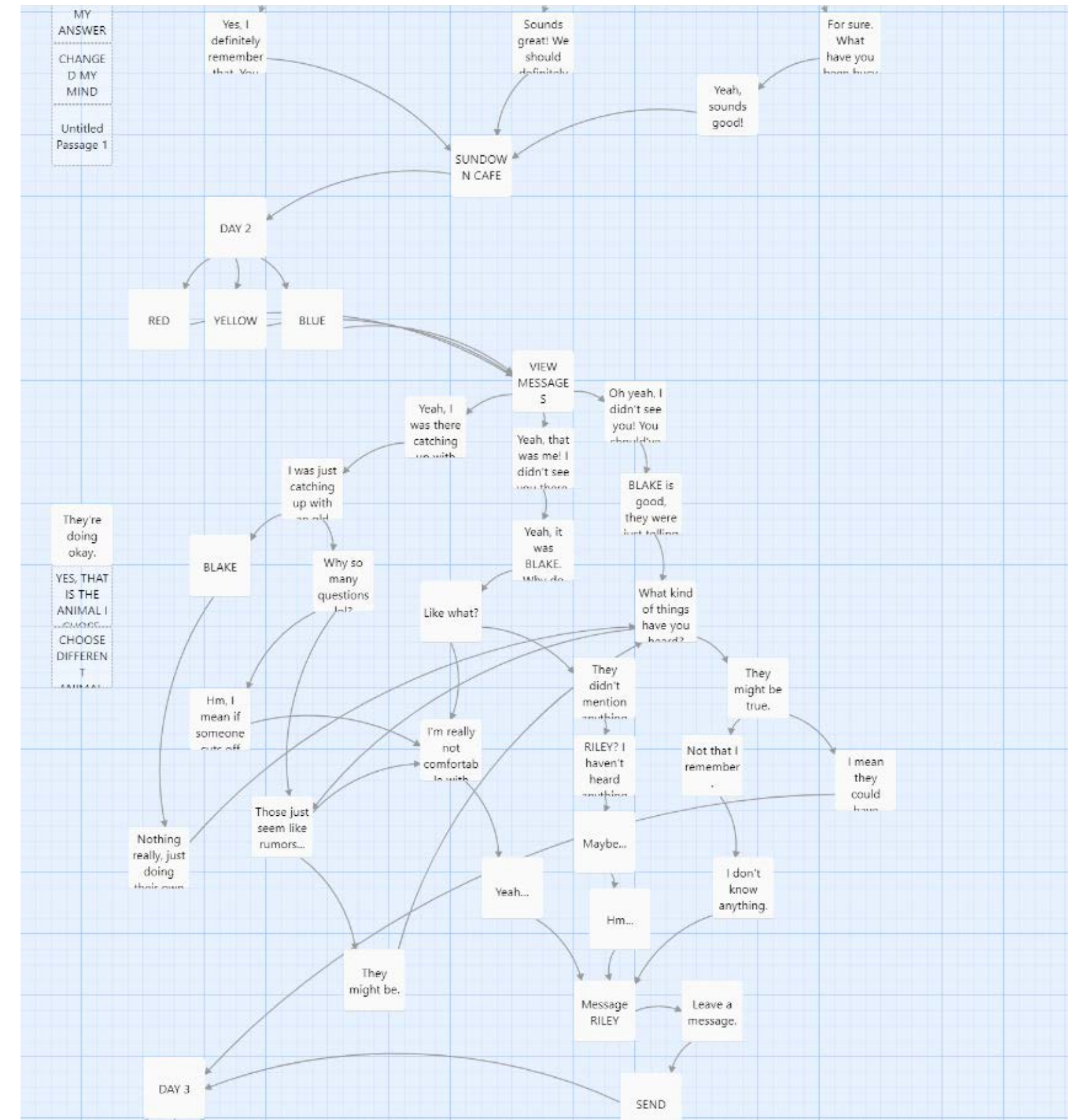
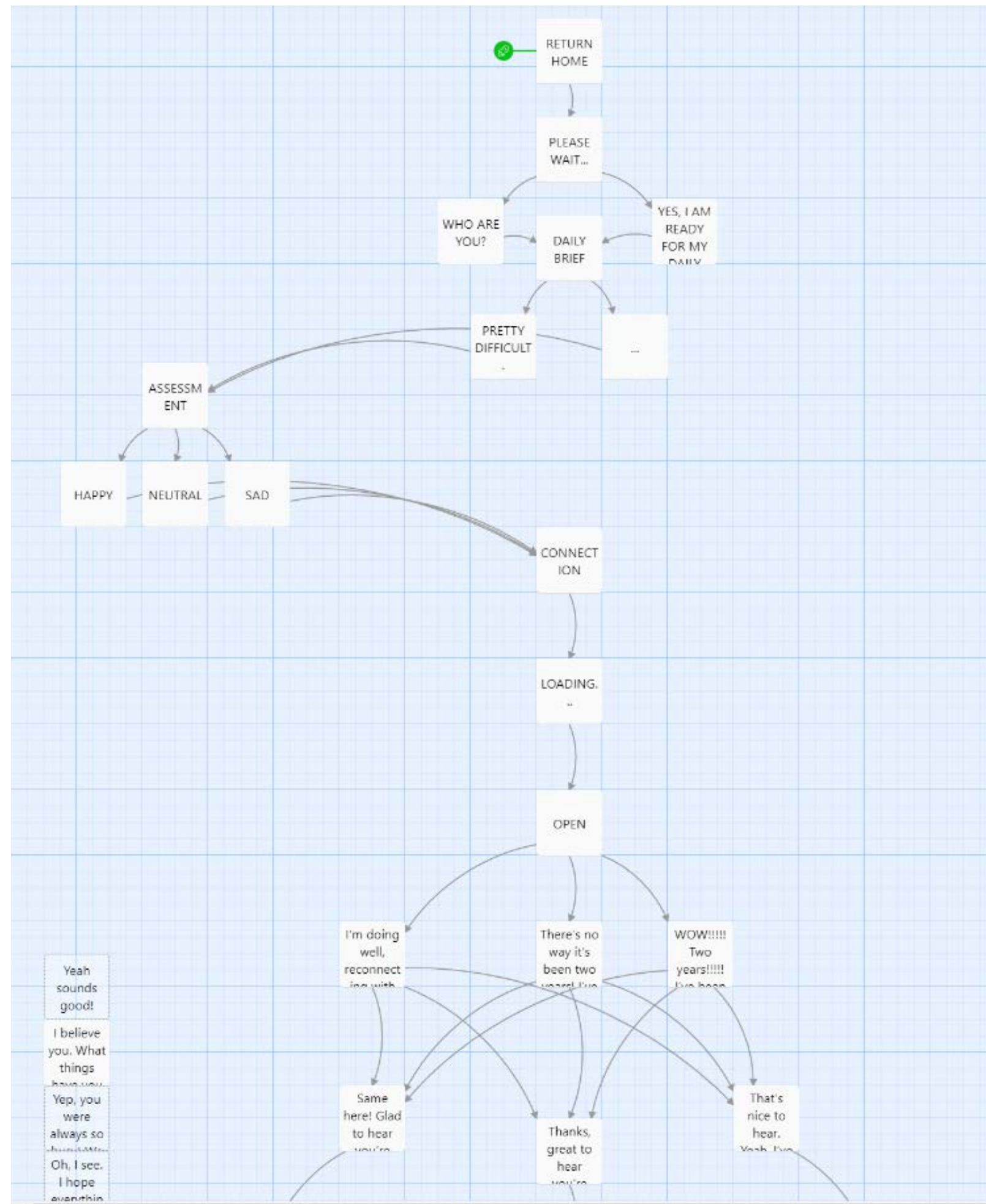


CON-NECTION

Last edited on 5/11/2024

221 passages

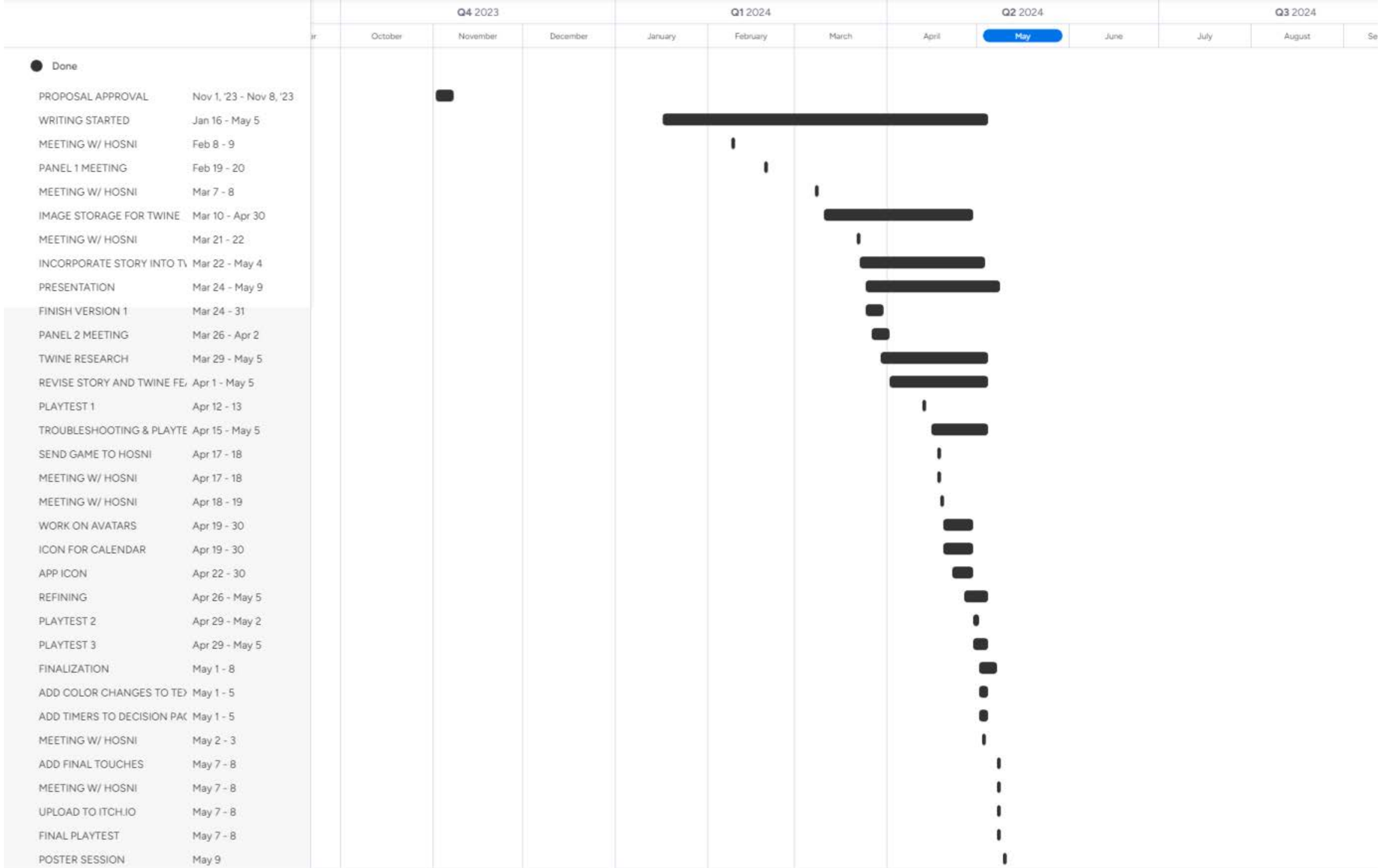
TWINE



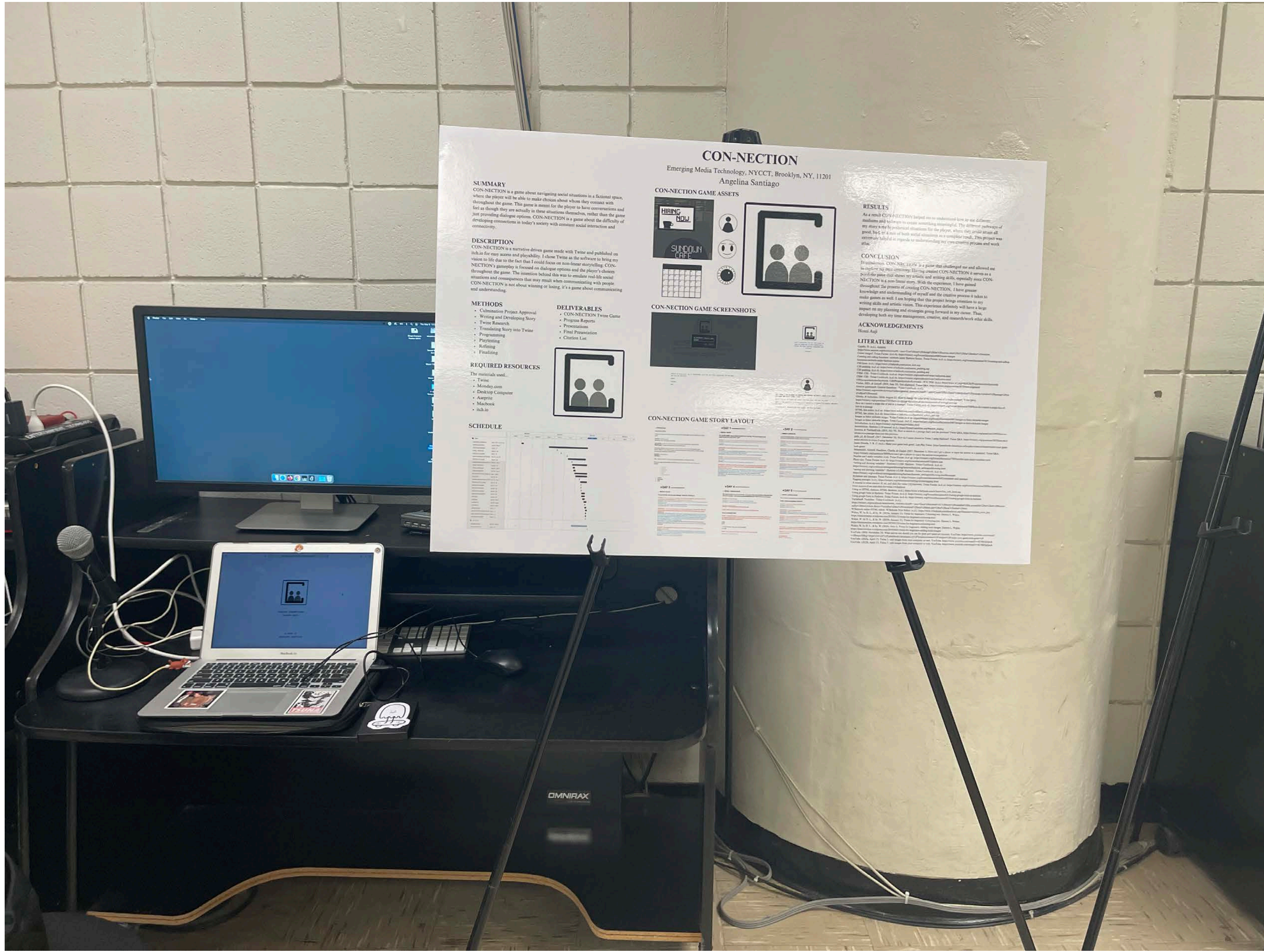
GANTT CHART & SCHEDULE

	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

- TOOK UP THE MOST AMOUNT OF TIME:
 - WRITING
 - REVISIONS



POSTER SESSION



CON-NECTION

Emerging Media Technology, NYCCT, Brooklyn, NY, 11201
Angelina Santiago

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 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 dialogical systems and the player's chosen situations and consequences that may result when communicating with people and understanding.

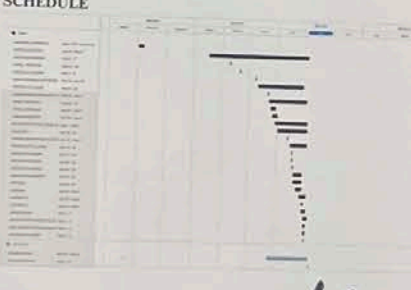
METHODS

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

REQUIRED RESOURCES

- The materials used:
- Twine
 - itch.io
 - Desktop Computer
 - Average
 - MacBook
 - Itch.io

SCHEDULE

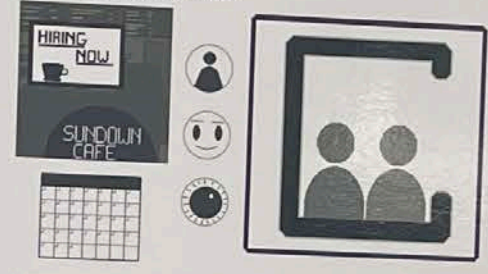


DELIVERABLES

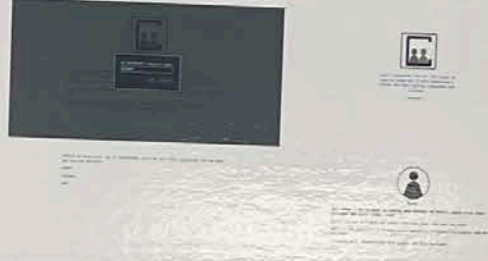
- CON-NECTION Twine Game
- Progress Reports
- Presentations
- Final Presentation
- Citation List



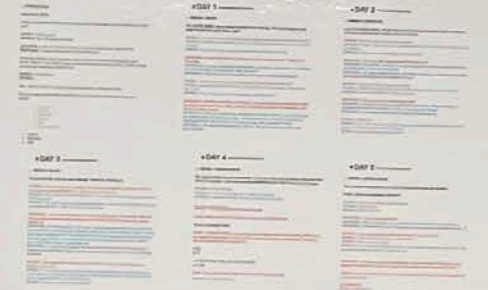
CON-NECTION GAME ASSETS



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 systems to create something meaningful. The different pathways of my story and the potential situations for the player, which they could make all seem as though it is up to me to understand 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. Using Twine created CON-NECTION as a game that allowed me to explore my own creative process and work ethic. CON-NECTION is a non-linear story. With the experience, I have gained knowledge and understanding of myself and the creative process in how to make games as well. I am hoping that this project brings attention to my writing skills and artistic vision. The 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

Thank you!

LITERATURE CITED

Twine. (n.d.). Twine. Retrieved from <http://twinery.org/>
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THE SPRING SHOW 2024

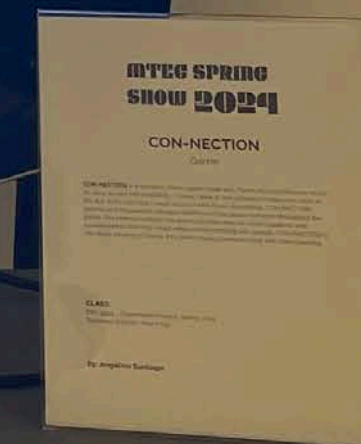
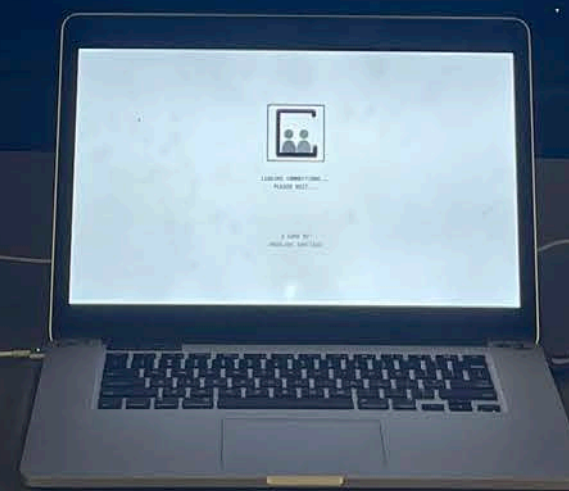
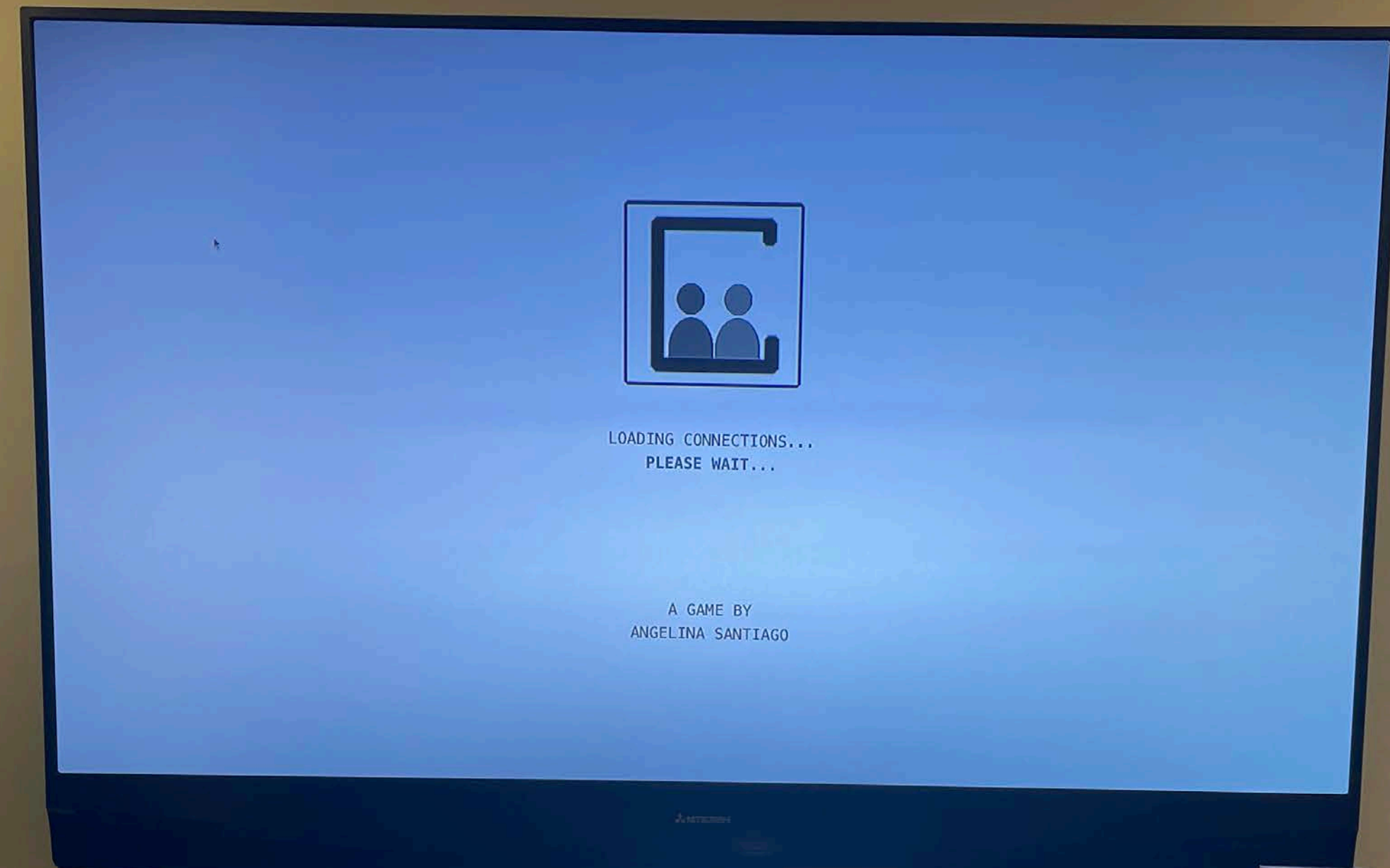
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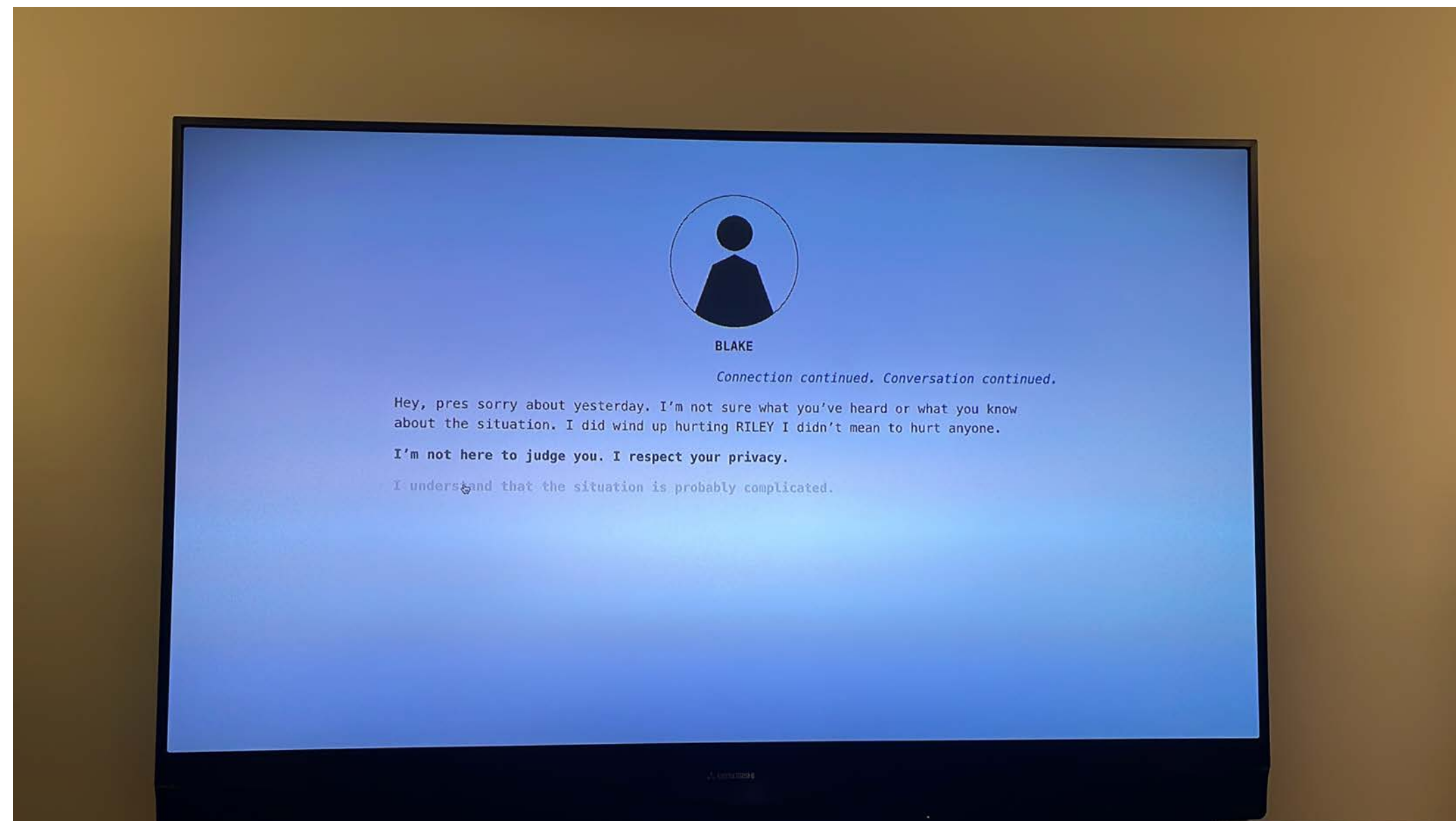
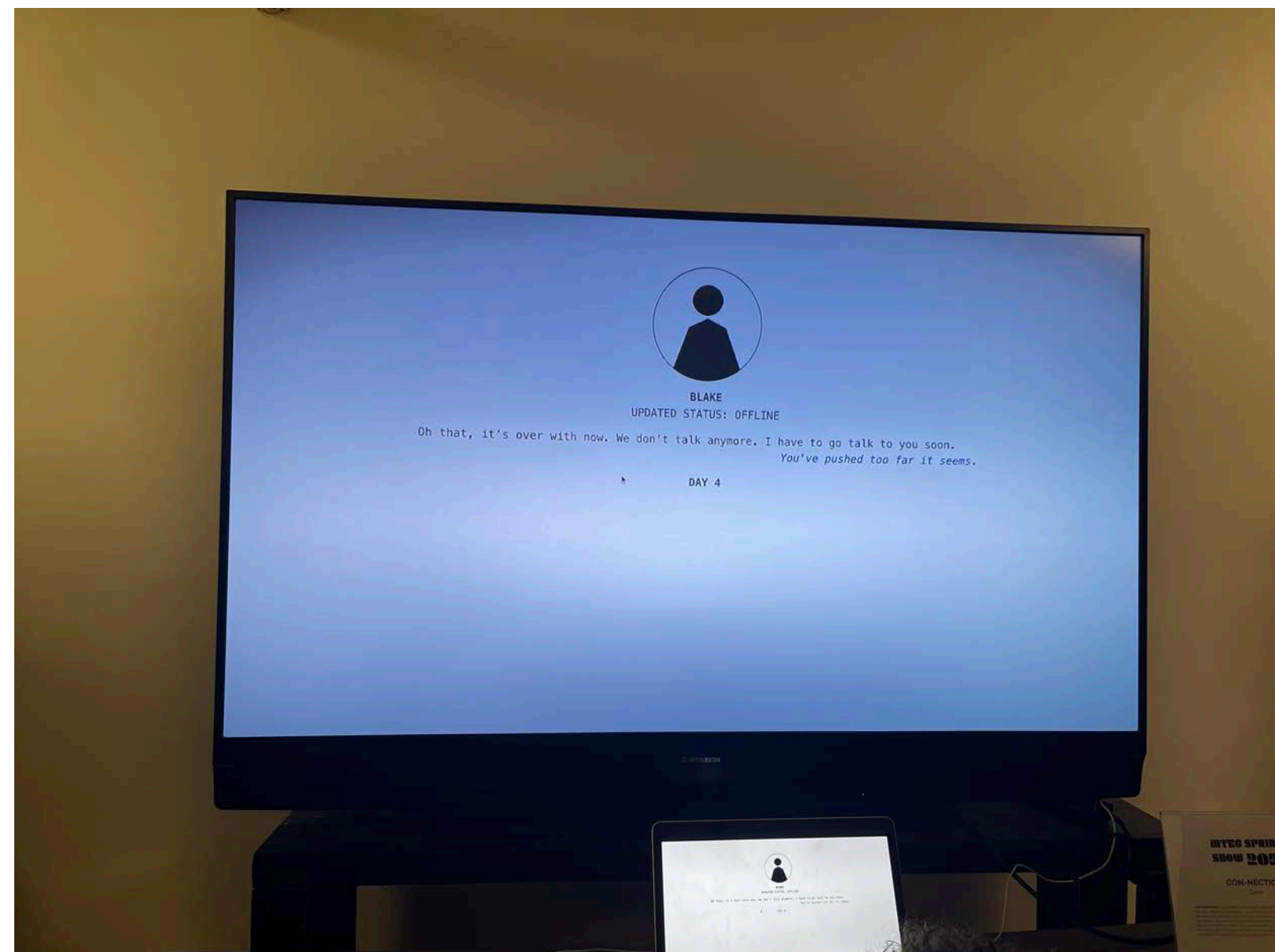
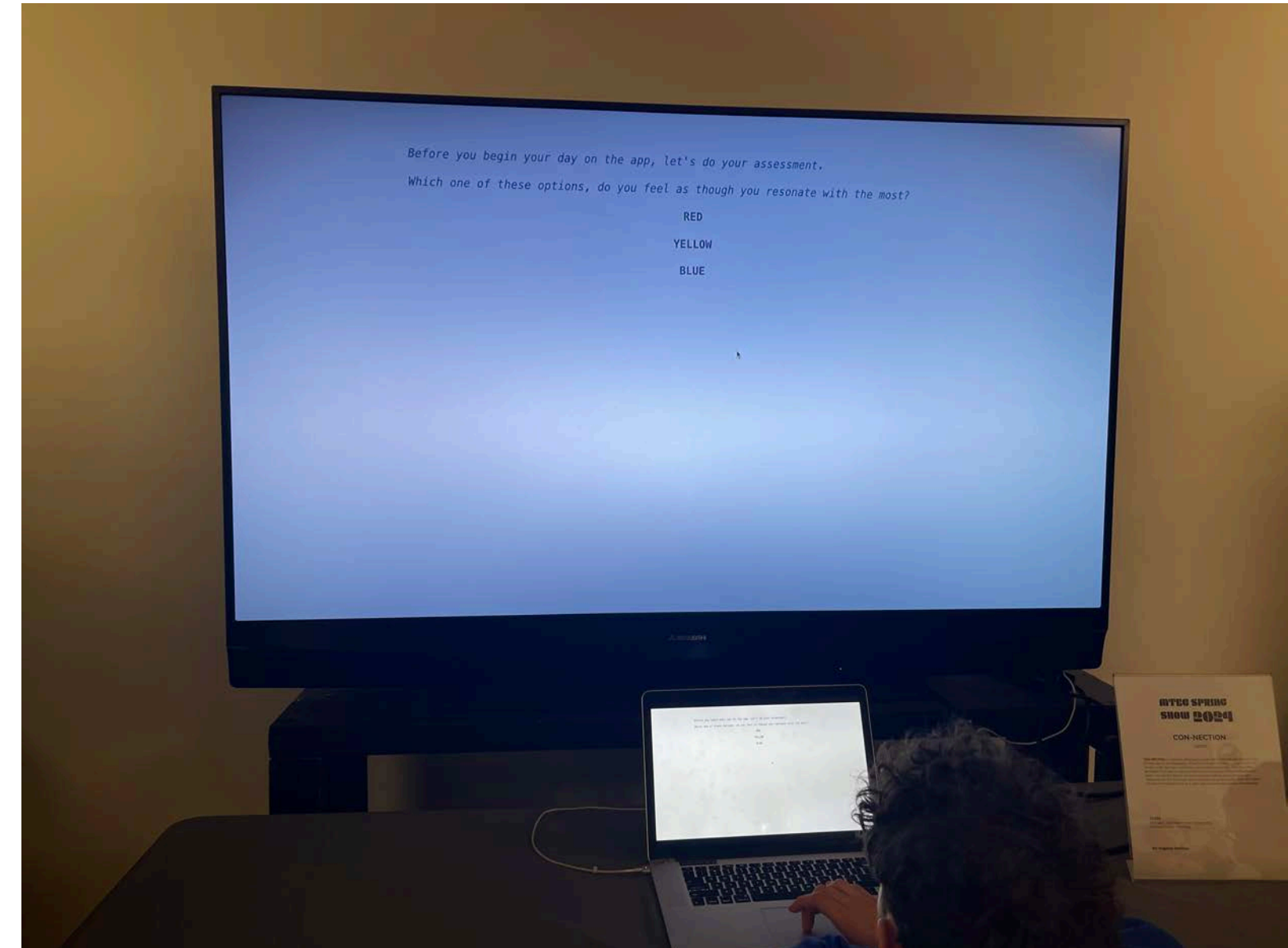
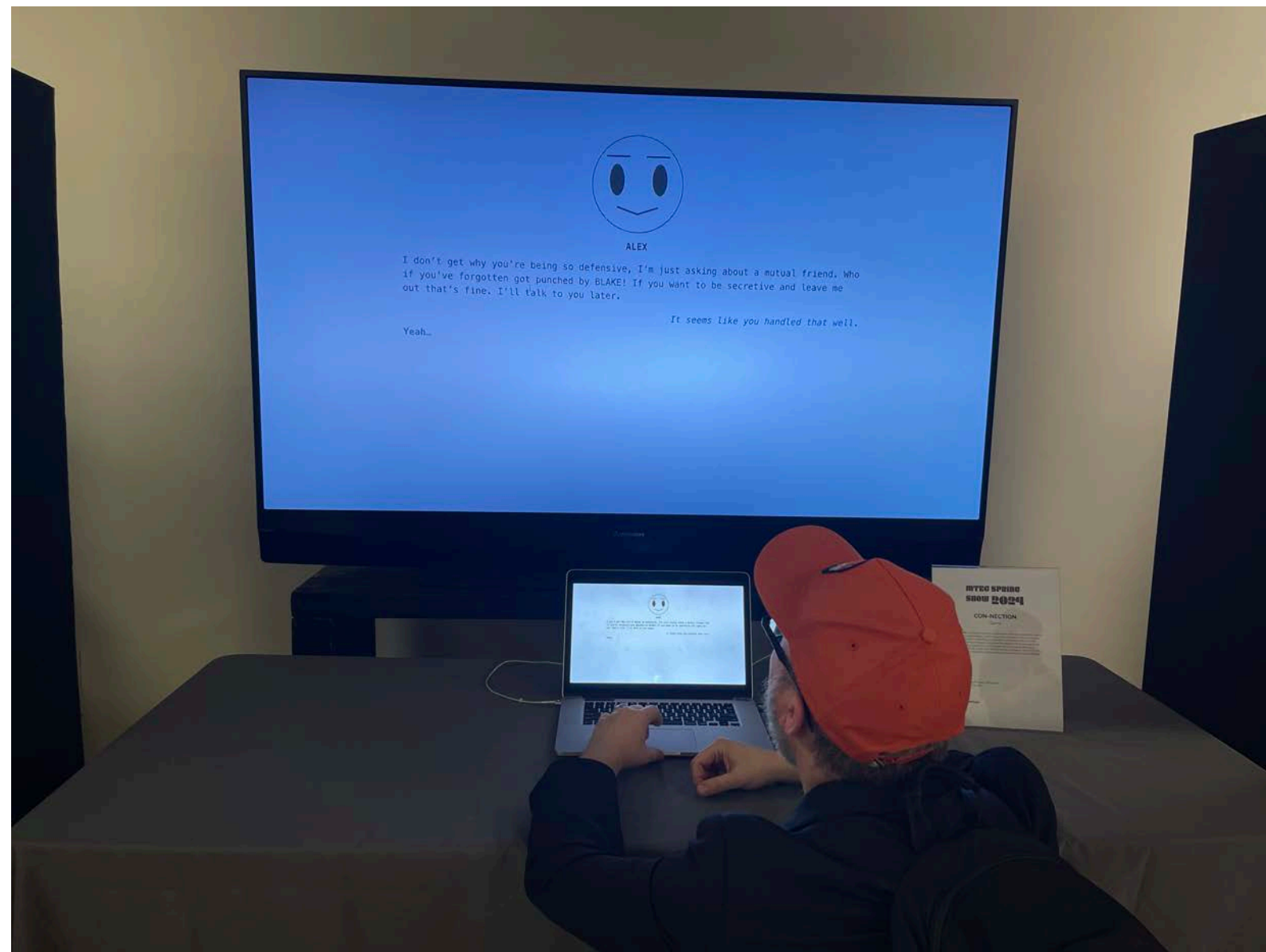
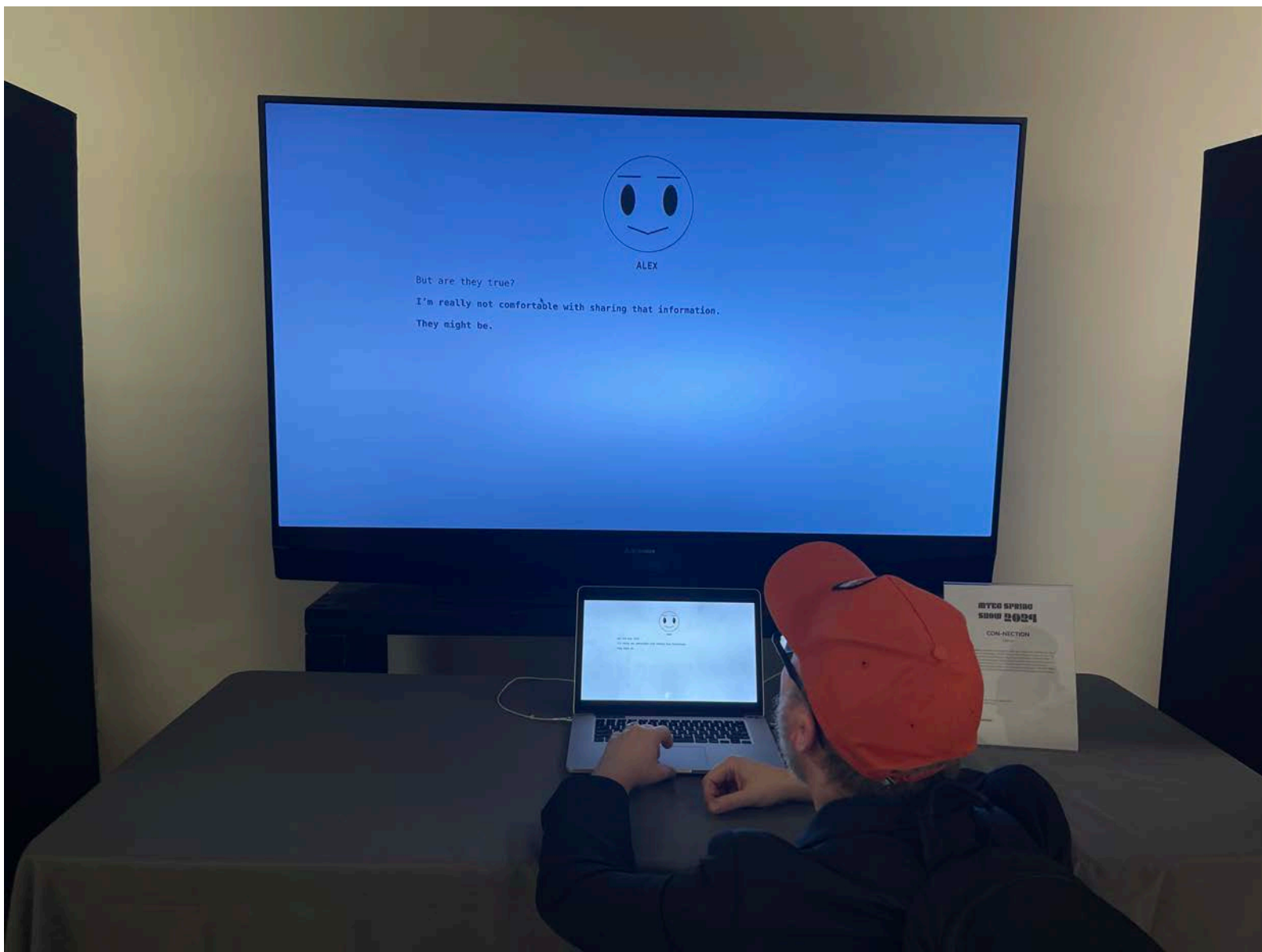
CON-NECTION Game

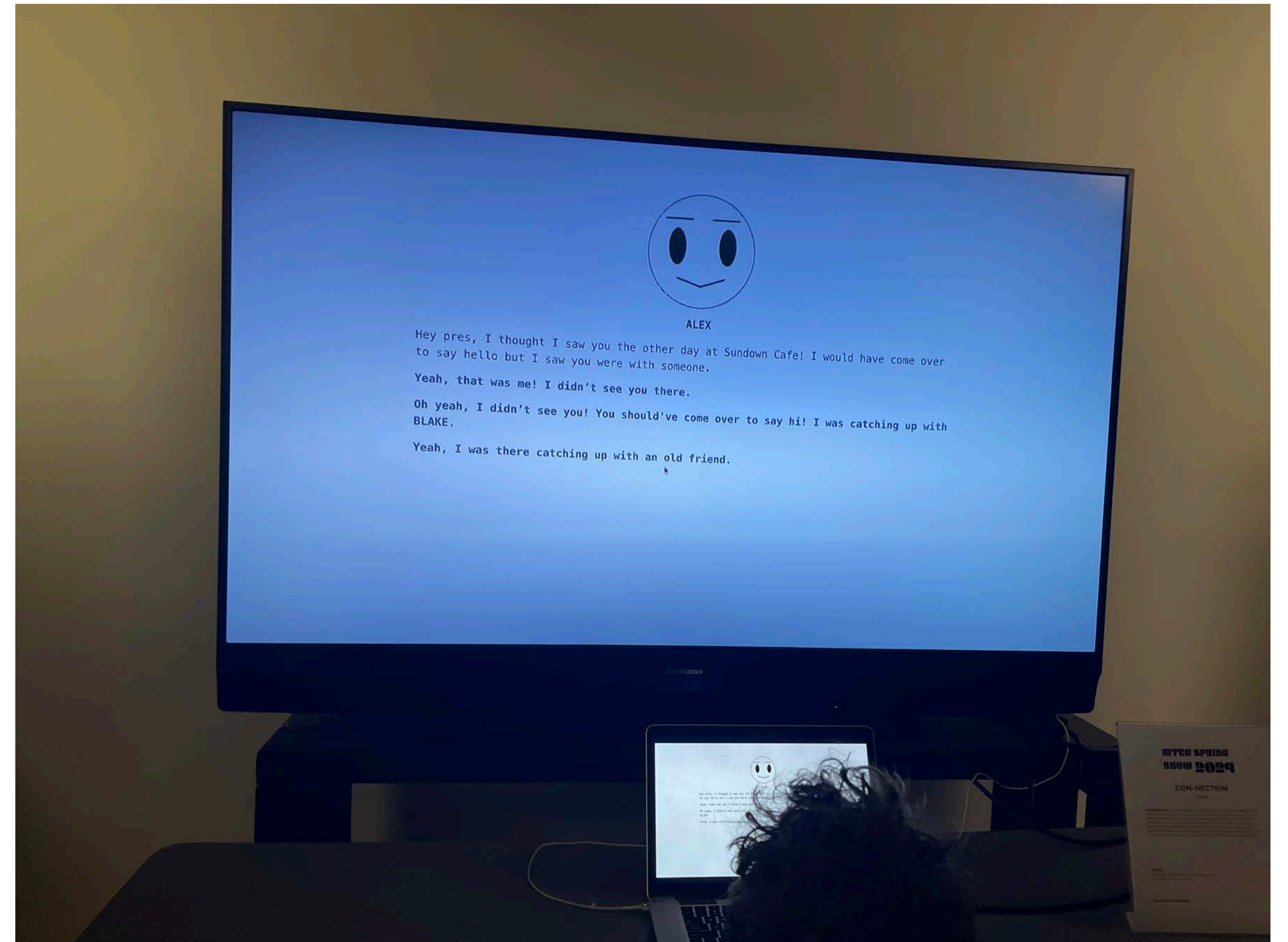
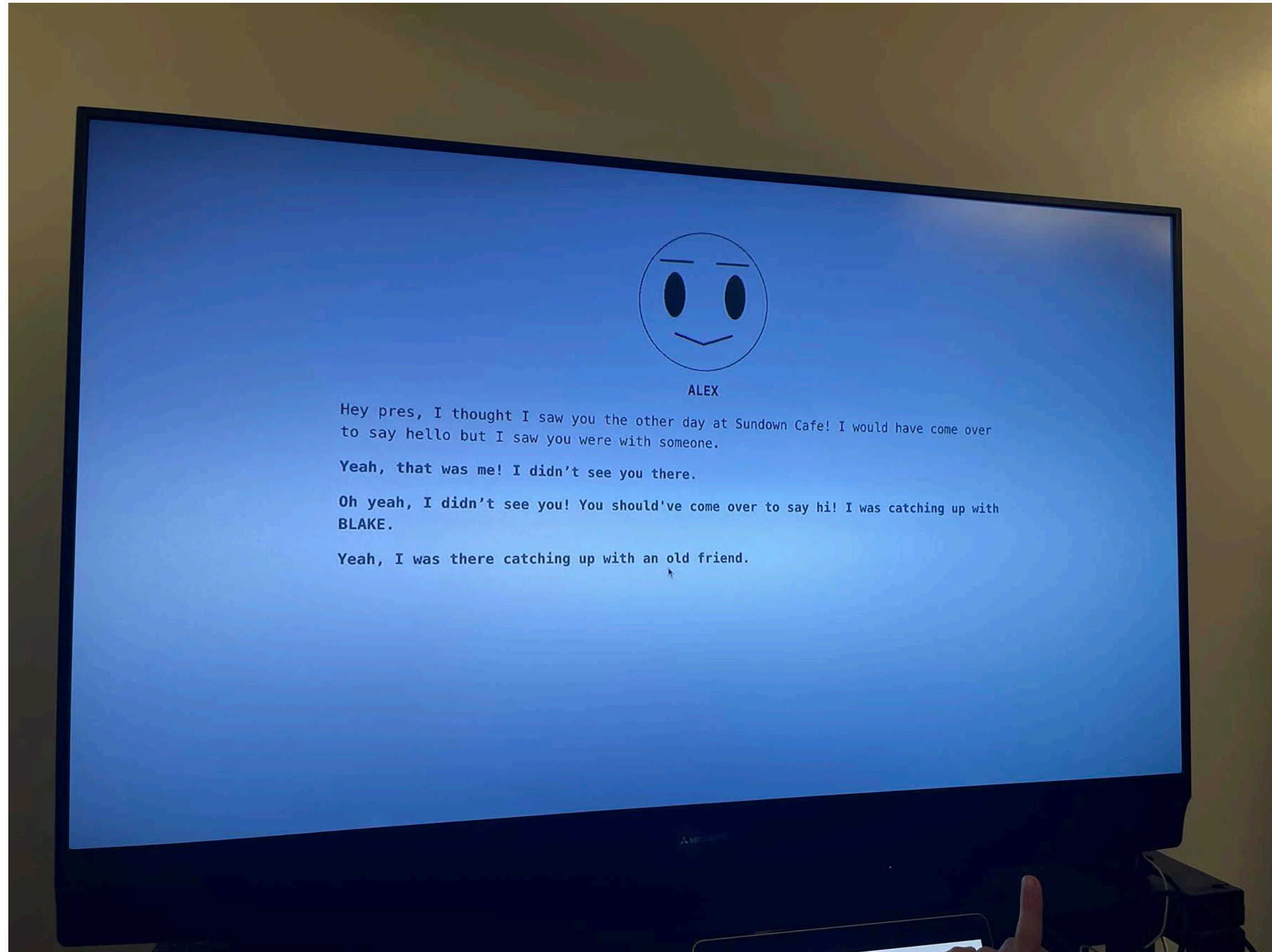
CON-NECTION is a narrative driven game made with Twine and published on itch.io for easy access and playability. I chose Twine as the software to bring my vision to life due to the fact that I could focus on non-linear storytelling. **CON-NECTION** gameplay is focused on dialogue options and the player's 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.

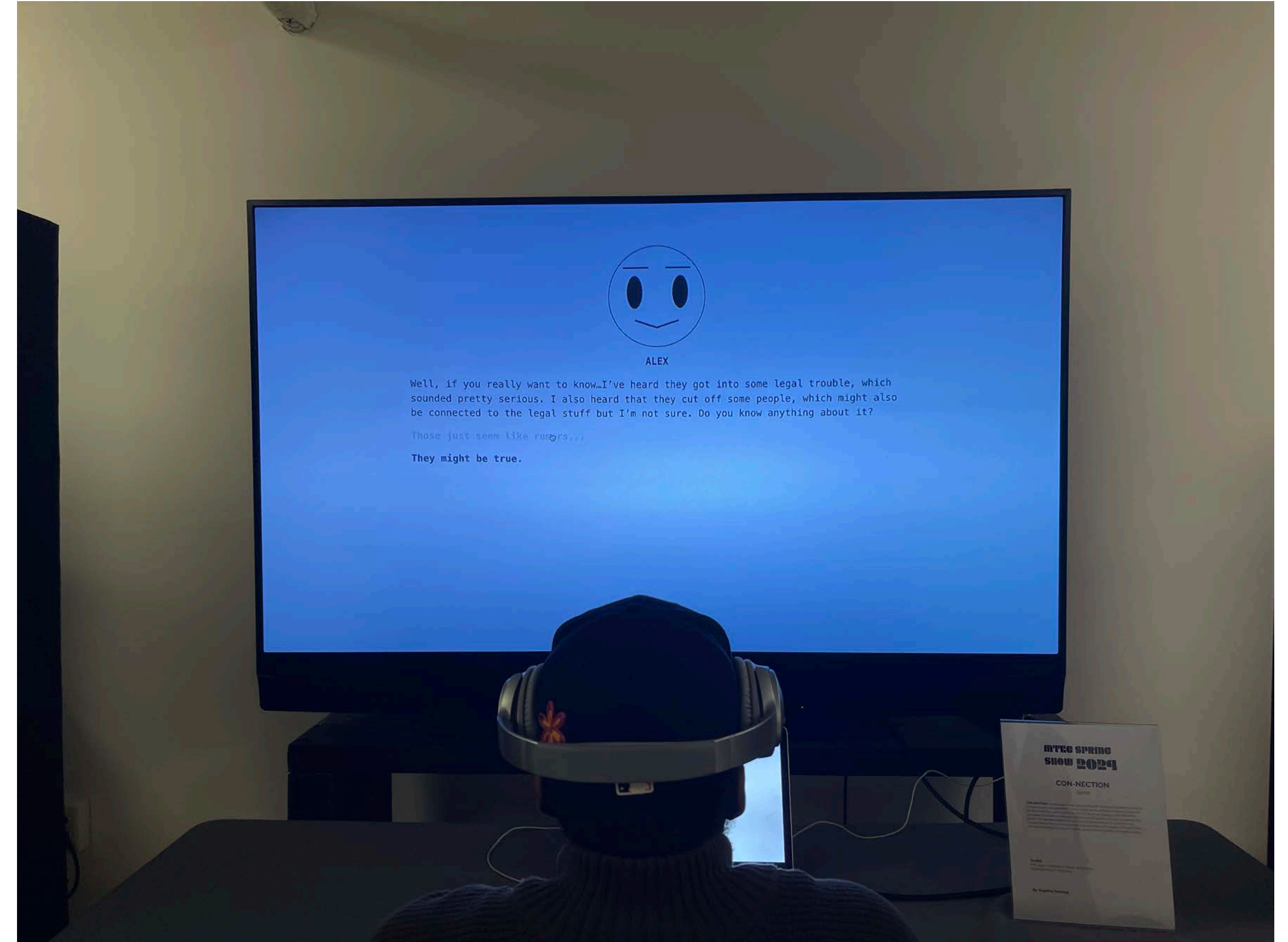
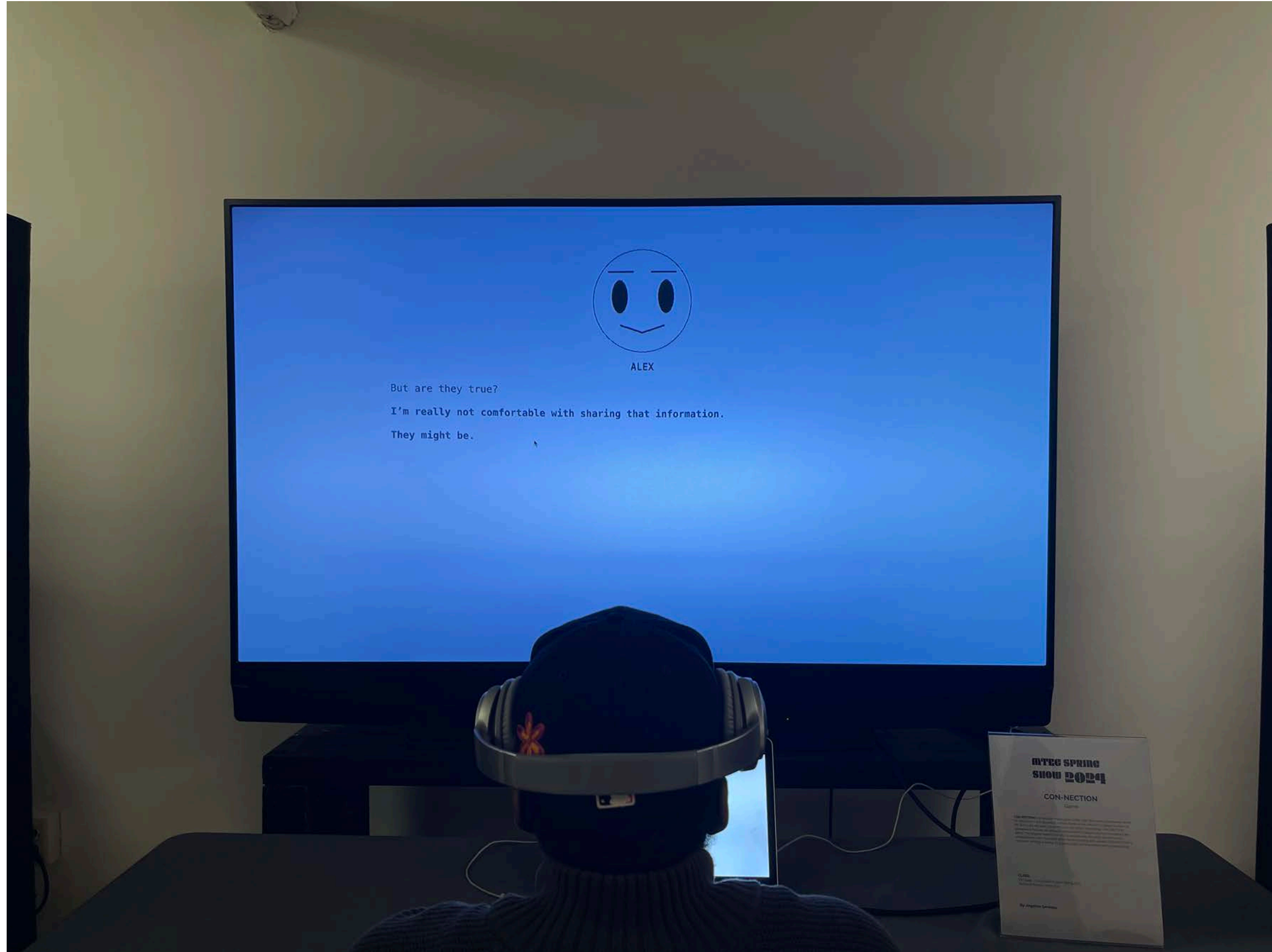
CLASS:
ENT 4499 - Culmination Project, Spring 2024
Technical Advisor : Hosni Auji

By: Angelina Santiago









CULMINATION PROJECT

CHALLENGES

CHALLENGES I FACED

- WRITING
 - *STORY FLOW*
 - *IMPACT*
- DESIGN
 - *AESTHETIC*
 - *LAYOUT*
- PROGRAMMING
 - *LEARNING THE TWINE ENGINE*
 - *LEARNING HARLOWE*

DESIGN SOLUTIONS

- WRITING

- *STORY FLOW* —

- Story Implementation
 - Play-testing

- *IMPACT* —

- Story Review
 - Play-Test Feedback

- **DAY 2** —————

— *PERSON 2 SIDE ROUTE*

Hey [YOUR NAME HERE], I thought I saw you the other day at Sundown Cafe! 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: Oh, I see. Were you just there hanging out or?

RESPONSE 2: No problem, next time I'll stop and say hello. Oh so you were catching up with [PERSON 1]? How have they been?

RESPONSE 3: Oh I see, catching up with old friends is always nice. The person you were with looked like [PERSON 1] but I might be wrong?

OPTION 1: I was just catching up with an old friend.

OPTION 2: [PERSON 1] is good, they were just telling me about stuff going on with them.

OPTION 3: Yeah, it was [PERSON 1]. Why do you ask?

RESPONSE 1: Nice, who were you catching up with?

RESPONSE 2: I heard some things about [PERSON 1] recently. Things like they've changed and cut off some people as of late. Do you know if it's true?

RESPONSE 3: Just asking, I heard some things about them recently...

OPTION 1: [PERSON 1].

OPTION 2: Hm, I mean if someone cuts off other people or changes that's up to them. Even if I did know, I don't think that's really for me to say?

OPTION 3: What kind of things have you heard?

- **DAY 3** —————

— *PERSON 3 ROUTE*

Hey [yourname], I just saw your message. Thanks for checking in.

OPTION 1: Of course, how're you feeling? I'm so sorry that happened, I just found out that it was between you and [PERSON 1]. I hope you guys are okay now.

OPTION 2: Yeah, sorry to hear that happened. Are you feeling better? Are you guys okay now? What happened?

OPTION 3: Hey, yeah I'm so sorry to hear that happened. I was shocked that [PERSON 1] could do something like that. I never would have expected that.

RESPONSE 1: Yeah, I'm feeling better and it's no big deal now. I cut them off, I just was asking about something that was going on with them and all the sudden they started lashing out.

RESPONSE 2: I'm feeling better. Don't know, I haven't spoken to them since, I sent them my medical bill, I think they paid. Honestly, I don't care. I was just trying to figure out why they weren't talking to me or updating me about what was going on with them and they got mad. We're friends, we're supposed to share everything with each other, right? I guess [PERSON 1] doesn't understand that.

RESPONSE 3: I'm not, they changed. We were close and then they just disappeared. I wanted to talk with them to figure out what was going on because I was hurt and things escalated.

OPTION 1: What happened? I'm trying not to pry but this sounds like something that was building up for a while...

OPTION 2: I mean maybe they had their reasons for not sharing things or maybe it was just a really bad time. I can't speak on their behalf but maybe they should have communicated better but it is nice they paid for your medical expenses.

OPTION 3: What do you mean things escalated?

WRITING

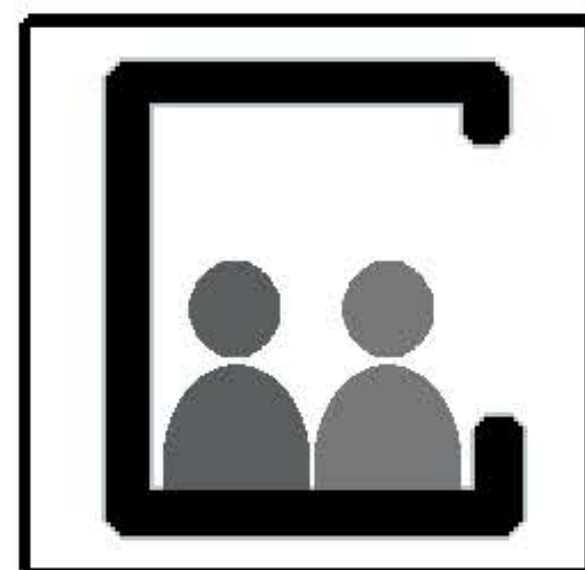
- DAY 4
 - *CRUCIAL DECISION*
 - Testing the Player's Decision Making



DESIGN SOLUTIONS

- DESIGN
 - *AESTHETIC* —
 - Minimalist Monochromatic Style
 - Focus on Dialogue
 - Visual Engagement
 - *LAYOUT* —
 - CONA's (KAH-NA's) Text
 - Profile Pictures / Character Portraits

DESIGN



LOADING CONNECTIONS...

PLEASE WAIT...

BEGIN

A GAME BY
ANGELINA SANTIAGO

DESIGN



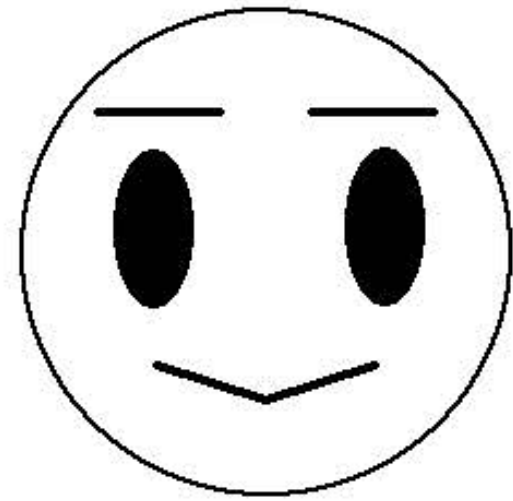
You meet with BLAKE at SUNDOWN CAFE, the place has a nice atmosphere and the smell of coffee and baked goods waft in the air.

You catch up and reminisce about the past with BLAKE.

Afterwards you head home, you had a nice time. You check the event off in your calendar and open the CONNECTION app.

DAY 2

DESIGN



ALEX

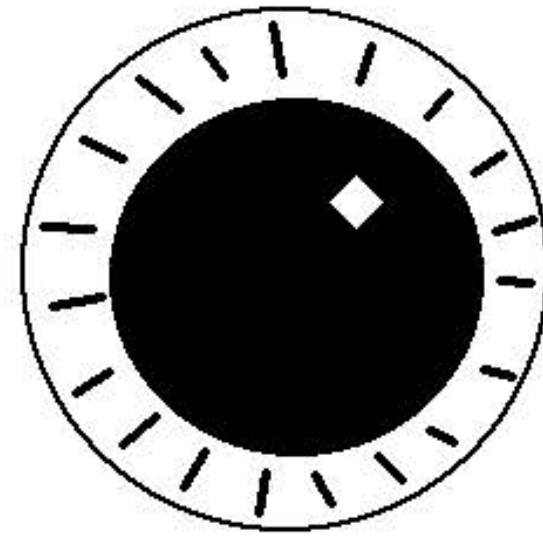
Hey Answer I heard that you spoke with RILEY.

How did you know?

I don't want to respond.

would you like to respond?

DESIGN



RILEY

Hey, I've been hearing that you've been asking around about the situation.

How are you going to answer?

I have been talking to people about it.

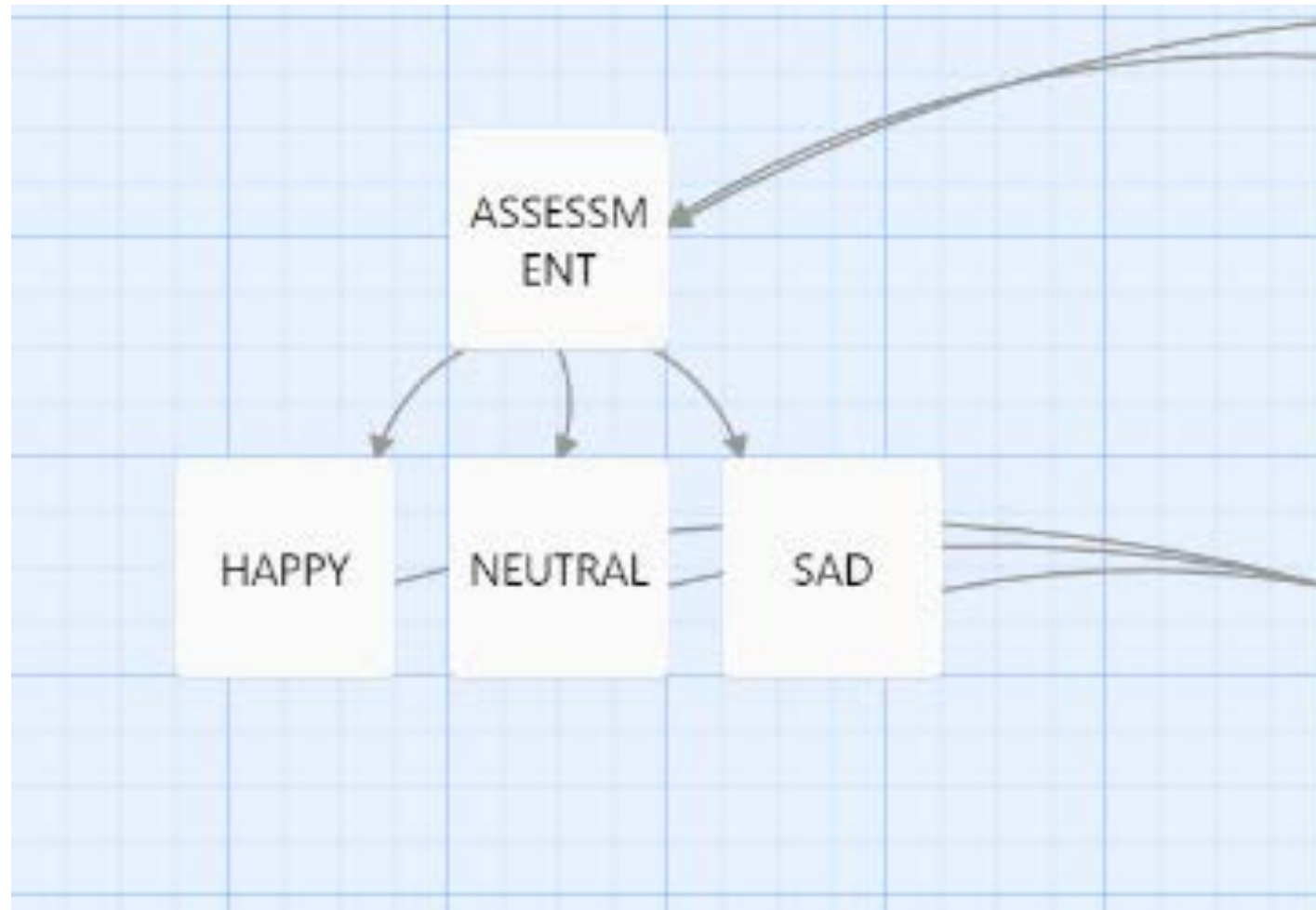
What about it?

Why do you ask?

DESIGN SOLUTIONS

- PROGRAMMING
 - *LEARNING THE TWINE ENGINE* —
 - Assessments
 - Experimenting
 - Testing
 - *LEARNING HARLOWE* —
 - Utilizing Forums
 - Twine Cookbook
 - Tutorials

PROGRAMMING



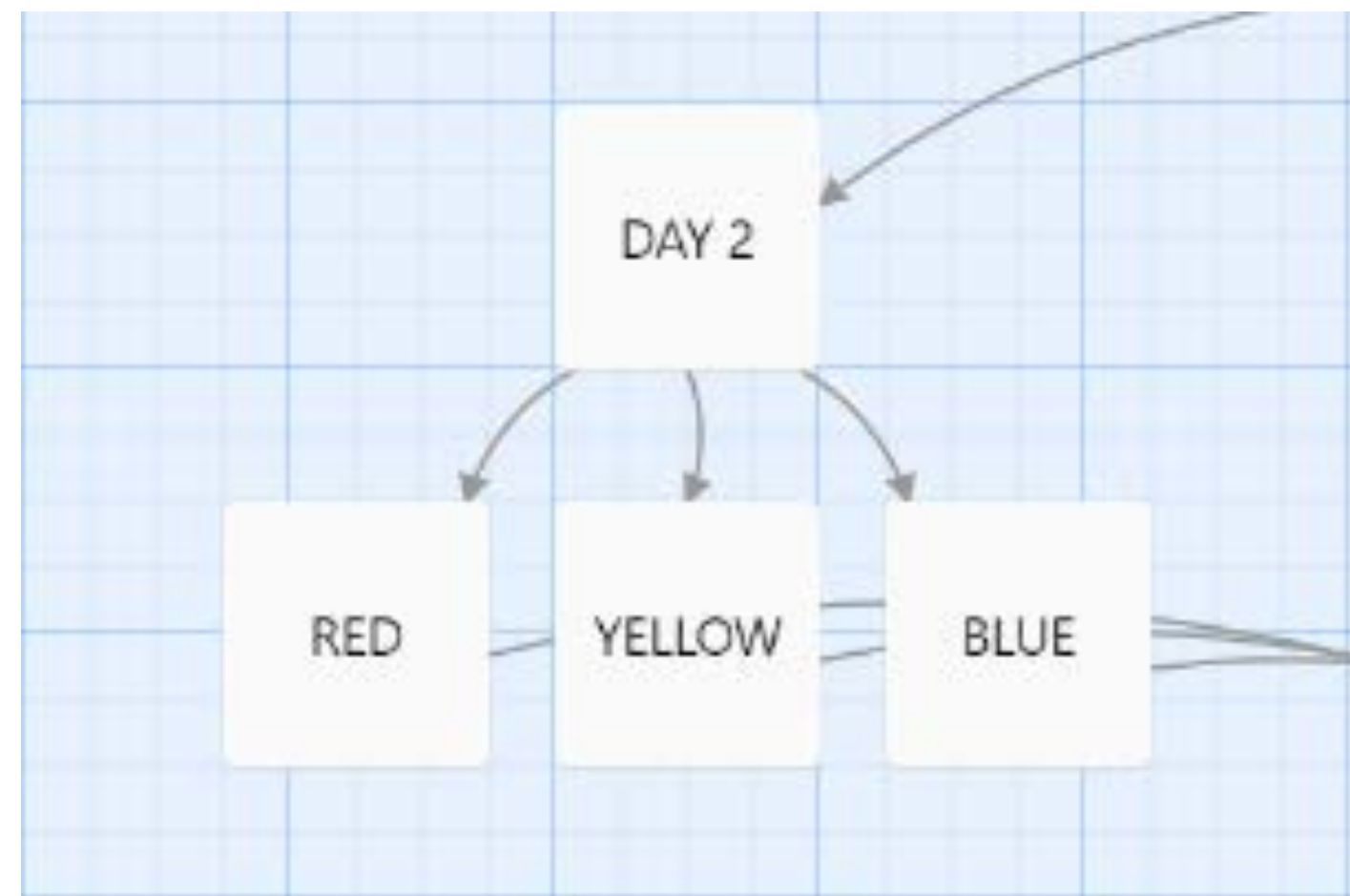
```
(set: $happy to it + 1 )
```

```
{  
  (live: 1s)[  
    (stop:)  
    (text-colour: "steelblue") [//You chose RED. Thank you for confirming and answering  
today's assessment.
```

```
Enjoy your day $name.//]
```

```
]
```

```
}
```



```
{  
  (live: 1.5s)[
```

```
  (stop:)
```

```
=><=
```

```
[[VIEW MESSAGES]]
```

```
]
```

```
}
```

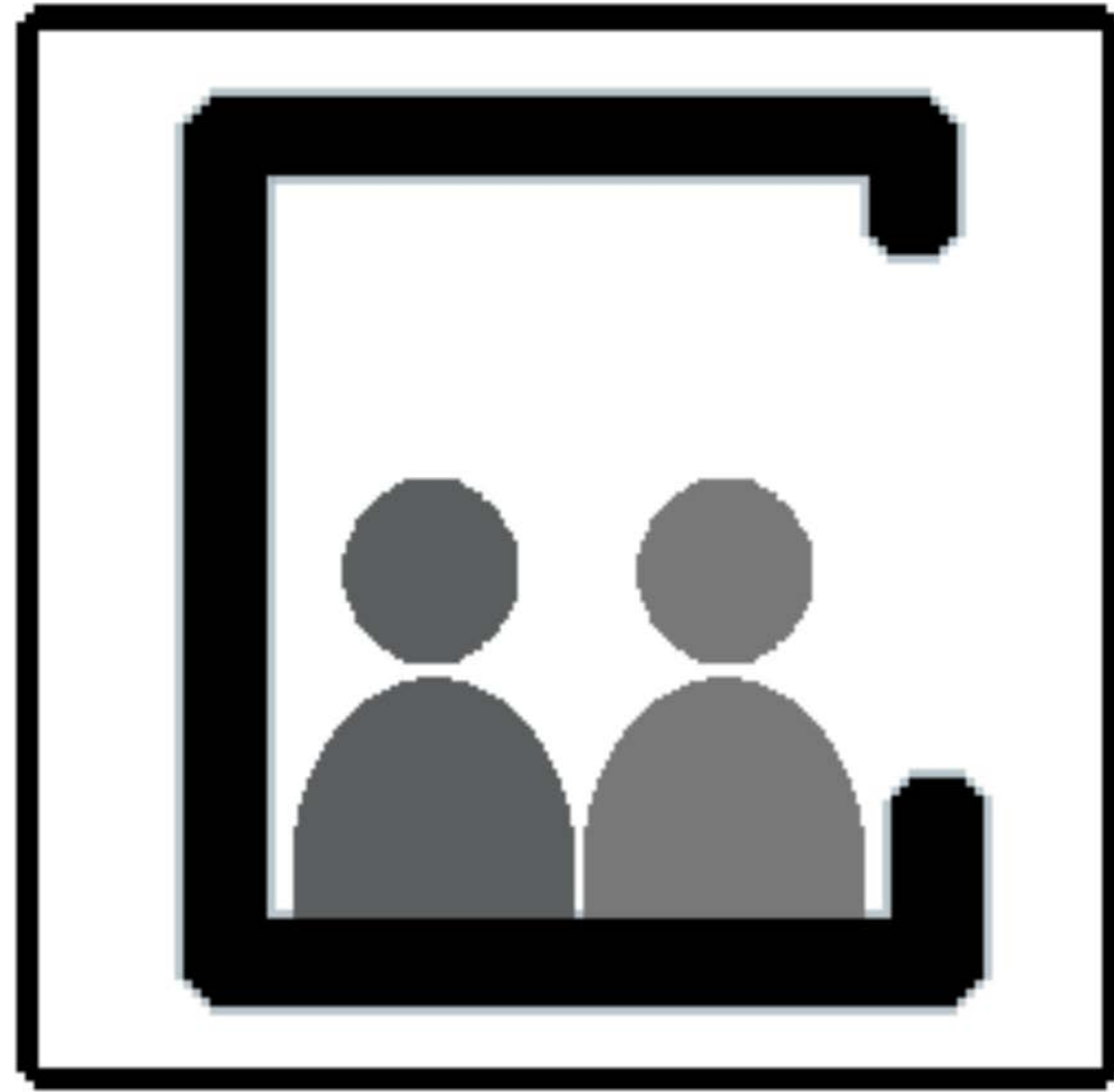
```
(set: $sad to it + 1 )  
(set: $neutral to it + 1 )
```

CULMINATION PROJECT

MY ARTISTIC STATEMENT

MY ARTISTIC STATEMENT

- **CON-NECTION** is a representation of my growth as a creator. I am hoping that with the final product my creative vision can be understood as well as my writing skills.
- **CON-NECTION** is designed to be an experience to help others be able to learn about different social situations.
- This experience will definitely have a large impact on me not only professionally but personally and creatively.
- It is certainly an experience that will not be forgotten and I hope that from here on that my growth and experience will only continue to increase.



CON-NECTION IS AVAILABLE NOW ON ITCH.IO

<https://angelsant.itch.io/con-nection>

THANK YOU FOR YOUR TIME AND
ATTENTION!

ANY QUESTIONS OR COMMENTS?

