

Big Shadow Over Little Innsmouth

Caleb Dee-Rakower Culmination Project
May 16th, 2023

Introduction

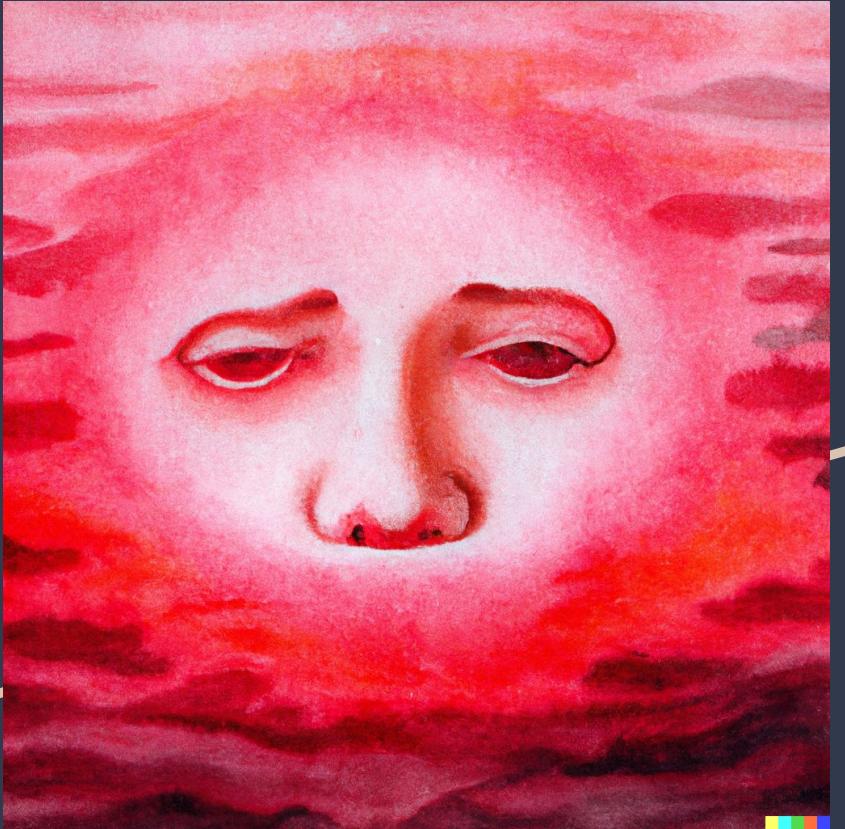


Big Shadow Over Little Innsmouth

Last edited on 5/14/2023
44 passages

My Culmination project is a horror fishing game made on Twine. It is a choose-your-own adventure game, where your choices influence the path you take. I chose a Horror-Fishing game because there were very few out there.

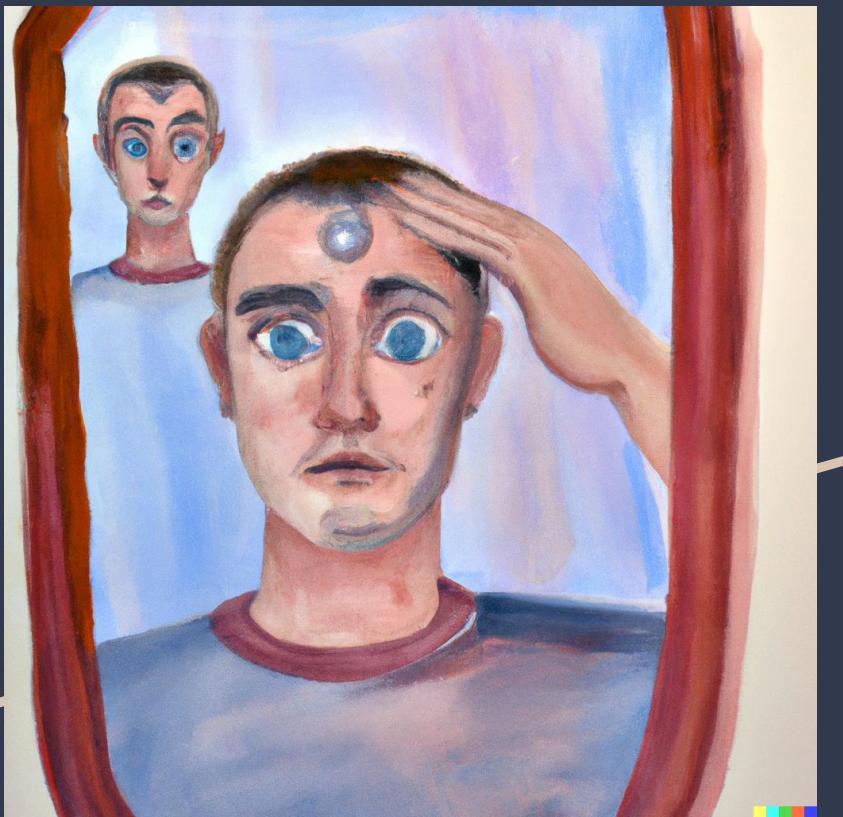
Materials



Materials I used for my project are:

- MacBook laptop
- Photoshop
- AI art generators (OpenAI)
- The website making website called “Yola”
- Twine
- Harlow Audio Library

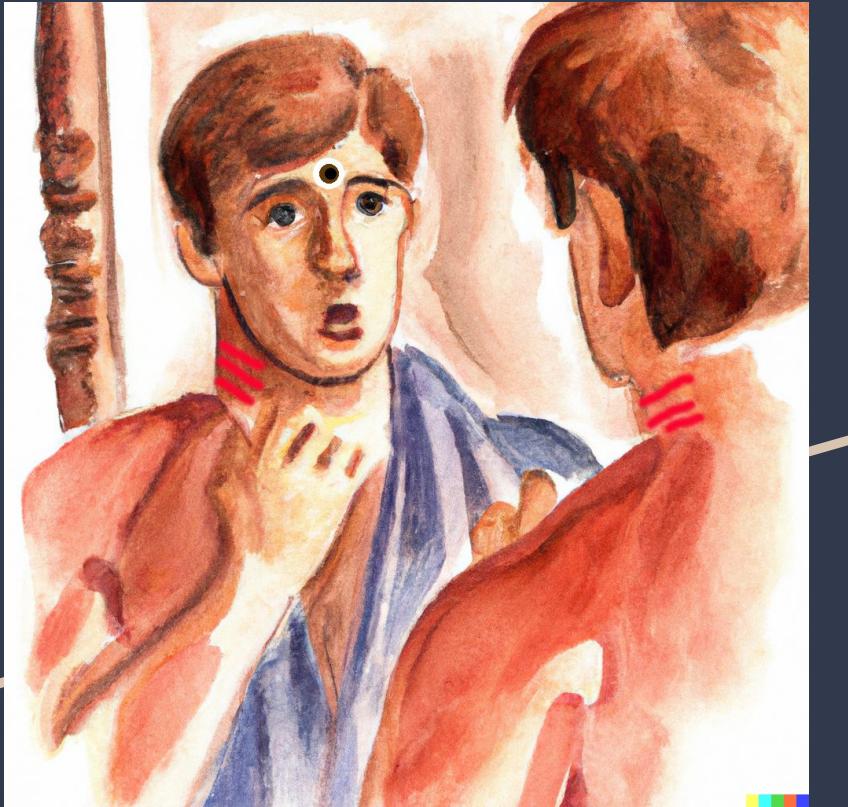
Methods



Methods:

- Developed idea of Horror-Fishing game using choose-your-own adventure concept
- Decided on Twine Program
 - Wrote Story
 - Wrote code around story, one day at a time
- Worked on images using AI Art generation
- Incorporated images into Twine Using “Yola”
- Incorporated audio into game using Harlow Audio Library as a guide

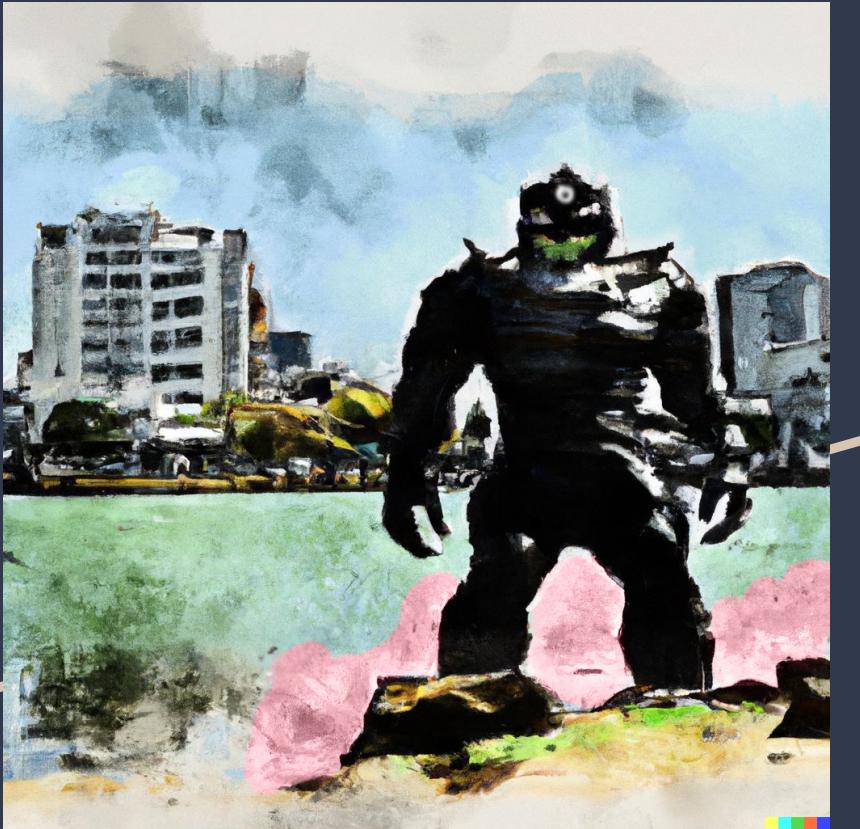
About the game



There are 3 paths you can take in the game.

- The “good” route, where you just play the game like a normal fishing simulator and nothing bad happens.
- The “neutral” route, where you stray from the normal fishing a small amount and something mysterious happens to the main character.
- The bad(?) ending, where you diverge entirely from the normal fishing and go full tilt into the horror aspect, and at the end something horrible happens to the main character and most of the other characters in the game.

Conclusion.



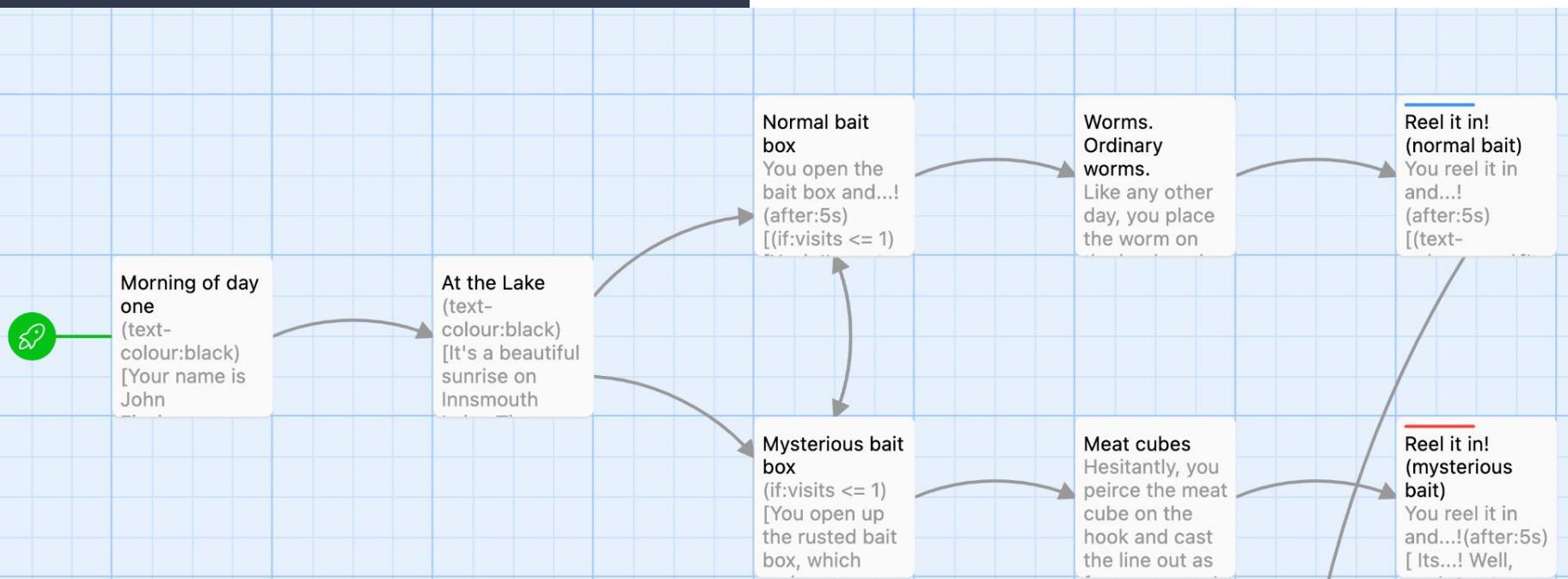
After experiencing what it is like to make a game from start to finish, I can say that game design is a career that I really want to go for. It is enjoyable and would be more so if I was able to work with a team of people.

The main parts of game design that speak to my strengths are

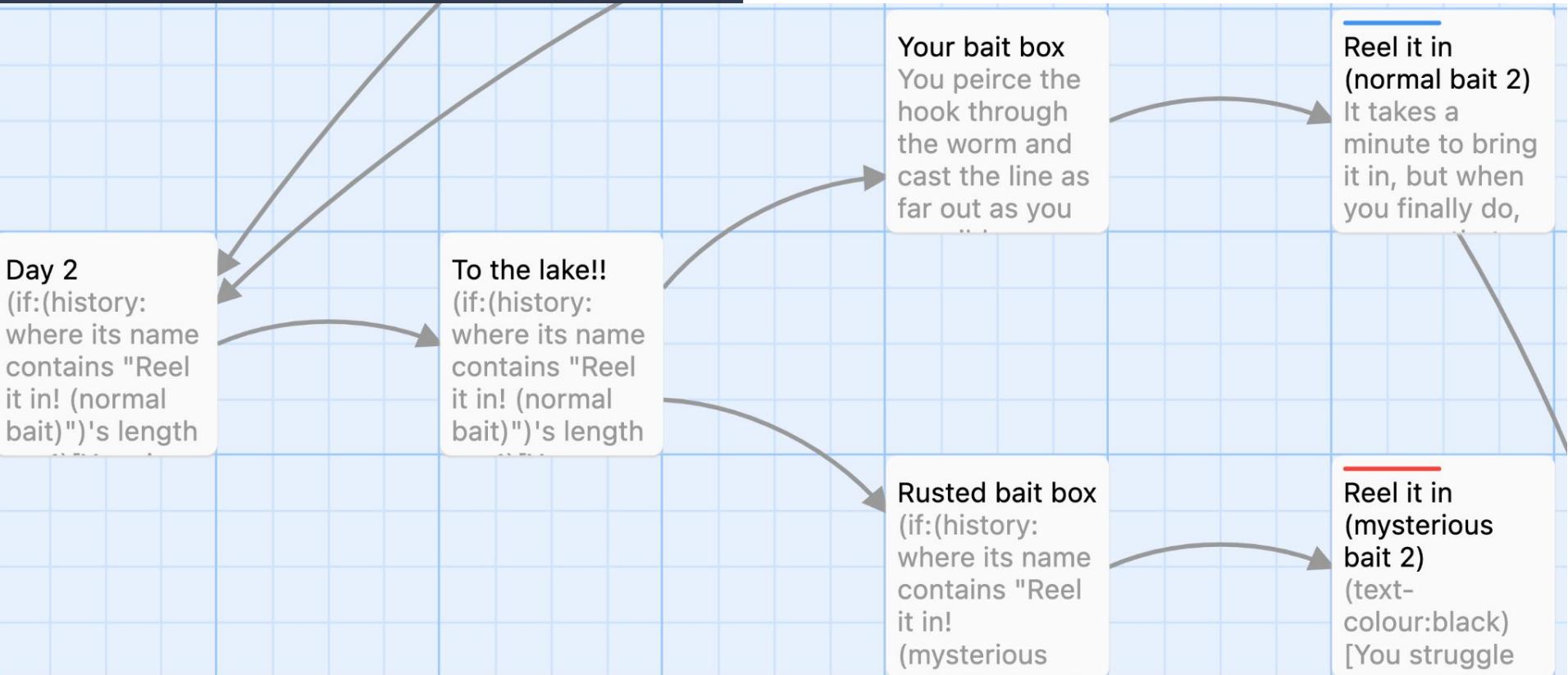
- Creative ideas
- Writing the story
- Coding for games

My Challenge is related to art work. Because of my dysgraphia, I need to rely on other means to create art. As part of a team of game designers this is a solvable issue.

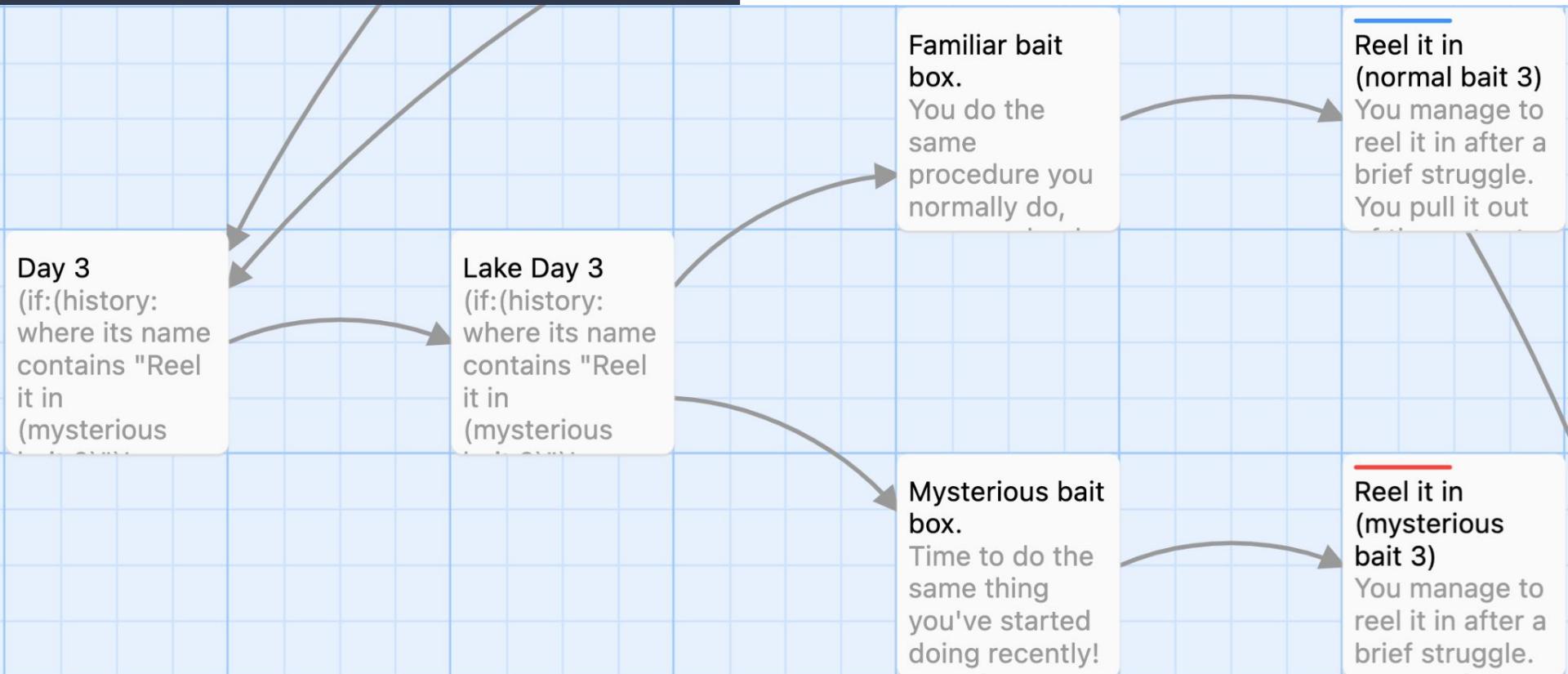
Day One: The Beginning of a “Normal” work week.



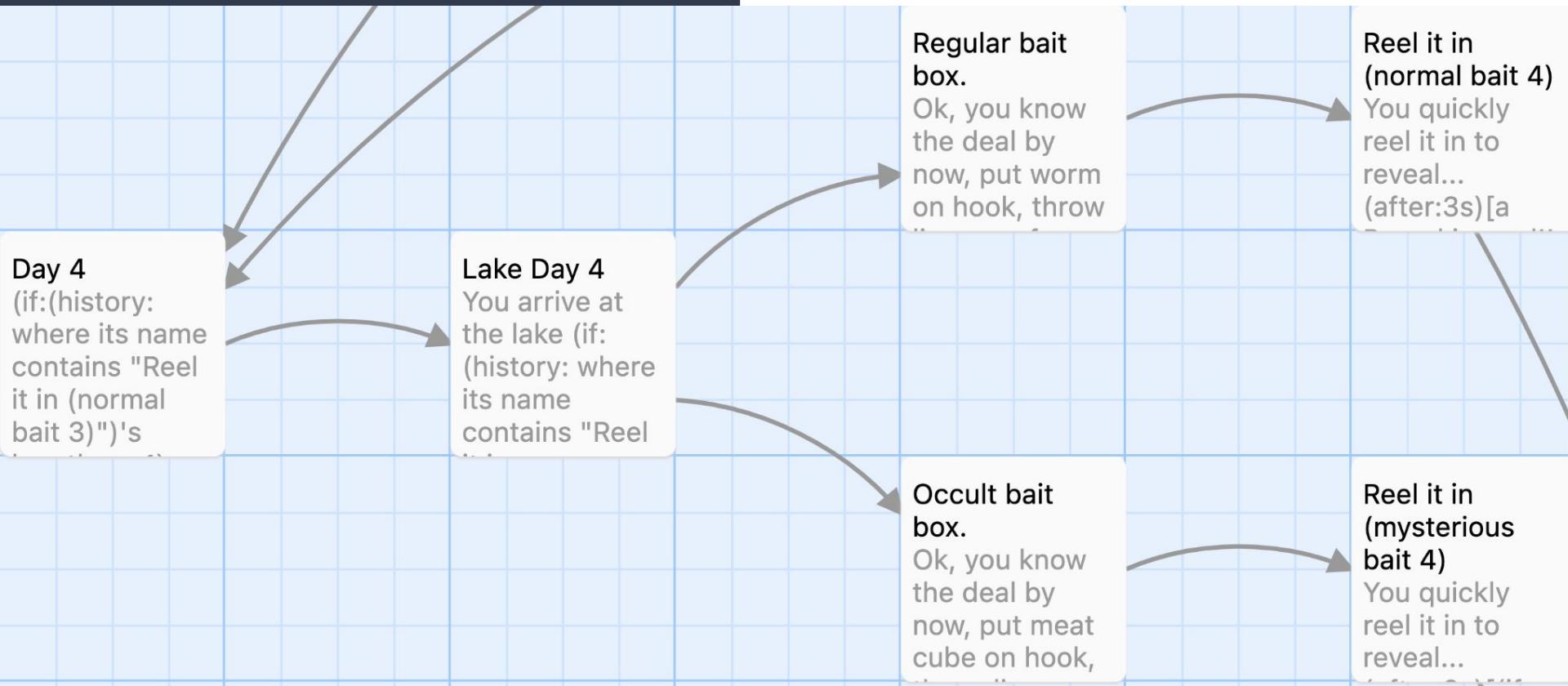
Day Two: Don't get *ahead* of yourself The Severed Head.



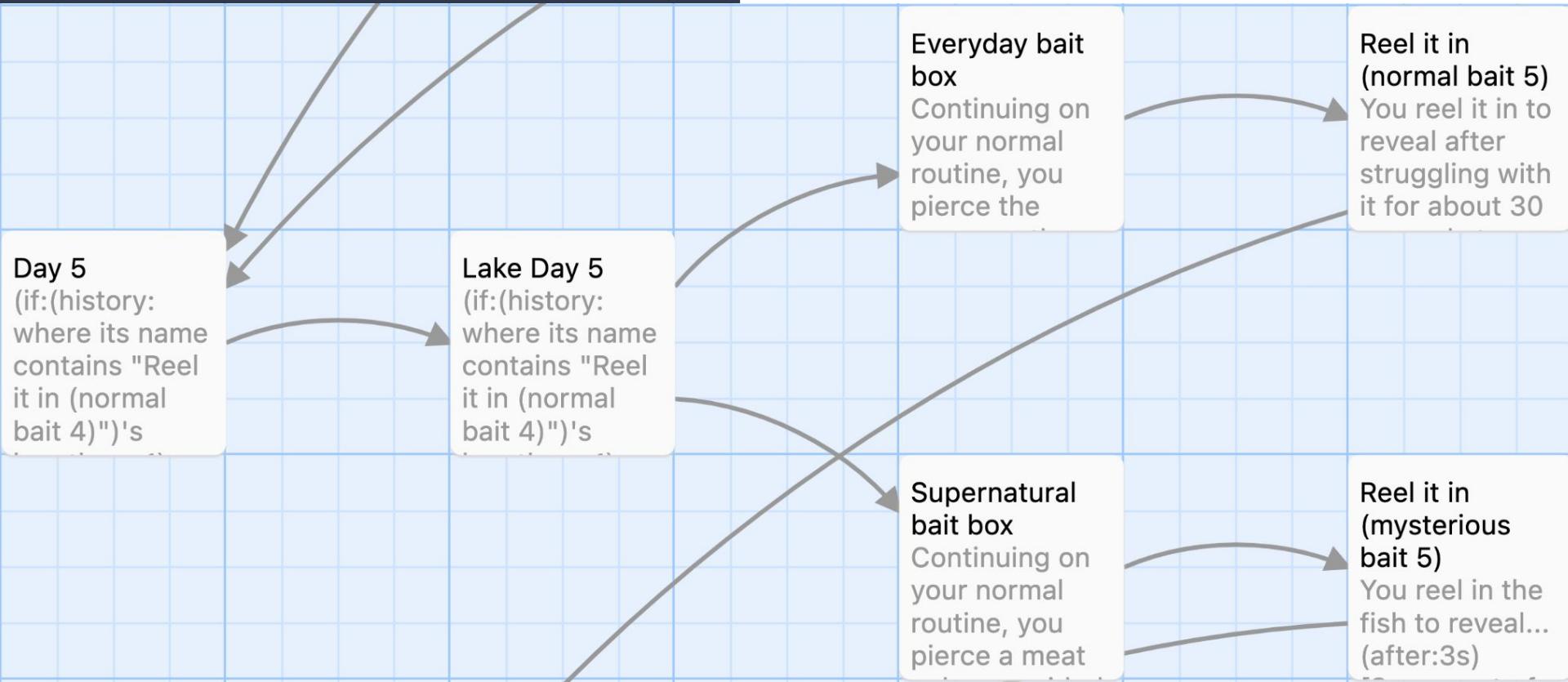
Day Three: This Tastes fishy



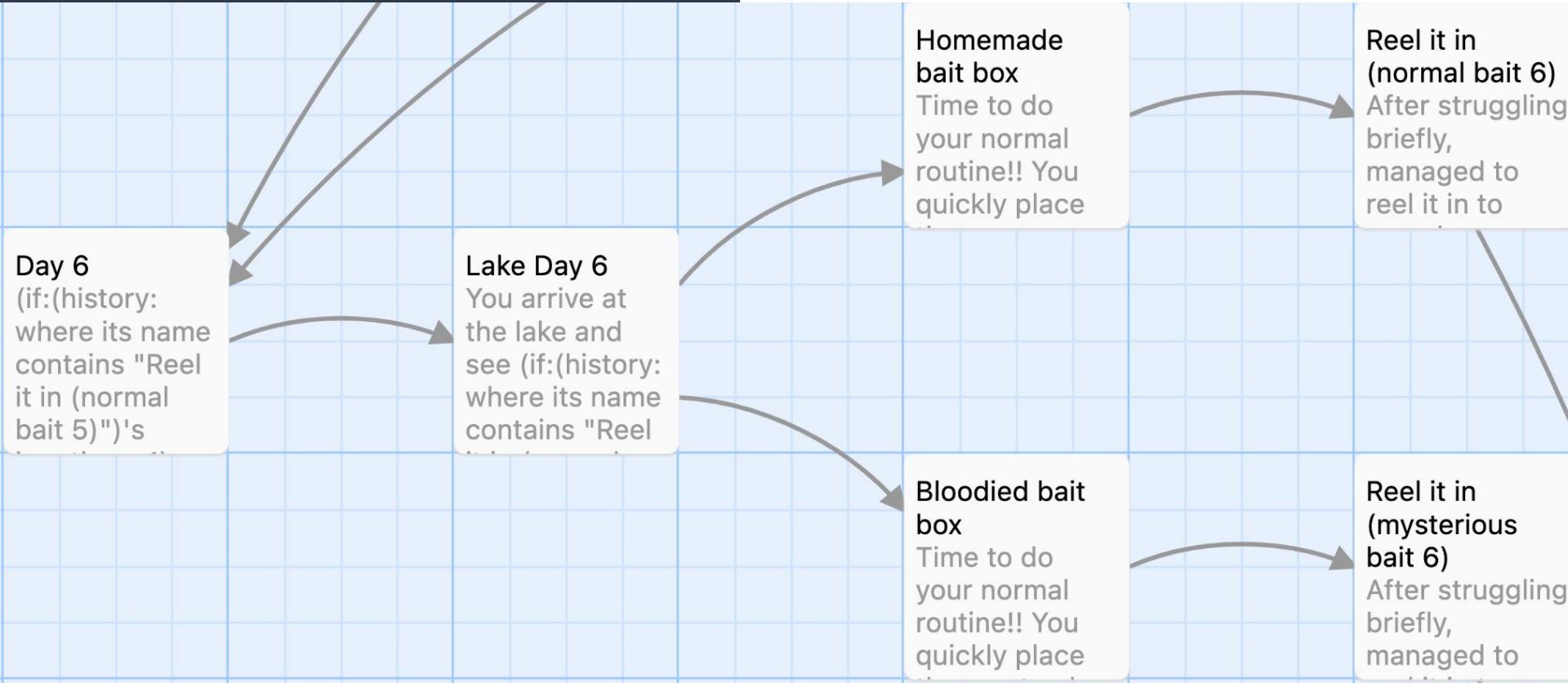
Day Four: Beginning of Mutations: The Third Eye



Day Five: Psycho Giller (Qu'est-ce que c'est?)



Day Six: Santa Claws



Day Seven: End of the beginning Becoming a maneater

