

Big Shadow over Little Innsmouth

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Introduction

My Culmination project was a horror fishing game that I 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



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.

Materials

- The main materials I used for my project are:
- my laptop
- Photoshop
- AI art generators
- The website making website called “Yola”
- Twine.

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.