



Dr. Gerdes 11:46 AM

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Game Prospectus

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In your journals, write a game prospectus—a proposal for the Twine game you'll submit as a final project.

Think about the argument you want your game to make. How can you design procedures to reflect that? To enable/constrain your players? Also consider:

- Who are the characters in your game? How much can players customize them?
- What's the storyline like? Are there branches? Multiple endings?
- Think about the kinds of links players will interact with: what words or phrases do players click on? Are they highly descriptive, or are their effects hidden at first?
- What will design elements contribute to your game? Are fonts, text colors, and background colors important? Will you incorporate images? Sounds?

You'll have next week in class to work on your Twine game, and we'll have a Twine Arcade on **April 30**, so think about scope: what will you actually be able to accomplish/finish in that amount of time?