

My Twine game will take place in a futuristic war site. Corporations have clearly gained an immense amount of power in this society, and are trying to improve the experience of war and help people physically and mentally in different ways. However, this doesn't exactly turn out the way that they want it to, and their attempts end up driving soldiers mad. The player gets to experience this first hand as they play through the game as one of these soldiers that slowly goes insane.

The protagonist is a character only known by their last name: Grissom. As Grissom, you live out life in a camp out in what we only know as Zone 2. Your job is to direct soldiers out in the field. Basically, you are a tactician. But, one bad move, and you could get somebody killed. Your friend Bailey, who leads the group that you are in charge of directing, puts all of his faith in you, trusting that you can direct his people safely. However, the first day you are in control of Grissom, you inevitably fail at some point during your mission and lose the newest member of the crew. Grissom is distraught, and recalls that nobody has died in this war yet, a memory which is supposed to cause players to take a step back from the game, surprise them a little. Grissom goes through the rest of the day, checking that everyone has taken their nightly vitamins, then goes to sleep.

The next day plays out almost exactly the same, with the protagonist realizing that something is wrong, but not being able to quite understand what's wrong. No one mentions the death from yesterday, and the player even gets to see a report that states that there have been no casualties. After this day, the game progresses over the next three days with the protagonist starting to not take their nightly vitamins, and as they do this, they begin to remember things that everybody else does not. They remember the deaths, the injuries, all of the bad things about war that nobody else seems to remember. This starts to drive them insane, and normal things that brought the character happiness earlier in the game hold no happiness for them anymore. They stop caring for themselves, and you are not allowed to do things like brush your teeth or eat breakfast anymore. Their basic everyday life turns upside down.

On the last day of the game, the protagonist is approached by a man he has never seen in the camp before. This man confronts Grissom about the fact that he has not been taking his vitamins and that he thinks that Grissom is coming down with something. Even though the player can protest, the man inevitably drags you to the medical tent where you are quarantined. There they force an injection on Grissom that causes you to lose consciousness. When Grissom wakes up, you receive the same morning text that you received at the beginning of the game. Grissom is back to "normal," just doing their job and not remembering anything. This is where the game ends.

The point that I wanted to make with this game is that the cruelties of war cannot be hidden. People inevitably die and there isn't anything that anyone can do about this or do to hide it. I was thinking one day that maybe we could be able to take the pain out of war somehow, but the more I thought about it, the more I realized that this isn't possible. You can't hide somebody's death like that. Inevitably something will go wrong, someone will realize. I wanted

to communicate this idea that these tragedies, while definitely damaging to a person's emotional state, shouldn't be pushed away, but should be remembered.