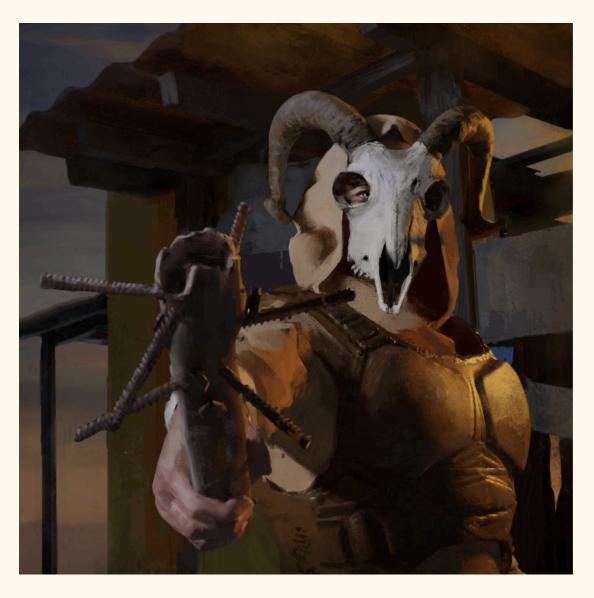
Homeseek-Inspired Choose Your Own Adventure

Narrative Design | Game Design | Programming



Created for <u>The Iterative Collective</u> and <u>Traptics</u>, based on <u>Homeseek | Play on Itch.io</u>

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Game Overview

This playable branching narrative was created based on the existing IP of <u>Homeseek</u> (with the devs' permission and encouragement). It was born out of an idea for short, interactive experiences on social media and Discord as part of my work on the marketing team at TIC. (If you're interested in seeing the original marketing plan, you can see details about that <u>here</u>.) From there, I decided to turn the experience into a fuller mini-game, which would give players a peek into the harsh decisions encountered in the exploration portion of *Homeseek's* gameplay.

The devs enjoyed the game so much that they had us create a physical book version to be handed out as merch during PAX East and other conferences.





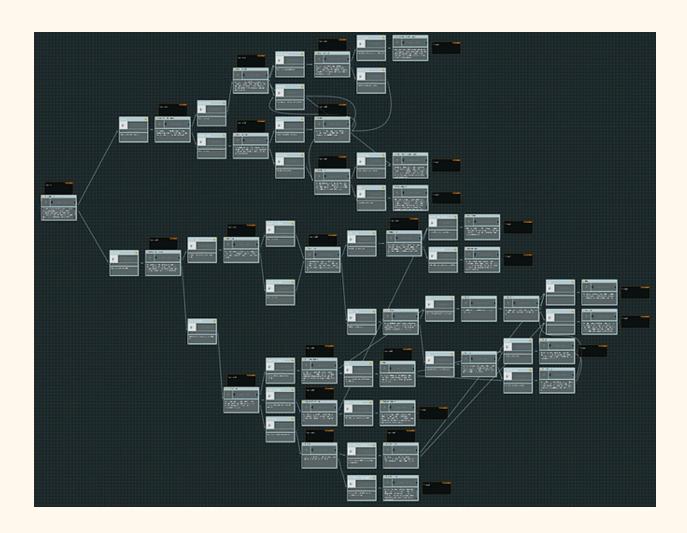
Narrative Design

The story of the mini-game is set in the same world as *Homeseek* and includes the same type of tough choices and moral dilemmas that exist in the game. I worked hard to ensure I made the scenarios fit seamlessly into the world of *Homeseek* while not giving away anything actually encountered in the official game. I imitated the writing style and encounter types players would find in the game while creating these original scenarios, so this mini-game works well as a peek into the world of *Homeseek's* exploration and storytelling while not spoiling the game itself.

Game Design

I carefully plotted out the branches and multiple endings for the story. I used Articy Draft to visualize the journey.

Below, you can see a visual of the game's choice map. Because the gameplay is quite short, I incorporated many endings, so players have many reasons to try again for a new outcome.



Programming

I coded the game myself in Ren'Py. I was able to use pre-existing illustrations made for *Homeseek*. You can see an example of what the code looks like below.

```
"Should we strike now, while they're awake but distracted with work, or wait until night when they're nearby but asleep?
         "Rob them during the day.":
            jump day
         "Steal from them in the night.":
             jump night
     label day:
         scene bg storage:
            zoom 1.3
            yalign 0.7
         with fade
         "You sneak around, grabbing supplies while the campers are spread out and busy working around the area."
         "You've just about grabbed all you can carry when you're spotted by a man who sounds the alarm!"
         scene bg raiding:
            yalign 0.7
         with dissolve
         "Swiftly, members of the other community gather to defend their camp."
     menu:
         "Drop everything and run!":
             jump flee
         "Hold your ground and fight!":
             jump fight
721 label night:
         scene bg rainfall:
             yalign 0.5
         with fade
         "You hide and wait until nightfall."
         "You're sure someone sees you as you retreat successfully with heavy packs."
         scene bg skull:
             yalign 0.4
         with dissolve
         scene bg charts:
            yalign 0.5
         with fade
744 menu:
```

Play on Itch.io