

Homeseek-Inspired Choose Your Own Adventure

Narrative Design | Game Design |
Programming



Created for [The Iterative Collective](#) and [Traptics](#), based on [Homeseek](#) | [Play on Itch.io](#)

Table of Contents

[Game Overview](#)

[Narrative Design](#)

[Game Design](#)

[Programming](#)

Game Overview

This playable branching narrative was created based on the existing IP of [Homeseek](#) (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 [here](#).) 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 *Homesek* 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 *Homesek* 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 *Homesek*'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.

```

684     "Should we strike now, while they're awake but distracted with work, or wait until night when they're nearby but asleep?"
685
686 menu:
687
688     "Rob them during the day.":
689         jump day
690
691     "Steal from them in the night.":
692         jump night
693
694 # ROB THEM NOW
695 label day:
696
697     scene bg storage:
698         zoom 1.3
699         yalign 0.7
700     with fade
701
702     "You sneak around, grabbing supplies while the campers are spread out and busy working around the area."
703
704     "You've just about grabbed all you can carry when you're spotted by a man who sounds the alarm!"
705
706     scene bg raiding:
707         yalign 0.7
708     with dissolve
709
710     "Swiftly, members of the other community gather to defend their camp."
711
712 menu:
713
714     "Drop everything and run!":
715         jump flee
716
717     "Hold your ground and fight!":
718         jump fight
719
720 #ROB THEM LATER (ENDING 10)
721 label night:
722
723     scene bg rainfall:
724         zoom 1.5
725         yalign 0.5
726     with fade
727
728     "You hide and wait until nightfall."
729
730     "Under the cover of darkness, you take what supplies you can as the community sleeps."
731
732     "You're sure someone sees you as you retreat successfully with heavy packs."
733
734     scene bg skull:
735         zoom 1.3
736         yalign 0.4
737     with dissolve
738
739     "You'll return home with additional rations, but you've also made enemies in the valley."
740
741     scene bg charts:
742         yalign 0.5
743     with fade
744 menu:

```