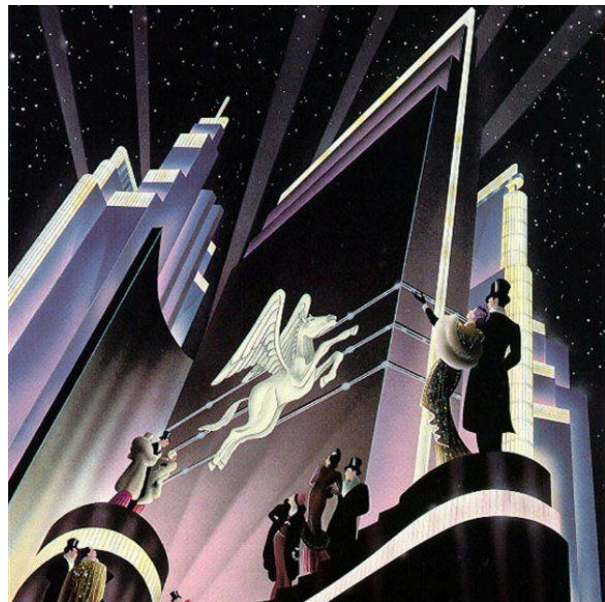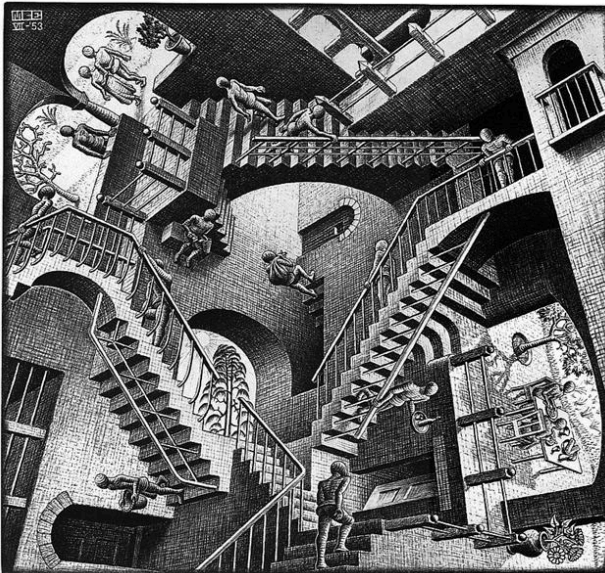# MAZE GALLERY

Project Timeline: 2 weeks planning (Mar 27th-Apr 13th), 6 weeks writing (Apr 13th-June 2nd)
Demo Link: [Play here](#) (password: labyrinth)

Inspirations

Surrealism - Mystery - Exploration - Cubism - Literary Nonsense - Art Deco - Walking Simulator

Pitch

You have been transported to a bizarre museum whose strangeness only grows the longer you remain, and you grow strange with it. Find your way out of the twisting halls, past the impossible sculptures, and try to retain some sense of self for when you return to the real world.

Maze Gallery is a **choice-based interactive fiction** game inspired by **surreal, mysterious art** such as the work of M.C. Escher, Lewis Carrol and Italo Calvino. It is a **collaborative, community game** built without profit in mind for the joy of making something together.

Contributors

Current Contributors	How to Contribute
Paxton is a writer and designer with over 32 shipped titles and a passion for collaboration **Wildcat** is a writer and artist **David** is a an editor **Sisi P**. is a writer **Randy** is a writer **DivineShadow** is a writer **Sean Song** is a writer **MasteroftheTwilight** is a writer **Ed Lu** is a writer **Elen-Chaise** is a writer **Christi** is a writer **Aleshani** is a writer **Ally** is a writer **An Artist's Ode** is a writer **Sunfirewings** is a writer **IFcoltransG** is a writer **Dawn** is a writer **Robin** is a writer **Pine** is a writer **Vacuumated** is a writer **Benjamin Gear** is a composer **Tori** is an artist **Ben Ash** is a composer **Dom** is a writer **Clayton** is an artist	If you would like to participate you can join the Cryptic Conservatory Discord and request access to the Maze Gallery channel. Submissions can be playable in script or text-only, and follow general formats: - Art Exhibit - Multi-part Story - Location - Puzzle - NPC Conversation More details can be found in the submission guidelines. Final submissions with either be uploaded to a Google Drive or emailed to curator@crypticconservatory.com - all submissions will be proofed and edited as the full game is compiled. Writing submissions are currently **CLOSED**- this project is in the **compilation phase**. You may still join the discord to be confirmed as a collaborator for editing, art, or audio.

Features

The final product is going to be, primarily, a piece of **interactive fiction**, which means that all mechanics and aesthetics will be text first. UI and art will be considered during the brainstorming period, but will not be implemented until after the initial development period (the 6 weeks of writing).

Each of the submission formats, and the general tone/flow of the game can be explored in this **demo playable in browser** (password: labyrinth)

Once enough contributors are committed to submitting *something* we will begin **voting about specific technology** (written in Ink, Yarnspinner, or something else, and built as an almost-entirely-text game or a point-and-click adventure) that the game will be made in. The final product will be published to itch.io and Steam.

Goals & Scope

First and foremost this is a game meant for the developers, specifically authors, to learn and improve **how to write interactive fiction** and **how to collaborate** with other writers. The next priority is, obviously, to **make an interesting game**. Lastly, this project can be a **portfolio piece** for writers who want to have another game credit, to experiment, or simply to have **a finished game** they can be proud of.

In order to finish within a reasonable time we are currently **limiting the development time to 8 weeks**: 2 to plan & brainstorm, and 6 to write and script. This schedule is somewhat flexible, and will be ultimately determined collectively by the committed contributors. We will also be **limiting submission length, but not the number of submissions**. This means that one author can submit any number of exhibits, conversations, &c. that they wish, but each individual piece will need to fit within the submission guidelines.

Schedule

Brainstorming Kickoff	Wednesday, March 27th
Weekly Sync	Sunday, March 31st @2pm
Weekly Sync	Sunday, April 7th @2pm
Writing Kickoff (*general scope approved*)	Saturday, April 13th
Week 1 Check-in	Sunday, April 21st @2pm
Seattle Indie's Writer's Room	Thursday, April 25th @6:30pm
Week 2 Check-in	Sunday, April 28th @2pm

Week 3 Check-in	Sunday, May 5th @2pm
Week 4 Check-in	Sunday, May 12th @2pm
Week 5 Check-in	Sunday, May 19th @2pm
Final Check-in	Sunday, May 26th @2pm
Pencils Down Celebration	Wednesday, May 29th
Seattle Indie's Writer's Room	Thursday, May 30th @6:30pm
Compilation Phase	June 3rd - June 21st
Polish Phase	June 22nd - September 1st
Release	September 1st on Steam & Itch.io

I have other questions!

Most of them are probably answered within the Maze Gallery's Submission Guidelines, but if not you can comment here or join the discord to ask directly.