Research Project: Interactive Storytelling Game

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Interactive Storytelling: Idea/History

Interactive Storytelling is a form of entertainment where the story is affected by the choices and actions of the player.

The effects of the user are made in real time, meaning that the story is never static. Stories of this media adapt and go along with the player.

The first use of what could be considered modern day interactive storytelling took place in the 1970’s, and was done for university research. Interactive storytelling as we know it today didn’t really start up until the 2000’s. The media has carried on to today.

Interactive Storytelling has found use in the field of science as well as entertainment. It has been used in research of mental patterns and computer processes, simulation creation, and studying potential for basic artificial intelligence.
Basic Concepts: Ideas to Accomplish

My goal is to create a game where your choices as the player affect how the game will turn out. The player will have to engage in conversations with NPC’s, and how they act and respond to them will determine the outcome of the game.

This will be a video game that focuses on its elements of interactive storytelling.
The Game’s Narrative

Your character is a rookie detective. The wealthy host of a party has been murdered. You need to interrogate the late host’s party guests to find who did it. Examining the house around you and talking to fellow cops can help you confirm or deny the guest’s statements.
Game Mechanics

The game starts with an aerial perspective of the house. The player is able to move their character around the house in order to choose who they want to talk to and confirm or deny the party guest’s statements through what they see.

Once they chose to initiate a conversation, the game enters the format of a cutscene. The NPC talks, and once the player is given time to reply they are given a passive option of response and an aggressive one to choose from.

The game ends once a party guest is accused. The guest accused determines the game’s ending.
Schedule

11/12-11/17 Research and Concept. Working out how specific and new mechanics will operate and need to be programmed, as well as design the look of the game.

11/17-11/22 Script and Beginning Outside Animation. Getting all dialogue in the game worked out, as well as beginning any animation done outside of Processing (Dialogue scenes and Walk Cycle).

11/22-11/29 Finish Outside Animation and Build the House. Complete Outside animations, and build the interior of the building (Character should be able to walk through the house now).

11/29-DueDate Complete the Mechanics. sort out character interaction. Character needs to initiate outside animation with NPCs, commands for choices follow, then returns character to the house view.