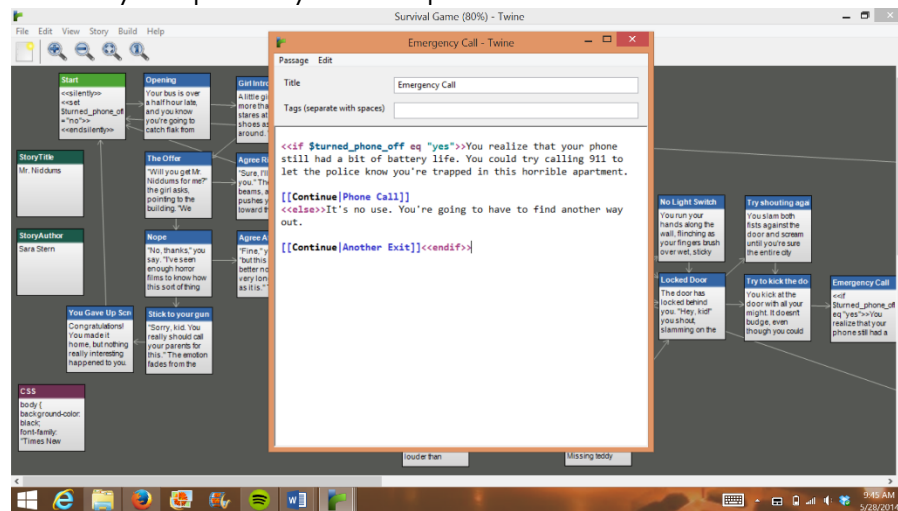


Project 2: Twine Game

Overview: For this project, you will work in groups of three or four to develop a Twine game that focuses on a social issue related to this course. It might be a personal story, such as the one in Depression Quest. It might engage the political process, such as a game which walks users through the outcomes of a legislative action. It might be a resource management game that explores, for instance, the economic realities of being a single mother with one child working two part-time minimum wage jobs. The possibilities for types of games and themes to explore are practically limitless.

What is a “Twine game?” Twine is a program that allows you to develop browser based text (and image enhanced, if you have some basic understanding of coding) games that walk the player through a series of decisions which lead to a variety of outcomes. You can download the software from [The Twinery](http://TheTwinery.com). (There is also a browser-based game development environment, but it is buggy and we don’t recommend that you use it as your primary development

environment.) It’s a very simple program to use, but it’s a good idea to appoint your group’s most tech-savvy member to the role of “game compiler.” We will discuss roles and responsibilities later in this assignment sheet. You can find help with using the program, and developing compelling, playable games, at the [Twine Wiki](http://TwineWiki.com).



Process: The first step will be for your group to turn in a proposal for your game. (The form will be available in the Box folder) For this proposal, you will identify the social issue you have chosen to explore and the roles and responsibilities that each group member will play.

The next step will be the creation of an annotated bibliography. Each group member will be responsible for three entries which summarize and evaluate articles on the social issue you have chosen, and which will inform the narrative of your game. These articles do not all have to be scholarly, but they must all be related in significant ways to the theme of your game and be from reputable sources with some expertise (even if it is personal experience) in the social issue

which you will explore. We will discuss the specifics of creating an annotated bibliography in class.

The final step will be the creation of your game. Remember, you need to balance the dual goals of educating players and making a playable, compelling game.

Roles and Responsibilities: Group work is best accomplished when everyone understands what is expected of her. We suggest that you assign the following roles to group members, but you are free to modify these to better suit the individual talents and interests of your group members.

- **Annotated Bibliography Compiler:** This member of the team is responsible for gathering entries to the annotated bibliography and creating the final document, following the guidelines found at the [UNC website](#).
- **Asset Manager:** This person is responsible for gathering game text, images, and other game assets from the entire team, organizing it, and ensuring that team members meet all the deadlines agreed upon by the group.
- **Game Compiler:** This person is responsible for compiling the assets into the finished game and play-testing it to be certain it works.
- **Story Manager (optional):** Groups of four may choose to add the role of Story Manager to the team, rather than sharing the responsibility across all team members. This person is responsible for ensuring the voice of the game stays consistent, in spite of having multiple authors, and that all entries meet the expected level of grammatical and stylistic sophistication appropriate to the game. (In groups of three, all members should share this responsibility equally.)

Important Dates:

- February 3rd: Proposals Due (in class activity)
- February 10th: Annotated Bibliography due.
- February 19th: Peer Review
- February 24th: Final Game Due

Requirements:

- A completed proposal with assigned roles and responsibilities.
- An annotated bibliography with at least three entries per group member.
- A playable Twine game with at least:
 - Thirteen player interactions
 - Three possible outcomes

- Evidence of research in the way player decisions effect outcomes
- Individual reflective essays on the game and the process of creating it of at least 500 words.

Evaluation Criteria:

- Project works within the genre of the text based game and explores a social issue relevant to the themes of this course.
- Textual and visual elements work together to create a sense of unity and coherence, and give the player adequate information to understand the impact of her choices.
- Project engages meaningfully with the complexities of the issue being explored and includes both costs and benefits associated with each branch in the decision tree.
- Project demonstrates evidence of careful reflection and consideration of assemblage choices.
- Project assets which are not generated by group members, such as images which the group members themselves have not created or facts and figures from outside sources, are appropriately cited.
- Project meets length requirements and is carefully proofread.