Show Yourself Game Design Statement

For the show yourself game assignment, I found it difficult to write a personal narrative that would allow me to illustrate myself as many previous projects I have always worked on games that are completely detached from my own being, such as abstract games, or dealt with subject matter other than myself. Therefore, I had to delve into a very different mindset for the crafting of this game and focus on a personal story that would enticing for players to go through.

I always liked writing but usually didn't write about myself, so composing sentences and passages proved to be quite difficult. I tried to keep readers engaged by using common jargon and lingo as to not alienate players. I attempted to try and keep my own sense of humor and balance that with more serious issues as well, trying to give the player a paradigm of how I interact with other people and view the world. I hope it gets across as readers play the game.

The subject matter of the game was my experience in Korea for a month-long language program in the summer, and primarily about my interactions with a certain someone whose intentions I wasn't clear about and my unfamiliarity and awkwardness with dealing with such situations. I hope the game does a good job conveying the uncertainty I felt during those times.

A choice I had to make when it came to the interactivity of the game was also a difficult one. There are many parts of the story where it seems like the player must go through many passages without little choice on what to choose or do. This was deliberate as it reflected my usual method of going through life-- being laid back and going with the flow and seeing where things take me. I wanted the player to feel the same way. You'll notice that a common theme running through the game is my going along with what someone says or wants, because I was ambivalent altogether and wasn't going to have any strong feelings one way or another.

Another aspect I noticed from playtesting other games and people playing mine is that my story is rather verbose and has lots of text. I hope this does not deter players from reading and I hope that my prose is interesting enough to keep players engaged. The length was probably due to my background of writing a lot of fiction in the past, so once I established where I was going to go, the rest kind of flowed out of me.