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Professor Bertozzi

GDD 210

Pitch: The Final Call

For my team project, I plan on continuing my individual game and I want to finish off the backstory for my prisoner that builds into his position in Lab 2. I want to add more narrative and give players a hub world to experience where they can chat with other AIs. I also want give player text choices dialogue to make that effects the outcome of their gameplay. I want to try new things with the gameplay other than creating a simple platformer and puzzles for players to go through. All of this will build into a final scene, where players will have a choice in terms of how they want to approach it.