

Darkness Fails

Abstract --

As the two brothers were wandering around to find a new way of life, the mist and trees thicken. Upon approach of a near by village, an old man greets them. Though, there's a spirit that haunts the village and needs to be defeated for the old man's soul to be free; there's a variety of choices that lead to a different outcome. You may find a guy named Mr. Fix that offers the right spells and weapons to defeat the spirit. Beware of your decisions in which it might lead to a fatal but yet fun experience in either choice you make. In addition, you may come across a longer adventure depending on the choices whether you play as a team with both brothers or you take separate paths. Destiny is in your hands.

Overview --

- Player Motivation: The player can be driven by a desire to solve puzzles, and to explore different avenues for a different outcome.
- Genre: Narrative
- Target customer: The age range is appropriate for all players.
- Competition: As there are many games provided on Twine; "Darkness Fails" has a unique experience in terms of choices and gameplay.
- Interface: "Darkness Fails" is intended for an online experience.
- "Darkness Fails" doesn't require any optional use of special hardware or accessories.

Concept --

“Darkness Fails” falls underneath these core tasks:

- Choices
- Progression of conversation
- Changing an Outcome

Backstory --

An unknown source arrived at the brothers house one night and killed both there parents. They managed to sneak out for a chance of survival. They reached a peak of confusion as the spirit “like” ghosts left. It left the both brothers on their own. Both parents were saints of a previous battle and the spirits wanted to get revenge years later. The house destroyed; but, still having their farm land in tact with cows and other farm animals the brothers venture off for a new beginning. Bitter the older brother was; though, the little brother had a different perspective of the situation. He felt a source of uplifting power soon after the spirits killed there parents.

Objective --

Depending on which brother you choose to be, the objective is to find information in the village about a ghost that causes trouble after speaking to the old man. The ghost holds onto a sacred item that the old man needs in order to regain peace. Once that is achieved, the old man can once again remain in harmony.

Gameplay --

“Darkness Fails” is an easy game that consists of a simple animated sequence through out game play. This includes a smooth transition to each page with dialogue and more choices. “Darkness Fails” is controlled by the user. In other words, destiny and gameplay duration is in the players hand.

Characters --

John (Older Brother) Greedy
Sam (Younger Brother) Willing to help
Mr. D (Old Man) Seeking Source of Happiness



World --

The village is primarily a dark place with lights on. The sun never comes out nor does a piece of personable behavior is seen with individuals throughout the village. As more information is discovered, the old man protects you from danger as enemies appear.



Controls -- Interface

Online

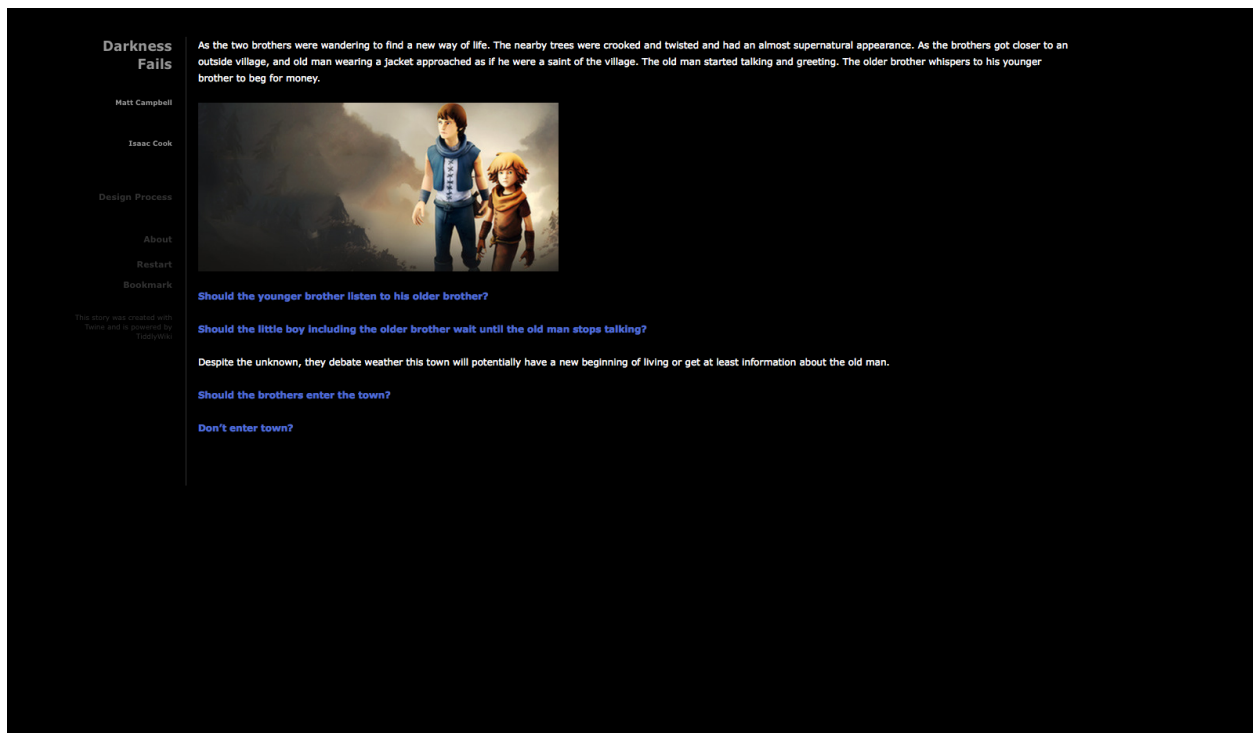
Proceed on Choice

Left Click

The user causes all game action to occur with text navigation. In addition, the destiny is at the players discretion.

Graphics --

“Darkness Fails” consists of a black background. In addition, the dialogue will be white and the choices are in blue. The choices will be identified in white and as you hover over them.



Flow Charts --

