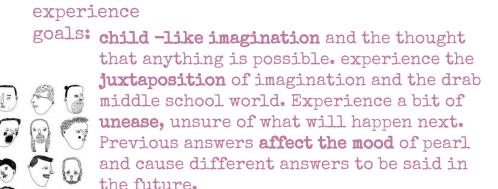


synopsis: Pearl harnesses her knitting powers in order to be able to capture Meagan.

Through the influence of Tink, Pearl's knitted friend, Pearl decides to confront her bully head on and plans to trap her in Pearl's imaginary world.

their knitting powers in order to not appear suspicious and lure Meagan into their imaginary world. Played through button controls and dialogue options to progress the story.

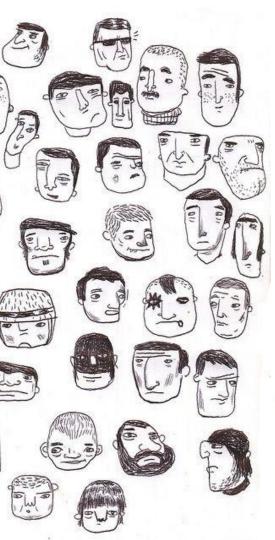


story and theme:



Pearl has anxiety and gets bullied at her middle school. She tells her mother and being the non-confrontational type her mother teaches her to knit. Pearl uses her knitting to channel her nervous energy. One night her knitting begins to breathe and she becomes suspicious. Pearl knits herself a friend named Tink. Tink comes to life and shows Pearl a brand new world of her own imagination through a yarn portal in the craft room. She brings her to school and things start to get funky. Tink comes to life when Pearl gets bullied by Meagan, the popular girl at school. Tink begins to convince Pearl to lure Meagan to their imaginary world and trap her there.

stitchcraft explores the concept of individuality and conformity at the young age of twelve and fourteen. It also explores the possibility of grace and forgiveness.



designing statement:

currently an undergrad at Biola University majoring in game design.

Something imaginative and has a good underlying message that doesn't hit you in the face.

I love fiber arts (embroidery, sewing, knitting etc.) and I know many people want to learn how to do them but never have taken the time to learn. Perhaps this game could help motivate people to learn them for themselves as well as teach people how to forgive people who have hurt them

niding accepts and chestnuts; the dogs rolled among them, and scampered after them as they fluttered through the heavy air, and barked at head-eyed robins; then suddenly, through a break in the woodland cloisters, she saw a broad avenue, the beeches meeting over it in red and gold, and beyond the old house, its windows flaming in the sunshine, and fiery spikes of blossom lingering before it.

fiery spikes of blossom lingering leaves to the Still and quiet, filled with repose it looked; times had changed since the old M. F. H.'s day, when the house overflowed with guests, and the woods and lanes ochoed to the crack of rides or the ringing horn; times had changed since the sad winning smile of the first Charles had rested on gallant cavallers, marshalling to the signal of boot-and-saddle, but the halo of old remance was still there.

Now come the sound of hoofs, the rustling of



classic 3 act structure

playable decision making, uncovering the story yourself how you want to.

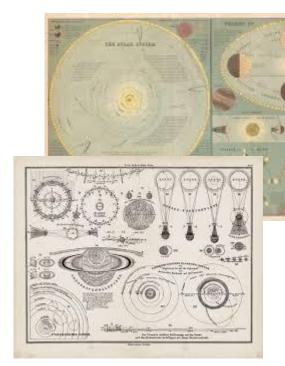
branching with foldback. mood choices affect future possibilities for answers more realistic and personable





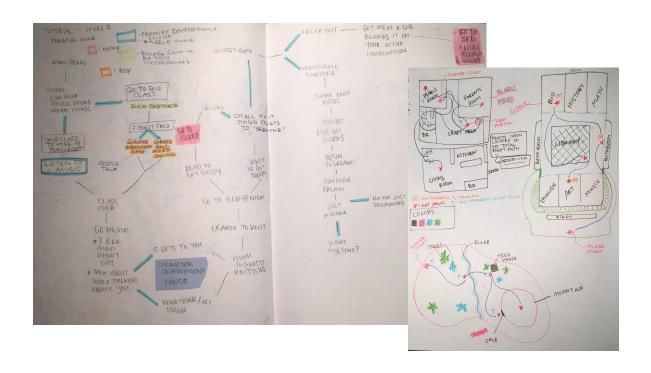


Level name	Description	Narrative question/goal	Gameplay goal
	ACT	ONE	
String of Lies	Pearl is made aware of all the lies said about her and how they are causing all the people around her to think she is weird and an outcast at school. Mom gets her to knit. In the night time, her knitting comes to life. Knitting and in the night time, Pearl enters a magical yarn world.	Set up the characters and introduce the main struggle. Will Pearl be able to subdue her anxiety at school? Yes.	Understand the basics and how to control the character and how different answers create a different mood.
Trusting Tink	Pearl makes her own friend Tink. She knows she shouldn't bring link because she doesn't want her secret getting outbut she brings her anyway because Tink is her only friend. Tink begins to come to life at school and inches her way into Pearl's school life.	Set up a bit of an uneasy feeling about Tink and getting a better grasp of how the magic of imagination works in real life. Does Pearl's magic imagination work in real life? Yes, with limitations.	The juxtaposition of power in the yarn world and the real world.
	ACT	TWO	
Cute as a Button	Pearl begins to let Tink persuade her into more rebellious actions.	Will Pearl give in to Tink? Yes.	Make choices on what rebellious things to do like pulling the fire alarm
	ACT	THREE	
The Execution	Pearl begins to plan and execute the plan to trap Meagan in the yarn world and leave her there.	Will it work? Depends on the mood of the character-based off their choices from previous levels	Bring Meagan to the yarn world and leave her there





Stitchcraft level map:









prototype description:



stitchcraft

YARN

Tink: hey Pearl. I am so glad you made it here safely. I want to show you around this place. It's absolutely amazing and fun.

Tink guides you to a river flowing with yarn and crocheted fish.

Tink: pretty ain't it? Let's get across.

Pearl: how?

Use your supplies to make something to cross the river.

Tink: Nice job! Beautifully made. Let's cross. **Tink:** If you look down you can see frogs on lily pads. Want to keep one as a pet?

Use your supplies to make something to catch the frog.

You two walk along and into the orchard across the way. Juicy Peaches, Plums, Apples and all types of fruit one could imagine.

Tink: want something to eat?

Use your supplies to make something to collect fruit.

Tink: Wanna see something cool?

Tink creates a sword materializes in front of her. She swings it through the air and it sounds like the wind.

Tink: you can make one too....the only limit is your imagination Pearl.

Use your supplies to make a weapon.

Tink: There's nothing in here you will need to protect yourself from....unless you imagine one. It's just fun to have a weapon. It makes you feel powerful.

Tink: You got lots of stuff now. Better make something to help carry all your stuff.

Use your supplies to make something to hold all your goodies.

Pearl and tink keep walking until they come to a large cave.

Pearl: (eagerly) let's explore it!

Tink: Now you are getting the hang of this.

Use your supplies to create something so you can see in the cave.

Peal and tink explore deeper. Glow in the dark bats hang from the ceiling watching the pair silently and without malicious intent. They come to a ledge with a 20-foot drop.

Use your supplies to create something so that pearl and tink can get to the bottom safely.

At the bottom of the ledge is a pool of hot water. Pearl jumps in and floats around with Tink.

MIDDLE SCHOOL

Pearl wakes up in her bed groggy. Ew school she thinks. She puts on a sweater and makes sure her needles are in her backpack. She wants to test her new powers at school.

Walking into school she sees Megan **Pearl:** ew it's too early for her right now. I could just....

Use your supplies to make something so Pearl doesn't have to speak to Megan.

It doesn't work at all. Must be something with your supplies. See if you can find more supplies around the school before the bell rings for first period and then try it again.

Franklin: Did you finish the biology homework? It was not fun but at least I got it done.

Louis: What are you looking at?

Megan: She just frowns at you in great dislike. Right before she moves her hand to flip Pearl off Pearl turns away.

Locker: Pearl rummages through her locker and finds some stray yarn.

Bathroom: Pearl looks in all the stalls and a bit in the garbage can without being *too weird* about it. She finds a cotton ball.

Library: Pearl waves to the kind librarian Ms. Groat. Pearl looks through the bookshelves and finds a large ball of lint behind a copy of Lord of the Flies.

Cafeteria: Pearl navigates her way through the kids in the cafeteria trying not to draw too much attention to herself while she looks for supplies. Nothing. She can't find anything that would be useful.

Homeroom: Pearl walks into her homeroom and there are already a few students in there already. Pearl looks around on the floor and by the pencil sharpener and there she finds it: a paperclip she can use as a spacer.

Now that Pearl has collected all her supplies where should she go to make her first item in the real world?

Pearl finds a secluded spot in the _____ and then tries to cast on something small.

Use your supplies to make something that is small and easy to hide.

It fails. All she gets is an <u>easer</u>. Pearl pockets the eraser and tries again.

This time she gets a piece of paper. Frustrated Pearl tries again.

This time it's a pencil.

Try again?



release goals and next steps:

platform: computer (pc/mac), easy access and widespread. since it is a 2D game I think that 2D looks better on a computer.

audience: 16-30 year old, arts and fiber art people, imaginative, witches, ghouls, and gremlins.

next steps: dialogue construction, in depth microstructure break downs.



