

The Essentials

1. What is the essential experience of your game?
story-focused experience that induces sadness and melancholy with not obvious, personal choices of wish and anxiety
2. What are your major and minor focuses?
 - ^{game} what does it take to survive - connecting ^{project} management game with story-based decisions
 - how personal relationships influence our decisions - what makes a choice meaningful
3. Your minor focus is an area that you would like to build your skills in and become more proficient in. Why would you like to build and polish your skills in this area?
meaningful choices are the core of branching narratives, stories that one can navigate freely - stories that I want to write and understand

4. How does your existing process documentation demonstrate what your essential experience is and what your major and minor focuses are?

research into what/how other games do to make people care about their characters
shortcomings of similar designs
level of depth the management games portray

Your work's relationship to other pieces

1. How does your game idea and the work that you have produced so far relate to existing media, works, genres, or social issues? Does your game idea build upon and extend where these things left off?
it takes from existing civil and builds on top of other games and their design
2. How does your game idea and the work you have produced so far distinguish itself from existing works or genres?
I try to reach a 'human experience' and make a management game that cannot be broken down to 'optimal solution', a game that escapes the Nash equilibrium - as much as it seems ridiculous