



Quarantine: Groundhog Day



The Storyline:

- You play as a highschool senior named John/Jane Doe.
- Your parents died when you were 10 years old and you were adopted by your alcoholic uncle
- In the game you have to juggle school responsibility as well as your situation at home.
- It is proving difficult to pay for college, especially since you uncle refuses to pay. You end up needing to apply for multiple scholarships, adding to your workload.
- The ending of the game depends on your choices.



Mechanics:

- The point of the game is to emulate the feeling of quarantine
 - Hopelessness, perseverance, drama, conflict
- In the game there are many responsibilities and problems to be dealt with, and you have to use your judgment to navigate through the game
- Every decision you make has an impact on your day, and has an effect on your character

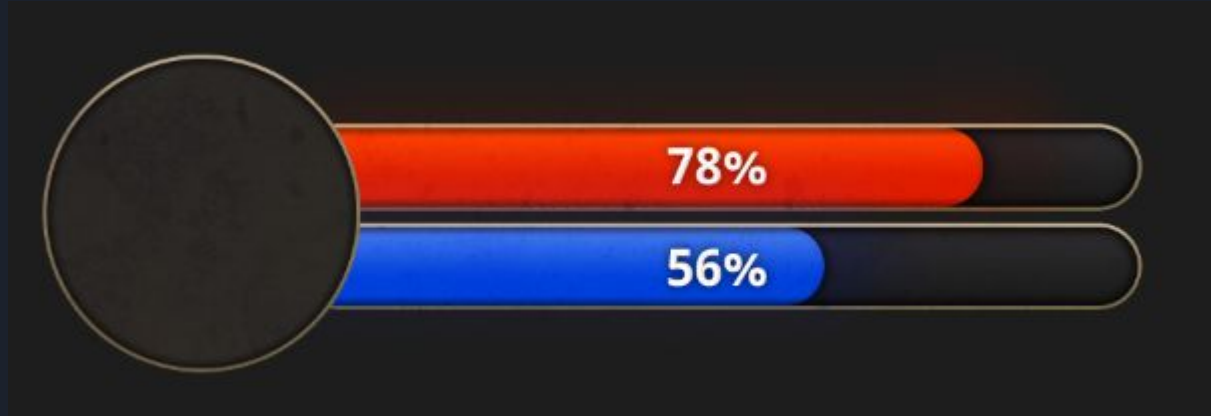


Mechanics (Cont.)

- As one goes out and about their day in quarantine, each task can be approached in a myriad of ways
 - Some options may be better for your motivation, some may be better for your physical, mental or social, health, and may have costs in other areas
- This brings together into a Two-Tiered System: Health and Resolve

<u>Health</u>	<u>Resolve</u>
Physical	Energy/Drive
Mental	Academics
Social	Trauma
Motivation	Future

Meter System



- Using the meter system to balance your day is very important - sometimes choosing the “best option” is still taxing on the soul
- The game is not as cut and dry as just pick the best thing to do.